

# PlayVS Rocket League Rulebook

Scholastic Fall 2019

## Introduction and Purpose

These Official Rules (“**Rules**”) of the PlayVS High School Esports League apply to each of the teams who have registered and met the requirements for the 2019-2020 school year, as well as their head coach, assistant coaches, vice principals, athletic directors, Starters, Substitutes (collectively “**Team Members**”), and other members. The 2019-2020 school year will be divided into two halves (“**Seasons**”). Each season will consist of three phases (a) preseason, (b) regular season, and (b) playoffs, which will be at the conclusion of the regular season. The top teams in each league will advance to the Playoffs. These Rules apply only to official PlayVS sponsored events and not to other competitions, tournaments or organized high school esports. Additional rules may be released regarding Playoffs.

Play Versus, Inc. has established these Rules for the competitive play of esports in order to unify and standardize the rules used in high school esports competitive play.

These Rules are designed solely to ensure the integrity of the system established by PlayVS for organized play of esports and a competitive balance among the teams that play at the high school level. Standardized rules benefit all parties who are involved in high school esports, including the teams, players and coaches. Additionally, the field of esports competitions is still relatively new and changing rapidly. Thus, these Official Rules will evolve in real time to keep pace with those changes.

These Rules do not restrict competition for players. The terms of engagement between players and teams are left to each of the teams and its players.

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# 1. Acceptance of Official Rules

## 1.1 Acceptance

Each participant must agree to these Official Rules, Codes of Conduct, and the PlayVS Terms of Service to participate in the PlayVS High School Esports League. You may accept these Official Rules by any one of the following methods:

- 1.1.1 Registering to participate in a PlayVS league.
- 1.1.2 Participating in any match that is part of a PlayVS league.

# 2. Team Member Eligibility

## 2.1 Student Enrollment

No player shall be considered eligible to participate in any high school esports game before enrolling in and attending the high school associated with their team. Exceptions will be determined by the school and League Officials, which are solely defined as PlayVS league staff members. This shall not, however, prevent teams from allowing un-enrolled students to participate in practices.

To be eligible to compete for a high school esports team, each player must satisfy all requirements outlined in section 2.2.

## 2.2 Participation Eligibility

- 2.2.1 **Age.** Each player must be 13 years of age or older.
- 2.2.2 **Academic Eligibility.** Each player must submit proof to the coach, prior to being added to an active roster, that he/she will meet the GPA (grade point average) required to participate in PlayVS sports as determined by their state association and/or school. Additionally, each player must satisfy any and all attendance policies put in place by their school or athletic director.
- 2.2.3 **Competitive Eligibility.** Each player must have a PlayVS account and an active game account in the sport in which they will be competing. Each player must be eligible to play with no current suspensions or bans issued by PlayVS League Officials.

# 3. Roster Rules

## 3.1 Roster Requirements

Each team is required to maintain, at all times during the season, one coach, and at least three players in the starting lineup ("**Starters**"). It is **recommended** that a team also maintain two players as Substitutes or Alternates ("**Substitutes**"). To be eligible as a Starter or Substitute, players must have a Season Pass ("**Season Pass**"). For the avoidance of doubt, Starters and Substitutes are subject to the same roster eligibility requirements. No individual may simultaneously hold two or more of the roles listed above. Players that are not listed as Starters or Substitutes will be in the 'Verified Players' list.

The Starters are considered collectively as the "**Starting Roster.**" The Starting Roster, including any Substitutes that are competing, will be required to be on-site for every official game that the team participates in.

Substitutes are considered collectively as the "**Substitute Pool.**" Players in the Substitute Pool may be used for any team within an assigned esports. The Substitute Pool will be displayed in the 'Verified Players' list on [www.playvs.com](http://www.playvs.com) under the Rocket League esports. During the playoffs, substitutes must be assigned to one team.

The Starting Roster will be displayed on [www.playvs.com](http://www.playvs.com). The Starting Roster on the PlayVS website will be considered the most up to date roster that could be applied within a reasonable time. Roster eligibility is at the discretion of League Officials.

All players associated with a school are considered collectively as the "**Complete Roster.**" The "**Playoff Roster,**" Starting Roster plus two Substitutes, must be locked in one week prior to the playoffs.

A player is only allowed to compete for the school that he or she is enrolled in. A player will not be allowed to compete for more than one school simultaneously and therefore cannot be listed on the roster of more than one school. To verify that these players are officially enrolled at their school, each player must be verified by the team's coach or another member of faculty. For the avoidance of doubt, the verification of a player is an agreement to a summary of some key terms of the Rulebook needed by the league to verify eligibility and confirm agreement by player and team.

