



TITLETOWN

2023 Titletown Esports League Official Rules

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The following rules and regulations in this handbook ensure the success, safety and efficiency of the Titletown Esports League. All participants agree to comply with the rules and procedures when registering for the league. All decisions regarding the interpretation of these Rules, Player eligibility, scheduling and staging of the League, and penalties for misconduct, lie solely with Titletown, the decisions of which are final. These Rules may be amended, modified or supplemented by the Circuit, from time to time, in order to ensure fair play and the integrity of the League. Titletown may act with the necessary authority to preserve the best interests of the League. This power is not constrained by the lack of any specific language in this document.

A. General Information

1. Game: Rocket League
2. Format: Virtual league for weeks 1-7, week 8 is the (virtual) Minor Promotion Playoffs. Week 9 is the Major Bracket Playoffs and Grand Finals (in-person) at Titletown on April 1.
3. Titletown Rocket League Commissioner: Aaron Gaskins (Vindi) is the Commissioner (CMSH) of the event. The CMSH will guide the league along during its season and will be the main referee and decision maker regarding player disputes.
4. League Eligibility:
 - a. Age Requirement: Players must be at least 13 years old at the time of registration for the league. Players under 18 years old must have the permission of their parent or guardian.
 - b. Equipment: Players can play on any gaming platform that Rocket League is available including PC, Xbox, PlayStation, and Nintendo. During the in-person event at Titletown, each team will be provided a PC including: a monitor, keyboard and mouse, headset, Xbox



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One controller. Players can bring own controller, headset, mouse, or keyboard for this in-person event. Make sure to bring any cables needed to hook up your equipment.

- c. Accounts: You must have a Rocket League account in good standing, if your account is suspended you may not play in the Titledown league until the account is reinstated by Psyonix or the CMSH.
You must play on your submitted registration account. You may not change your in-game name without permission from the CMSH.

5. Schedule:

- a. Dates: Wednesdays, February 8 – March 29 AND Saturday, April 1
- b. Timing: Major and Minor brackets 7-8 p.m. CST. The live broadcast set of scheduled Major bracket teams will be 8-8:30 p.m. CST.
- c. Regular Season – Week 1-7 (February 8 – March 22)
- d. Minor Promotional Playoffs: Week 8 (March 29)
- e. Playoffs of top six Major bracket teams and Grand Finals: Week 9 (Saturday, April 1, time TBD) at Titledown

B. Team Requirements/Roster

- 1. A team may have up to four players on their roster and are required to have at least three players. It is highly advised that each team register a fourth player as a sub.
- 2. Rosters may be changed until February 4 at 11:59 p.m. CST. After that they are locked in.
- 3. Substitutions: Teams may switch rosters in between games but please keep substitutions to a minimum during a set. Substitutions may occur if a teammate has technical difficulties. Such as disconnection or average ping over 120. A full team roster of three players must be in attendance to play.

C. Entry Fee and Prizing

- 1. Entry Fee: FREE
- 2. Prizes: The winning team will be awarded Titledown gifts card of \$50 per player. The second-place team will be awarded Titledown gift cards of \$25 per player (no prizes for substitute players).



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D. General Game Day Rules

1. **Start Time:** Sets start at 7 p.m. CST. There will be a 15-minute grace period, after that your team will automatically forfeit the match.
2. **Bracket style format:**
 - a. All games will be a B05. Minor Bracket regular season will be single round robin with a max of two sets per night. Major Bracket regular season will be double round robin with a max of three sets per night.
 - b. Minor Promotional Playoffs will be B05. The top two Minor Bracket teams will face the 5th and 6th seed of the Major Bracket for a chance to be promoted into the Major playoffs. There will be no Minor bracket playoff. The top two teams will be determined by their win/loss ratio.
 - c. Major Bracket playoffs will be the top six teams facing off in-person at Titletown.
3. **Private Match Creation and Procedure:**
 - a. Which team creates the lobby will be determined on the Discord server. Required private match name and password will be available on the Discord server.
 - b. Players are not allowed to join the match until all three players from each team have joined the lobby. If a player joins the match before all players are present, all players will leave the private match and the designated team will recreate the private match.
4. **Private Match Settings**
 - Game Mode: Soccer
 - Default Arena: Champions Field
 - Team Size: 3v3
 - Bot Difficulty: No Bots
 - Team Settings: All Default
 - Mutators: Series Length - 7 Games
 - Match Time: 5 Minutes
 - Joinable By: Name/Password
 - Platform: Cross-platform
 - Server: US-East



