



**ROCKET LEAGUE**

**RULESET**

**SEASON 5**

## Introduction

This manual consolidates the specified rules for participants, coaches, and/or organizations (Esports teams) involved in any of the disciplines played in the POST Esports Masters. Every individual engaging in the POST Esports Masters acknowledges having reviewed and endorsed the rules outlined in this manual.

The administrators of POST Esports Masters reserve the right to update and/or rectify sections of this manual as needed. In circumstances not explicitly addressed in the rulebook, administrators retain the authority to make conclusive decisions.

**Good Luck & Have Fun!**

**IMPORTANT: In case of any changes, please check if you are reading the proper version of the rulebook. Updates of any rulebook will be announced on Discord in its relative channel.**

## Table of Contents

<b>Introduction</b> .....	<b>1</b>
<b>REGISTRATION</b> .....	<b>3</b>
The POST Esports Masters are open to all levels.....	3
Registration Process.....	4
Age.....	5
<b>ROSTER CONSTELLATION</b> .....	<b>6</b>
Roster Sign-Up.....	6
Regional limitations.....	6
Roster line-up.....	7
Active Roster.....	7
<b>ORGANIZATION &amp; TEAM REGULATIONS</b> .....	<b>8</b>
Multiple teams in a division.....	8
Upcoming seasons.....	8
<b>SCHEDULE</b> .....	<b>9</b>
<b>RUNDOWN</b> .....	<b>10</b>
Open Qualifiers.....	10
SEASON PLAY.....	11
RELEGATIONS.....	11
FINALS.....	11
<b>GAME SETTINGS &amp; RULES</b> .....	<b>12</b>
Game settings.....	12
Coaching.....	12
Disconnects.....	12
<b>CASH PRIZE</b> .....	<b>13</b>
Division 1:.....	13
Division 2:.....	14
Payment.....	14

## REGISTRATION

The POST Esports Masters are open to all levels.

When registering for any phase of the POST Esports Masters, each Participant must validate their official account (Steam, PSN, Epic, etc.) If the participant is under an Esports team contract; and the team wants to be visible on the POST Esports Masters communication supports (Stream, Socials, Live Events), the participant must imperatively share all the data in the document given by the admins with their team.

The participant's in-game name must correspond to the name validated during registration. Any change of name without informing an administrator and without obtaining their confirmation, will be penalized.

At any time, administrators can oblige to obtain information necessary for the proper functioning of the competition.

### Registration Process

The registration is made by the team captain only.

1. The team captain has to fill out the registration-form on the POST Esports Masters website.
2. Participants are obligated to join the POST Esports Masters MAIN Discord.  
<https://discord.gg/S2s57YemB2>
3. The registrations are validated manually by the POST Esports Masters administration team. It may take up to 72 hours until the validation process is over.
4. After the validation process, you will receive an email from the POST Esports Masters organization validating your attendance of the open qualifiers. Aswell as receiving the Discord role "Game – Qualifiers".
5. Now you are registered for the qualifiers of your game.

**Please regularly check your emails and Discord messages. If there are any problems with the registration, the POST Esports Masters administration team will contact you on both these mediums.**

### Age

The minimum age for a POST Esports Masters player is 16. If the Participant is still a minor under European law (<18 years of age) the day of the Qualifier, an authorization to participate must also be signed by a legal guardian of the child.

If a 15-year-old receives his 16, at the latest 30 days after the start of the qualifier date, they may register for the POST Esports Masters with a special contract signed by their legal guardian.

# ROSTER CONSTELLATION

## Roster Sign-Up

As soon as you sign-up your roster, team captains are allowed to change the roster until 48 hours before the qualifiers. This is the lock in time for roster changes; therefore, the POST Esports Masters Organization recommends that you sign up the team with 1 substitute. If the active roster is deemed invalid due to regional limitations or an insufficient number of players, teams may incur penalties ranging from fines to potential immediate disqualification.

## Regional limitations

The regional limitations are defined as followed:

- No limitations on players with their residence in one of the following regions:
  - Greater Region (Saarland, Rhineland-Palatinate, Lorraine, Moselle, Meurthe-et-Moselle, Wallonia, Luxembourg)
  - BENELUX Region (Belgium – Netherlands – Luxembourg)
- **Maximum 1** player with their residence in one of the following regions:
  - Europe

Substitutes may be from any region.

**IMPORTANT: While the regions may be enlarged, we still oblige all players to attend all offline media sessions and events. Therefore, please make sure you have the necessary time and financial resources to bring players to the offline media sessions and events.**

**Official dates are listed under the "[SCHEDULE](#)" section.**

### Roster line-up

A team always consists of a minimum of 3 players and up to 4 players. The team can also sign up a manager and a coach. The team composition looks as follows:

- 3 active players
- Maximum of 1 substitute (recommended)
- 1 manager (optional) (can also be team-captain)
- 1 coach (optional)

### Active Roster

The active roster/ players are defined as the 3 players playing the next upcoming match. This roster can be changed 24 hours beforehand by announcing it to the administration team. The active roster constellation must always comply with the regional limitations.