## 3.2 Coach

Each team will be required to have a coach who will be considered the official coach for the team. It is suggested that each team designate a head coach for official match day communication. The coach will be listed on [www.playvs.com](http://www.playvs.com). The coach must be a faculty member unless otherwise determined by the individual state association and Athletic Director. Further, a coach cannot be a starting player, substitute player, or active player. Additionally, a coach must be 18 years of age or older.

The coach will be required to be on-site for every official game that the team participates in.

The coach can only represent one school. The coach may be affiliated with another school, however, the eligibility of that coach will be at the discretion of League Officials and state association rules and be determined on a case by case basis.

If a coach is relieved of his or her position, an interim coach can be designated until a full-time coach is found. If the coach is unable to supervise a game, the principal, athletic director or coach must assign an interim coach to be on-site in their place. The interim coach can be any other member of faculty and must abide by all rules outlined in Section 12. If a coach is not present on-site, then the team is subject to penalties, including, but not limited to, forfeiture.

## 3.3 Roster Submission

All starting players must be registered to a team before scheduled matches are to begin. Players may only compete for one team per scheduled week, including substitutions. Substitutes will be located in the 'Verified Players' list.

Coaches must verify enrollment and all other player requirements by this time. In the event that a coach elects to modify the Starting Roster, the coach must change their Starting Roster on [www.playvs.com](http://www.playvs.com).

### 3.4 Substitutions

All verified players listed in the 'Player Pool' and assigned to the esports, Rocket League, are eligible substitutes for any Rocket League team throughout the regular season. In the event of an emergency, a team will be given up to 30 minutes to find an immediate substitute for a game. If a replacement cannot be found then the team will forfeit. League Officials will determine if an event qualifies as an emergency. During playoffs, substitutes must be assigned to one team for the entirety of the playoffs phase.

### 3.5 Player In-Game Names

In-game names may include upper-case letters, lower-case letters, numbers 0-9, underscores, or single spaces between words only. In-game names must not exceed 12 characters including spaces. In-game names may not contain vulgarities, obscenities, or offensive language. In-game names must be unique.

All in-game names must be approved by the Coach in advance of use in play. **In-game name changes are not allowed** unless requested by a League Official. In-game names found to be in violation of rule 3.5 will be required to be changed at the expense of the account owner.

### 3.6 Team Names

Team names may only contain letters, numbers, and single spaces between words. Team names may not include punctuation or special characters and must not be over 15 characters long. Team Names may not contain vulgarities, obscenities, or offensive language. Team Names may not be changed during the Season.

## 4. Player Equipment

### 4.1 Equipment

Players must have access to school-provided equipment or must be permitted by the school to provide their own equipment in the following categories:

- 4.1.1 PC & Monitor
- 4.1.2 Headsets and/or Earbuds and/or Microphones
- 4.1.3 Table and Chair
- 4.1.4 PC Keyboards
- 4.1.5 PC Mice and cord holders
- 4.1.6 PC Mousepads
- 4.1.7 PC Controller - Macro functions (e.g. turbo buttons) are not permitted.

### 4.2 Supported Equipment

Players must compete using a PC or laptop in all PlayVS games. Console and tablet use is not permitted. Any team found in violation of this rule will receive a forfeit for all matches in which consoles or tablets were used.

## 5. League Structure

### 5.1 Definition of Terms

**5.1.1 Game.** An instance of competition that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the countdown timer or overtime goal, (b) Team Surrender, or (c) Team Forfeit.

**5.1.2 Match.** A set of games that is played until one team wins a majority of the total games (*e.g.*, winning three games out of five “best-of-five”). The winning team will either receive a win tally in a league format or advance to the next round in a tournament format.

**5.1.3 Block.** Scheduled league play that will occur over an approximately two- or three-week period of time in the Regular Season. Each block consists of 2-3 matches that must be completed by the last scheduled week of the block. Performance in a schedule block will be used to determine a team's opponents for the subsequent block.

**5.1.4 Phase.** A section of scheduled league play that comprises a season. There are three distinct phases: preseason, regular season, and playoffs. Each phase has its own league format, see section 5.2 for more details.

**5.1.5 Season.** Scheduled league play that will occur over an approximately three-month period of time. Each season will consist of three phases: (a) Preseason, (b) Regular Season, and (c) Playoffs, which will occur at the conclusion of the Regular Season and will lead into a championship.