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5. Score Reporting:
 - a. Each Team Captain will report the match outcomes of the set through the Discord server. It is recommended that players take a screenshot at the end of a match in case of any dispute.
6. Rescheduling Play:
 - a. You must report a reschedule to the CMSH on the Discord server. Teams are allowed to reschedule their set up to two days from the original play date. Teams scheduled for live broadcast must inform the CMSH of rescheduling no later than 48 hours before the originally scheduled set.
 - b. If a team is unable to reschedule, the original play date and time will be honored. If any team is unable to play during that date and time, it will result in a forfeit for that set. The team with less than three active players will take the loss. If both teams do not show, both will take a loss.
 - c. If a team must call a forfeit, they will take an automatic loss, and the opposing team will gain an automatic win.
7. Pausing or restarting matches:
 - a. Pauses are allowed if agreed upon by both teams. Repeated pauses will be judged by the CMSH. Teams are only allowed a total 15 minutes of pause time for the set (max of seven games).
 - b. Match restarts must be approved by the CMSH. Scores would be reset if a restart is granted.

E. General Conduct

1. All players are to play to the best of their ability and play fairly. Any collusion, hacking, exploiting, or cheating will result in an immediate ban. Any sort of smurfing behavior will not be tolerated. Remember, many eyes are on each player during the game.
2. Profanity, insults, disruptive or abusive behavior will lead to penalty as determined by the CMSH.
3. If a player leaves the game through intentional disconnection or a rage quit, that player's team will auto forfeit the match.
4. In case of any ruling of any kind, the CMSH will be in charge of resolving the ruling for the opposing group.



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F. Terms

1. Titletown is not affiliated with Rocket League, Discord, or any gaming platform. Players must independently register and agree to those terms and policies as applicable.
2. Titletown reserves the right to amend the rules at any time.
3. Titletown and any companies affiliated with this event are not responsible for any technical or human error which may arise in the process of the tournament. Titletown reserves the right to cancel, adjust, delay, suspend, or terminate the event or tournament. By participation in Titletown Esports, each participant agrees to be bound by official rules.
4. In exchange for the permission granted to me to participate in any way in Titletown Esports, the participant accepts and assumes complete and absolute responsibility for all risks encountered by participant as a result of their purely voluntary participation. The adult participant and/or minor participant(s) by and through his/her/their parent or guardian agrees to release, hold harmless and indemnify Titletown, Green Bay Packers, Inc., Titletown Sportservice, Inc., Delaware North Companies, Inc., Delaware North Companies Sportservice, Inc., any instructor, facilitator, or operator of the Activity and its related equipment, and their respective employees, agents, assigns, owners, affiliates, contractors, officers, directors, sponsors, and insurers (collectively, the "Releasees") from any actions, suits, damages, claims, or judgments that may result from any personal injury, property damage, or death which the participant may sustain while participating in Titletown Esports, even if the injury or damage is caused by the negligent act or omission of the Releasees or its agent. This release of liability shall be a full and final compromise and settlement of any claims for any injury or damage suffered by the Participant as a result of the activity. Nothing in this Release shall be construed as a release, discharge, or waiver of any claim that Participant may have for reckless or intentional acts of the Releasees or their respective agents.
5. Participant further agrees to indemnify the Releasees, and their respective employees, agents, assigns, owners, corporate subsidiaries, affiliates and parents, officers, directors, and insurers, from any and all actions, suits, damages, claims, or judgments that may result from any personal injury or property damage which any other persons may sustain as a result of the Participant's conduct during or relating to the activity.
6. Participant further authorizes the Releasees and anyone authorized by them, to retouch or alter any photographs, video, audio, or other media taken of the participant and the participant's property and use it, in whole or in part, with or without the participant's name, signature, and/or biographical information or other identification of any other fictitious or real person, in any and all media, for advertising, publicity, sales or other commercial purpose, in perpetuity, and to claim and register its copyright in same; and further, release and hold harmless the Releasees and their respective employees, directors, officers, agents, successors, and assigns from any and all liability (including but not limited to claims for



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invasion of privacy or defamation) arising from the use of the participant's photograph, video, picture, image, likeness, voice, audio, and any other media, and from any blurring, distortion or optical illusion which may occur or be produced, as well as from the use of the participant's name, signature, and/or biographical information; and further relinquish all right, title and interest in and to the negatives and prints and their reproduction, including the right to approve their final form, context and use.

G. Contact Info

1. For any questions prior to registration please contact:
Titletown
titletown@packers.com
2. For any technical questions during league play please contact:
Aaron Gaskins
edgevrteam@gmail.com