



Louisiana 4-H Esports Rocket League

Genre: Fantasy sport-based

Competition Format: 3 vs 3, teams of 3

System: PC, Xbox, PlayStation, Nintendo Switch

How It's Played

Players work with their team to advance the ball down the field and score goals in their opponents' net. Rocket League is a technical game which involves both high-level dexterity and fast-paced gameplay.

The Game

Each team starts on opposite sides of the field, as either the Blue or Orange team. When the timer begins, players race to be the first to hit the ball with their car.

The Action

Once the ball is in play, the clock winds down until a team scores by hitting the ball into the opposing team's goal, at which point players return to their starting positions and repeat that process until time runs out.

The Goal

The team with the most goals at the end of regulation wins. If there is a tie, the teams play periods of overtime until a winner is determined.

Definitions:

- Coach: a team representative; the individuals responsible for managing a Team, reporting Match results to the Superintendent, communicating with opponents, etc.
- Player: a player competing in the competition.
- Team: a group of players competing on behalf of a parish in the competition.
- Record: the number of wins and losses ("W-L") of a team at any given time during the competition.
- Round: an individual round of a competition (i.e. Round One, Semifinals, etc.)
- Round Window: the time period during which a Match can be played.
- Match: a "Best of Series", consisting of five games, as identified below, between two teams.
- Game: a single-game competition played between two teams, usually as part of a match.



Game Requirements:

Teams must have one coach. The coach is responsible for managing all communications with the superintendent and opposing team coaches and for reporting rosters and match results to the superintendent. The coach must be present during a team's match.

A Rocket League Team must have at least three players on the roster.

Team names and Epic Games usernames must be in-line with the standards set out in the 4-H Code of Conduct. 4-H officials reserve the right to modify team names/tags if they do not abide by the rules of the competition and/or 4-H Code of Conduct. The team coach will be notified by the tournament officials if their name must be changed and will be permitted to change it to an acceptable name.

Game Account:

Prior to the start of the competition, all youth must have an Epic Games account that is in good standing. This same account must be used for the full duration of the competition. Epic Games usernames must be in-line with the standards set in the 4-H Code of Conduct. The Contest Official reserves the right to modify Epic Games usernames if they do not abide by the rules of the competition. Youth will be notified by the Official if their Epic Games username must be changed and will be permitted to change it to an acceptable name.

Epic Games accounts may be provided to players on the day of competition by the competition host site and superintendent. In this event, players would only have access to standard vehicles.

Match Settings

Each match will be set to 5 minutes using the in-game timer. The games will use the following settings:

- Game Mode: Soccer
- Arena: DFH Stadium
- Team Size: 3v3
- Bot difficulty: No Bots
- Mutators: None
- Game/Match: 5 minutes
- Region: Recommended
- Joinable by: Name/Password
- Team Settings: (No Change)
- Mutator Settings: (No change)
- Platform: Epic Games Store, Steam, PS4, Xbox, One, or Nintendo Switch
- Server: US- East

Competition Structure

1. Teams will participate in a single elimination tournament where the brackets are generated randomly. The winning team from each Match will advance in the bracket.
2. Each match will consist of a Best-of-Five (Bo5) games. The first team to reach win three games will win the match.
3. Teams will have five (5) minutes before the beginning of each Match to change controls, discuss strategy, and for any other communication or resolving technical issues. It is up to the contest officials to provide additional time if requested.
4. Teams may not join their designated side until three (3) players from each team have joined the Private Match. Any game started before all players have joined may result in a game forfeit for the offending team.
5. All coaches must actively use Lobby Chat, which is available on every match page, to contact and coordinate their matches with their opponents. Unresponsiveness to contact from an opposing coach may lead to the forfeit of one or more games at the discretion of the contest officials. All communication between teams should take place using match chat.
6. Coaches are required to take appropriate in-game screenshots or videos that display the final results of each game and should be prepared to provide them immediately at the request of contest officials and when submitting match results. Failing to do so, or providing false or doctored information, may result in immediate forfeiture of affected matches and/or disqualification from the competition and future competitions, at the discretion of the contest officials.
7. A game will be considered in progress once all players have joined their respective sides and have begun to interact with other players or the ball on the playing field, 15 seconds have passed or a goal is scored, whichever comes first.
8. A game must be restarted if a player disconnects in the first 15 seconds and before the first goal is scored. If a player disconnects after the first 15 seconds or after the first goal scored, the current game must be played to completion and the disconnected player should rejoin as soon as possible. Any team that leaves a game following a player disconnection, unless specifically provided for above, may forfeit the current game, or match, at the discretion of contest officials.
9. Within 15 seconds of the start of any game and before either team has scored, teams may agree to restart and/or switch either the host or the server (if applicable) if connectivity issues significantly hinder gameplay.

10. The contest officials will determine whether a match needs to be restarted. A restart can be called if there are connectivity issues, hardware failure, software failure or any other issue that contest officials determines a restart is required.
11. Teams may take up to a five-minute break between Games 3 and 4. Teams may agree to take a shorter or longer break if both agree in writing to do so.
12. Pausing of the game is not allowed once the match is in progress. Pausing the game will result in a warning to the team of the player who paused the game. Two warnings will result in a loss for the team. It is up to contest officials to determine whether a warning will be administered.
13. Any game that is played in full will not be open for review and the results will be considered final. This does not apply to games that involve player conduct violations.
14. Any team that forfeits their match in advance or is not ready to play their match within 10 minutes after the scheduled start time may receive a no-show forfeit loss for the match at the discretion of contest officials.
15. Any team that receives two forfeit losses may be removed from the competition, and if applicable will forfeit all their matches, at the discretion of the contest officials.

Player Conduct

By entering and participating in the competition, all players and any associated team coaches/managers/trainers/etc. agree to adhere to and be bound by the Louisiana 4-H Code of Conduct.

Violations of the Code of Conduct should be reported immediately to the superintendent. Violations include but are not limited to unsportsmanlike conduct, intentionally distracting the opposing team, use of cheating software, altering the opposing teams' hardware etc. Contest officials will investigate all claims of misconduct. Upon confirmation of any Code of Conduct violations, and depending on the severity of the violation, the contest officials reserve the right to issue any one of the following penalties:

- Warning
- Player suspension/Disqualification
- Game Forfeiture
- Team Disqualification
- Match forfeiture

Repeated violations will be subject to escalating penalties, and particularly severe violations will be subject to harsher penalties up front.