### 5.2 Phase Details

**5.2.1 Preseason.** This phase consists of each team enrolled in the league competing in one official practice week. Results of this match will not be recorded however this match is required in order to properly test equipment and player game connections.

**5.2.2 Regular Season.** This phase consists of each team within a state, each playing a minimum of 24 games per season, in a league format against opponents within their region. Ranking in the league will be determined by each team's win-loss ratio.

**5.2.3 Playoffs.** This phase consists of the top teams from each league and is limited to one Rocket League team per qualifying school. If a school has multiple teams competing in the league, only the top ranked team from that school will make it through into playoffs. These teams will compete in a single-elimination tournament until only two (2) teams remain. Each match will be a Best-of-Five (B05). Rosters with starters and substitutes must be submitted, “**locked**,” one week prior to playoff phase.

**5.2.3.1 Finals.** This match consists of the top two teams from each league. The Finals will be a single Best-of-SEven (B07) match. The team to achieve four game wins will be awarded the match win and will be declared the League Champion. In the event that a single team reaches four game wins before the start of a fifth game, a fifth and any subsequent games will not be played.

## 6. Match Process

### 6.1 Pre-Match Setup

**6.1.1 Equipment Setup.** Restart all computers at least one hour before scheduled matches and test each game client by loading into a custom game.

**6.1.2 Technical Failure of Equipment.** If a player encounters any equipment problems during any phase of the setup process, player must alert and notify a coach and a League Official immediately.

**6.1.3 Technical Support.** Coaches must be available to assist with the setup process and troubleshoot any problems encountered during the pre-match setup period.

**6.1.4 Timeliness of Match Start.** It is expected that players will resolve any issues with the setup process within the allotted time and that match will begin at the scheduled time. Delays due to setup problems may be permitted, at the sole discretion of League Officials. All players competing must be in the game lobby to be considered "present". Teams that are over thirty (30) minutes tardy will forfeit their match.

**6.1.5 No opponents.** Teams may not start a match without opponents present and ready.

**6.1.6 Game Lobby Creation.** Matches will be in DFH Stadium. In order to start the match correctly, all players (including any substitutes that are playing for the day) must be correctly presented on the starting roster at the scheduled time of match. Starters must have correct in game names connected to the PlayVS player account. Starters will immediately receive another invite for Game 2 in the Rocket League client.

**6.1.4.1 Game Invitation.** Only the 3 players on the starting roster will receive the match invite in the game client. Players must have the Rocket League client open 5 minutes before the scheduled match time to receive the invite in the game client. All players must immediately click the blue 'Accept' button to start the game.

**6.1.4.3 Match Creation Failure.** If the match does not start correctly, players go back to their PlayVS connections panel to check they have linked the correct Rocket League account, using their in-game name. Players will automatically receive another invite for the game after they all exit the Rocket League lobby.

## 7. Game Rules

### 7.1 Definition of Terms

**7.1.1 Unintentional Disconnection.** A player losing connection to the game due to problems or issues with the game client, platform, network, or PC.

**7.1.2 Intentional Disconnection.** A player losing connection to the game due to player's actions (i.e. quitting the game). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player.

**7.1.3 Server Crash.** All players losing connection to a game due to an issue with a game server, PlayVS platform, or venue internet instability.

### 7.2 Game of Record

A game of record ("GOR") refers to a game where all six players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as "official" from that point onward.



After the establishment of GOR, game restarts will be allowed only under limited conditions (see Section 7.3). Examples of conditions which establish GOR:

**7.2.1 Game timer** reaches end of countdown and states “go”.

## 7.3 Stoppage of Play

If a player intentionally disconnects without notifying a coach or league official or pausing, a league official is not required to enforce a stoppage. During any pause or stoppage, players may not leave the match area unless authorized by their head coach.

**7.3.1 Directed Pause.** League Officials may order the pause of a match or execute a pause command on any player station at the sole discretion of the League Officials, at any time.

**7.3.2 Player Pause.** Players may only pause a match immediately following any of the events described below, but must signal a coach immediately after the pause and identify the reason. Acceptable reasons include:

**7.3.2.1** An Unintentional Disconnection

**7.3.2.2** A hardware or software malfunction (e.g. monitor power or peripheral disability or game glitch) Player illness, injury, or disability is not an acceptable reason for a player pause. In such a situation, the team must alert a league official, who may in his/her sole discretion, grant a pause in order to evaluate the identified player to determine whether player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the league official, but not to exceed a few minutes. If the league official determines that the identified player is not able to continue playing within such reasonable period of time, then the identified player's team shall forfeit the game unless a league official, in his/her discretion, determines that the game is subject to an Awarded Game Victory.

