

Official Rulebook





1. Introduction & General Regulations

- This rulebook serves as the game-specific supplement for Rocket League competitions organized by On Student Grounds.
- By participating, players agree to both this document and the [OSG Official Rulebook](#) and the Code of Conduct.
- In game-specific situations, this rulebook takes precedence, but On Student Grounds officials always retain the final say.

2. Tournament Format & Schedule

Competition Structure: 2v2 Double Elimination

Phase	Date	Format Details
Qualifiers	October 3 & 6	Bo1 or Bo3 (depending on registrations)
Quarterfinals	October 11	Best-of-5 (Bo5)
Semifinals	October 18	Best-of-5 (Bo5)
Grand Finals	October 18	Best-of-7 (Bo7)





3. Game & Match Rules

3.1 Team Size & Substitutions

- **Team Size:** 2v2.
- **Substitutes:** Using a substitute during an active series is allowed, but this may exclusively happen **between games** (never during an active game). The team making the substitution is required to notify the opponent before the start of the next game.

3.2 Lobby Creation & Map Selection

- The team positioned **at the top** of the bracket is responsible for creating the in-game lobby. This team will default to the **blue team**.
- The host chooses the map. Maps may only be selected from the following official map pool:
 - Parc de Paris
 - Forbidden Temple
 - Mannfield (Dusk/Night)
 - Utopia Coliseum (Dusk)
 - Sovereign Heights
 - Neo Tokyo
 - Champions Field

3.3 In-Game Settings

All official matches must be played with the following lobby settings:

Game Mode: Soccer

Arena: [Chosen from map pool]

Team Size: 2v2

Bot Difficulty: No Bots

Region: Europe

Joinable By: Name/Password

Match Admin: Disabled

Mutator Settings: Default

Crossplay: Enabled

Team Colors: Default





4. Match Procedures & Evidence

1. **Check-in & Attendance:** Teams must be present and ready to play 15 minutes before the scheduled start time.
2. **No-Show:** If a team is not fully present in the lobby 15 minutes after the official start time, the opposing team wins the match by forfeit.
3. **Submitting Results (Screenshots):** Screenshots of the scoreboard after **each game** are mandatory and serve as sufficient primary evidence for the result.
4. **Replays & Disputes:** In the event of a disagreement or an official dispute regarding the course of a game, the replay of the respective game must be provided to the officials.
5. **Disconnects:** If a player loses their connection, the match will continue, The disconnected player is allowed to rejoin the match at any point. If the server crashes for all players, the specific game will be restarted (0-0), unless the officials decide otherwise.
6. **Technical break:** In the event of a disconnect/technical issues, a team can request a technical break **between games** of up to 10min. If the issue is not resolved after the 10min delay, a substitute must enter, the team must start with less players, or the team must forfeit the remainder of the games.

5. Prize Pool

The tournament features a total prize pool of **€230**, distributed across the top-placing teams as follows:

Placement	Prize
1st Place	€100
2nd Place	€70
3rd - 4th Place (Semifinalists)	€30 each (€60 total)
Total Prize Pool	€230





5. Additional Competitive Rules & Code of Conduct

- **Spectators & Coaches:** It is strictly forbidden to have spectators or coaches in the in-game lobby, unless the opposing team has explicitly given prior approval.
- **POV Streaming:** Players are allowed to live stream their own Point of View (POV) during the tournament. It is mandatory to include "OSG" in the stream title. A stream delay is allowed, but not required.
- **Tiebreakers:** There is no group stage; a tie at the end of regular playtime in a game will be decided in-game via the standard Overtime (OT).
- For the full Code of Conduct and an overview of possible penalties, please refer to the general [OSG Official Rulebook](#).

