



INDIANA SPORTS CORP CORPORATE CHALLENGE EVENT RULES – ESPORTS

The Rocket League tournament will feature teams of two (2) players and up to two substitutes. Teams will compete in tournaments by division. Each Corporate Challenge team will be allowed to enter one (1) team in the Rocket League tournament.

All games will be played at the Microsoft Store in the Keystone Fashion Mall on XBOX or PC using provided XBOX controllers. Players are welcome to bring their own controller; however, they must personally ensure its compatibility with both PC and XBOX, because all players must be prepared to play on either system.

Format

1. Each of the four division-based tournaments will consist of both a group play stage and a final stage.
2. Each team must consist of 1 male and 1 female.
3. Each participating team will be guaranteed at least two matches.
4. The targeted tournament structure for each division is a group play stage consisting of a double elimination bracket followed by a single elimination playoff; however, this is subject to change based on the number of teams registered.

Game Play Settings

1. Default Arena: DFH Stadium
2. Team Size: 2v2
3. Bot Difficulty: No Bots
4. Mutators: None
5. Match Time: 5 Minutes
 - a. Mercy Rule - If one team is winning by 7 or more goals with 2 minutes left the game can be immediately ended with the higher scoring team declared as the winner.
6. Joinable By: Name/Password
7. Players may not join their designated side until two (2) Players from each Team have joined the Game.

Bugs & Glitches

1. In the event of a bug or glitch that affects gameplay, the full Match should be played out.
2. If a Team calls for a rematch due to the bug or glitch, they must save the replay and submit it to the Tournament Organizer for review.

Team Captains

1. Each Team must declare one member of their roster to be the "Team Captain" who represents the Team for all official decisions and serves as the main point of contact for the Team

Player or Team Names

1. Players or Teams may not change their User Names or in-game names without approval from Tournament Organizers. User Names and in-game names must comply with these Official Rules and Tournament Organizers may request that they be changed at any time. A roster shall not contain duplicates of the same name, names that consist only of

symbols, or names that are difficult to distinguish from one another.

Stoppage of Play

1. Tournament Organizers may pause a Game or Match at any time and for any reason. In the event of a stoppage of play, Players must remain at their devices and may not communicate with other Players until the Game or Match is resumed.

Restarts

1. The Tournament Organizers may order a Game or Match restart due to exceptional circumstances, such as if a bug significantly affects a Player's ability to play or the Game or Match is disrupted by a Force Majeure or other event.

Cheating

1. Any cheating, as determined by the Tournament Organizers in their sole discretion, will result in an immediate forfeiture and additional penalties depending on the severity of the infraction.

Penalties

1. Players or Teams who break the rules in this document are subject to penalties including (but not limited to) the following:
 - a. Match restart;
 - b. Loss of Game;
 - c. Match forfeiture;
2. Any penalties imposed on a Player and/or Team may be made available to the public by the Tournament Organizers in their sole discretion.