**7.3.3 Resuming the Game.** Players are not permitted to resume the game after a pause. After clearance from the coaches is issued and all players are notified and ready at their stations, which will be contingent on each captain confirming through in-game chat that both teams are ready to resume play.

**7.3.4 Unauthorized Pause.** If a player pauses or unpauses a game without permission from the coaches, it will be considered unfair play and penalties will be applied at the discretion of League Officials.

## 7.4 Game Restart

The decision of which condition(s) shall justify a game restart is solely at the discretion of League Officials.

**7.4.1 Restarts After GOR.** The following are examples of situations in which a game may be restarted after GOR has been established.

**7.4.1.1** If a game experiences a critical bug at any point during the match which significantly alters game stats or gameplay mechanics.

**7.4.1.2** If a league official determines that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

**7.4.2 Controlled Environment.** Certain conditions may be preserved in the event of a restart of a game that has not reached GOR. If, however, a match has reached GOR, then League Officials shall not retain any settings.

**7.4.3 Player Confirmation of Settings.** Each team captain shall verify that every player on his/her team has finalized their intended game settings before GOR is established. Any error in verification is not grounds for a game restart after GOR is established.

## 7.5 Post-Game Process

**7.5.1 Results.** Results will be automatically recorded after a match has ended. In the event of an error, coaches must contact a League Official.

**7.5.2 Tech Notes.** Players will identify any tech issues with their coach.

## 7.6 Post-Match Process

**7.6.1 Results.** Results will be automatically recorded after a match has ended. In the event of an error, coaches must contact a League Official.

**7.6.2 Next Match.** Players will be informed of their current standing in the competition, including their next scheduled match through the PlayVS client.

**7.6.3 Results of Forfeiture.** Matches won by forfeit will be reported by the minimum score it would take for one team to win the match (e.g. 2-0 for best-of-two and best-of-three matches). No other statistics will be recorded for forfeited matches.

# 8. Reschedules

## 8.1 Timeliness of Reschedules

All rescheduled matches must be completed within their original schedule block. If a match is not completed by the end of the schedule block, both teams will receive a forfeit. More information can be found in section 9.1.

## 8.2 Optional Reschedules

Reschedules are optional for both coaches in a match. A coach with a missing player or malfunctioning computer may request a reschedule, choose to play at a disadvantage, or forfeit. Coaches with an opponent requesting a reschedule may choose to accept or decline the reschedule at their sole discretion. Exceptions will be made by League Officials in unforeseen unavoidable circumstances. Some examples include but are not limited to natural disasters, emergencies, or game outage.

## 8.3 Rescheduled Match Responsibility

Once a match has been rescheduled, it is the responsibility of both teams to be present and ready to compete. Any team that is unable to compete in the rescheduled match will receive a forfeit, regardless of the initial reschedule request.

## 8.4 Preseason

Preseason matches may not be rescheduled to another day. Slight delays for technical difficulties will be allowed as determined by League Officials.

## 9. Forfeits

All forfeits are final. Matches that are forfeited at a coach's request or matches that receive an automatic forfeit cannot be re-played or overturned.

### 9.1 Schedule Blocks

All matches within a schedule block must be resolved before the next schedule is generated. In order to release the schedule on time, any open matches will receive a double forfeit. It is the responsibility of coaches to contact League Officials in the event that a match is not played or recorded.

### 9.2 Application of Forfeits

Forfeits will be applied in the following cases:

**9.2.1 No-shows.** Teams that are not present within 30 minutes of the match start time will receive a forfeit.

**9.2.2 Inability to compete.** Teams that are unable to compete due to lack of players or equipment malfunctions must reschedule or receive a forfeit.

**9.2.3 Competitive ruling.** Teams that engage in any behavior outlined in Section 11 may result in the forfeiture of a match or matches.

**9.2.4 Incorrect or ineligible players.** Players found to be in violation of Section 2 or Section 3 will result in forfeits for any matches in which they participate.

**9.2.5 Lack of coach communication.** Teams that do not communicate in a timely manner, as described in Section 10, with League Officials will be subject to forfeiture of any and all of their teams with open matches.

**9.2.6 No coach onsite.** Teams that do not have a coach or appointed coach onsite will receive a forfeit for that match.

