

# TEXAS STATE<sup>®</sup>

## Campus Recreation

### Intramural Sports – Rocket League Rules

**DIVISIONS OF COMPETITION:** PlayStation XBOX

**\*Both divisions will be Open, meaning all students, faculty, and staff are eligible**

**FORMAT:** During the regular season teams can play as many games as they want to try and set themselves up as the best seed possible. The seeds will determine your spot in the playoff bracket. Games will be scheduled by the intramural sports office and must be completed with 72 hours of being assigned. You can then use the **Score Reporting Form** to notify the IM Sports office of the results.

**Eligibility:** Participants must be current Texas State University students, faculty or staff. Team's participating illegally will be removed from the schedule and tournament and other members of the team may face further disciplinary action, up to and including suspension from intramural sports.

#### **GENERAL PLAYING RULES:**

1. Teams: Teams will consist of one player for singles and two players for doubles
2. Game Play:
  - a. Game Mode: Soccer
  - b. Team Size: 1v1 for single and 2v2 for doubles
  - c. Bot difficulty: none
  - d. Arena: DFH Stadium
  - e. Match Length: 5 minutes
  - f. Series length: 5 games
  - g. Respawn time: 3 seconds
  - h. Everything else: default
3. Gambling:
  - a. Players shall not bet on the outcome of a game.

**SPORTSMANSHIP:** Good sportsmanship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. Texas State University Campus Recreation reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated. Teams, or players, who receive three ratings of C or below will be disqualified from further competition. A rating of F will require a meeting with the intramural sports staff prior to the next scheduled game. When reporting the score of the game teams will also give their opponent a sportsmanship rating based on the following criteria:

- (A) - Exemplary Sportsmanship: game play was smooth with no issues. Players did not pause the game during a live ball and played the entire match. Talking between the opponents was cordial and not demeaning.
- (B) - Above Average Sportsmanship: Game play was mostly smooth. There were minimal instances of "trash talk" and it did not become vulgar or extreme. Games were paused for extended periods of time.
- (C) - Average Sportsmanship; An excessive amount of trash talking throughout the game. Poor connection or lagging by the opponent.
- (D) - Poor Sportsmanship: Communication was aggressive and vulgar and borderline abusive. General unsportsmanlike gameplay.
- (F) - Terrible Sportsmanship: team quit the match during the middle of the game, extremely abusive and vulgar communication.