- No limitations on players with their residence in one of the following regions:
  - Greater Region (Saarland, Rhineland-Palatinate, Lorraine, Moselle, Meurthe-et-Moselle, Wallonia, Luxembourg)
  - BENELUX Region (Belgium – Netherlands – Luxembourg)
- **Maximum** 1 player with their residence in one of the following regions:
  - Europe



# ORGANIZATION & TEAM REGULATIONS

## Multiple teams in a division

Organizations are not allowed to have multiple teams in a single division. If an organization owns 2 or more teams in a single division, it must choose one team and must put the other team to free agents. The free agent players can still play under their constellation however they cannot be part of any organization that already owns a team in the relative division.

## Upcoming seasons

The organization is the owner of a team spot of any division. An exception can be made if the organization puts the team to free agent. In this case the team captain will own the spot for the season until they join a new organization. This change must be announced to the POST Esports Masters administration

In any case contact the POST Esports Master administration if you need any help regarding these regulations.

## SCHEDULE

- ❖ Registration Phase
  - 18.12.2023 – 04.04.2024
  
- ❖ Open Qualifiers
  - 06.04.2024 – 07.04.2024
  
- ❖ MEDIA DAYS
  - 13.04.2024
  
- ❖ SEASON
  - 29.04.2024 – 26.05.2024
  
- ❖ FINALS
  - 06.04.2024 – 07.04.2024

## RUNDOWN

### Open Qualifiers

The open qualifiers will be played in a swiss system format. The number of rounds will be announced right before the tournament depending on the number of teams playing in the qualifiers. (4 rounds for 16 Teams or less, 5 rounds for 32 Teams or less, 6 rounds for 64 Teams or less)

Top 1-8 Teams will enter division 1.

Top 9-16 Teams will enter division 2.

The others are eliminated and may have a chance for upcoming Seasons to enter Division 2.

**\*\* IMPORTANT: The initial starting seeding will be randomized. The leaderboard during the qualifiers will be determined by the following criterias:**

- **Points (2 for a win, 0 for loss)**
- **Direct confrontation**
- **Buchholz system \***

**If there is still a tie on the places 8 and 16, a tie-breaker will be played on Sunday 13:00 or Sunday later on if there are games played before. Teams have the right to play the tie-breaker immediately if both teams agree. \*\* Changes 13/01/2024**

**\* The Buchholz system adds up the scores of each opponent a participant has faced, excluding the participant's worst-performing opponent. The idea is that facing stronger opponents should be rewarded.**

### SEASON PLAY

The season will last 4 weeks. All games are predetermined and are announced by the POST Esports Masters administration team before the Season begins. Each Team will face each other twice during the season. Side-selection will be pre-determined as well.

Every match-up will be a best of 5.

### RELEGATIONS

The teams with place 6 and 7 of division 1 will face the teams with place 2 and 3 of division 2 in a best of 5 series to fight for the division 1 spots.

The team with place 8 in division 1 will enter division 2. The team with place 1 in division 2 will enter division 1.

The bottom 4 teams of division 2 will lose their spot for the upcoming season; however, they are allowed to play in the qualifier for that season.

### FINALS

The top 4 teams of division 1 will face each other in a best of 5 series to determine which is the best team in the POST Esports Masters.

**IMPORTANT: After the finals is where we determine the official ranking.**

### **\*\*\* TIEBREAKERS \*\*\***

Tiebreakers will be handled in the following order:

- Direct confrontation
- Winner of the 2nd best of series
- fastest goal

# GAME SETTINGS & RULES

## Game settings

- Game mode: Footcar
- Stadium: DFH Stadium
- Team size: 3 vs 3
- Crossplay: YES
- Bots: NO
- Authorize spectators: NO

## Coaching

It is not allowed for the coach to interfere in an active match. The coach is not allowed to spectate or give them instruction during the game or while the game is paused. If teams break this rule, the coach will be disqualified for the current season and the game will be counted as a forfeit.

## Disconnects

Players must always ensure that their internet connection works in the best condition. If a player disconnects the match will not be remade.

## CASH PRIZE

The Total cash prize for Rocket League Season 5 is 5000€. The cash prize will be distributed as followed:

Division 1:

Rank	Cash Prize
1 <sup>st</sup>	2500€
2 <sup>nd</sup>	1000€
3 <sup>rd</sup>	500€
4 <sup>th</sup>	300€
5 <sup>th</sup>	150€
6 <sup>th</sup>	90€
7 <sup>th</sup>	60€
8 <sup>th</sup>	30€

**MVP: 120€**

**IMPORTANT: Rank 1 to 4 are determined after the finals. Rank 5 to 8 will be determined after the season play.**

Division 2:

Rank	Cash Prize
1 <sup>st</sup>	150€
2 <sup>nd</sup>	60€
3 <sup>rd</sup>	30€
4 <sup>th</sup>	10€
5 <sup>th</sup>	-
6 <sup>th</sup>	-
7 <sup>th</sup>	-
8 <sup>th</sup>	-

**IMPORTANT: In division 2 all ranks are determined after season play.**

Payment

The payment can take up to 60 days after the end of the season. Teams who qualify for the finals will receive their cash prize after the finals. This payment can take up to 60 days after the finals.