**9.2.7 Playing from home.** Teams that are not all present and playing from campus or from a previously approved destination will receive a forfeit for that match.

## 10. Timely communications

### 10.1 Maintain open and frequent communication

Communicate issues with PlayVS League Officials and opponent coach including player's change of information, tech issues, reschedule requests, or forfeits. Respond to PlayVS League Officials and/or opponent coaches immediately, and within 24 hours to avoid forfeit.

### 10.2 Match Day Point of Contact

Coaches must provide a team point of contact with current phone number and email, of which all lines of communication must remain open during matches and 30 minutes after match completion. This may include answering calls from PlayVS League Officials and/or opponents during match time and 30 minutes after match completion. The match day point of contact must be at least 18 years of age.

## 11. Team Enrollment

### 11.1 Team Activation

All teams activated at registration deadline will be enrolled in the season. Activated teams will receive a match schedule and will be expected to compete in each match.

### 11.2 Team Activation Deadline

The Activation Deadline for teams is outlined in the season schedule. This deadline may vary by league. Teams that are not activated on or before the deadline will not be eligible to compete in the current season.

### 11.3 Team Deactivation

Team deactivation is defined as the removal of a team from the current season. Team deactivation is not reversible and should be carefully considered before a team is deactivated. Once a team has been deactivated, the team will forfeit all open and future matches.

**11.3.1 Reasons for Deactivation.** Teams that deactivate will be required to describe the reason for deactivation at the time of deactivating.

**11.3.1.1** Teams may deactivate at any point in the season for reasons including, but not limited to:

- a) Loss of players, due to academic eligibility, relocation, competitive ruling, or lack of interest
- b) Ongoing IT/Network issues
- c) Accidental activation

**11.3.1.2** League Officials may use team deactivation as a competitive ruling for reasons including, but not limited to:

- a) Violations of the PlayVS Rulebook or Terms of Service
- b) Failure to meet team eligibility requirements
- c) Excessive forfeitures
- d) Repeated failure to appear in matches without communication between the team and their opponents and/or League Officials

## 12. Player Conduct

For additional details on coach expectations see our [Player Code of Conduct](#) and [Terms of Service](#).

### 12.1 Competition Conduct

**12.1.1 Unfair Play.** The following actions will be considered unfair play and will be subject to penalties at the discretion of League Officials.

- **Collusion.** Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:
  - Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
  - Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.

- Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.
- **Competitive Integrity.** Teams are expected to play at their best at all times within any league game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.
- **Hacking.** Hacking is defined as any modification of the Rocket League game client by any player, team or person acting on behalf of a player or a team.
- **Exploiting.** Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as game glitches, or any other game function that, in the sole determination of League Officials, is not functioning as intended.
- **Spectator Monitors.** Looking at or attempting to look at spectator monitors.
- **Ringng.** Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.
- **Cheating Methods.** The use of any kind of cheating device and/or cheat program, or any similar cheating method such as signaling devices, hand signals, etc.
- **Intentional Disconnection.** An intentional disconnection without a proper and explicitly-stated reason.
- **League Discretion.** Any other further act, failure to act, or behavior which, in the sole judgment of League Officials, violates these Rules and/or the standards of integrity established by the league for competitive game play.

**12.1.2 Profanity and Hate Speech.** A Team Member may not use language in or out of the game that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Team Member may not use any facilities, services or equipment provided or made available by the league or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events such as streaming.

**12.1.3 Disruptive Behavior / Insults.** A Team Member may not take any action or perform any gesture in or out of the game directed at an opposing Team Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

**12.1.4 Abusive Behavior.** Abuse of League Officials, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's computer, body or property will result in penalties. Team Members and their guests (if any) must treat all individuals attending a match with respect.

**12.1.5 Unauthorized Communications.** All mobile phones, tablets and other voice-enabled and/or "ringing" electronic devices must be removed from the play area before the game. Players may not text/email or use social media while in the match area. During the match, communication by a Starter shall be limited to the players on the Starter's team.

**12.1.6 Apparel.** Team Members may wear apparel with multiple logos, patches or promotional language. PlayVS reserves the right at all times to impose a ban on objectionable or offensive apparel:

- Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.

- Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.
- Advertising any pornographic website or pornographic products.
- Disparaging or libeling any opposing team or player or any other person, entity or product.
- The league reserves the right to refuse entry or continued participation in the match to any Team Member who does not comply with the aforementioned apparel rules.

**12.1.7 Identity.** A player may not cover his or her face or attempt to conceal his or her identity from League Officials. League Officials must be able to distinguish the identity of each player at all times and may instruct players to remove any material that inhibits the identification of players or is a distraction to other players or League Officials. For this reason, as well as those listed in Section 12.1.6, hats are not allowed.

## 12.2 Unsportsmanlike Behavior

**12.2.1 Responsibility Under Code.** Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

**12.2.2 Harassment.** Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

**12.2.3 Sexual Harassment.** Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

**12.2.4 Discrimination and Denigration.** Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

**12.2.5 Game Developer Punishment.** If a Team Member is found guilty and punished by the game developer, League Officials may assign an additional competition penalty at their sole discretion.

**12.2.6 Player Behavior Investigation.** If PlayVS or Psyonix determines that a Team or Team Member has violated the Rocket League Terms of Use, or other rules of Rocket League, League Officials may assign penalties at their sole discretion. If a League Official contacts a Team Member to discuss the investigation, the Team Member is obligated to tell the truth. If a Team Member withholds information or misleads a League Official creating an obstruction of the investigation then the Team and/or Team Member is subject to punishment.

**12.2.7 Criminal Activity.** A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

**12.2.8 Confidentiality.** A Team Member may not disclose any confidential information provided by league or any affiliate of PlayVS, by any method of communication, including all social media channels.

**12.2.9 Bribery.** No Team Member may offer any gift or reward to a player, coach, manager, League Official, PlayVS employee, or person connected with or employed by another PlayVS team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

**12.2.10 Non-Compliance.** No Team Member may refuse or fail to apply the reasonable instructions or decisions of League Officials.

**12.2.11 Match-Fixing.** No Team Member may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.

**12.2.12 Document or Miscellaneous Requests.** Documentation or other reasonable items may be required at various times throughout the league as requested by League Officials. If the documentation is not completed to the standards set by PlayVS then a team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.

## 12.3 Association with Gambling

No Team Member or League Official may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or match globally.

## 12.4 Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that PlayVS believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of League Officials.

## 12.5 Steam Terms of Agreement

PlayVS provides Steam accounts with Rocket League to players that do not previously own an account. All accounts will be deactivated at the end of season. Using PlayVS Steam accounts constitutes agreement of these terms. Failure to follow the terms of agreement will result in the players disqualification and deactivation of user accounts.

**12.5.1 Steam Username and Password.** Users may not change the Steam username or password.

**12.5.2 Purchase Power.** Users do not have purchase power for Steam accounts. This includes installing free or purchased games in Steam or purchasing Rocket League enhancements, (i.e. car packs, skins, or keys).

**12.5.3 Steam Guard.** Users must disable Steam Guard.

# 13. Coach Conduct

For additional details on coach expectations see our [Coach Code of Conduct](#) and [Terms of Service](#).

## 13.1 Competition Conduct

All coaches are expected to:

**13.1.1 Be respectful.** Be respectful to all players, coaches, PlayVS League Officials, and any other person in contact with the coach before, during, or after the match time. Coaches must display and model control, respect, dignity, and professionalism to all involved in the sport.

**13.1.2 Be responsible.** Be responsible for all affiliated teams and players. It is the coach's responsibility to manage player behavior and content. This includes all behavior outlined in Section 11.

**13.1.3 Maintain equipment.** Maintain all equipment affiliated with team and players, including weekly game updates. Equipment should be inspected prior to each match. Pre-match processes are further outlined in section 6.1.

**13.1.4 Communicate.** Coaches must practice open and frequent communication. Use appropriate language in any chat or communication channels. Communication guidelines can be found in Section 10.

**13.1.5 Be present.** Be present for all matches on campus at scheduled time, or coordinate a substitute coaches be present.

**13.1.6 Follow and enforce league rules.** Follow and enforce all PlayVS rules including League Official issued penalties.

## 14. Spirit of the Rules

### 14.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the league, and penalties for misconduct, lie solely with PlayVS, the decisions of which are final. PlayVS decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

### 14.2 Rule Changes

These Rules may be amended, modified or supplemented by PlayVS, from time to time, in order to ensure fair play and the integrity of the league. Major changes to this document will be communicated, however these rules may be updated at any time without formal notification. All current and most up-to-date rulebooks will be distributed on the PlayVS website and will have version numbers displayed at the bottom of each page. Reviewing updated rulebooks comes at the responsibility of all coaches and players in the league.

### 14.3 Best Interests of the League

League Officials at all times 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. League Officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the league.