
The main title is centered on the page. It features the ESL logo at the top, followed by the word "ESL" in large black letters. Below that, "OCEANIC" and "CHAMPIONSHIP" are stacked in large yellow letters. At the bottom of the title block, "ROCKET" and "LEAGUE" are stacked in large black letters.

ESL
OCEANIC
CHAMPIONSHIP
ROCKET
LEAGUE

Tournament Rulebook

1. Introduction

This official rulebook (“Handbook”, “Rules”, “Rulebook”, or “Ruleset”) of the ESL Rocket League Oceanic Championship (“RLOC”, “Competition”, “Oceanic Championship”) applies to all teams, team managers, team staff, players, substitutes and coaches (“Participants”) who are actively participating in the competition or any event related to the competition. The jurisdiction of the ESL Oceanic Championship (“Administration”) reserves the right to amend, remove or change the rules for any reason at any time without prior notice. The administration reserves the right to make judgments on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship. Participants are responsible for understanding and operating on the latest version of these rules at all times.

Administration reserves the right to exercise necessary authority, without limitation to protect the interests of ESL Gaming Australia (“Tournament Organiser”), any person or entity who is partnered with the tournament organiser to provide products and/or services for the competition (“Affiliate”), any authorised person or entity to create and/or publicise media for any reason at any time during the competition (“Press”), and any person who is present at an event related to the competition (“Attendee”). All decisions made by the administration are final - unless the option to appeal is clearly stated.

If a provision of this rulebook is/ or becomes illegal, invalid, or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of this rulebook, or the validity or enforceability in other jurisdictions of that or any other provision of the rulebook.

By agreeing to be a part of a team’s active roster, and by completing your registration into the competition, you hereby acknowledge and agree to the laws set out in this document in its entirety, and understand that compliance with the rulebook is a condition of your participation in this competition. Furthermore, you acknowledge that the company reserves the right to impose discipline for any conduct it deems inappropriate, including but not limited to: disqualification from the competition.

All communication with the administration is strictly confidential. The publication of such material without explicit consent is strictly prohibited and will result in a penalty.

2. Player Eligibility

A “player” is defined as any person who is registered to compete on the active roster of a team, or can serve as a reserve player (“substitute”) for a team during the competition. Any player listed on a team is a participant of that team, regardless of whether or not they have played for said team in any official match recognised by the competition. Players must meet the following requirements in their entirety in order to be eligible to compete and will be removed from the competition until these requirements are met.

No participant at any time be a part of more than one organisation taking part in overlapping seasons of ESL professional competitions, including but not limited to: Intel Extreme Masters, ESL One, ESL Pro League, ESL National Championship or any of those leagues’ qualifiers. If in doubt, please contact the administration if the competition in question poses a conflict.

The Administration reserves the right to investigate player information where eligibility is in question. Players should be prepared to provide a copy of personal information or other application documents to verify that these requirements are met.

2.1 Player Eligibility

All participants of the ESL Rocket League Oceanic Championship must be over 15 years of age, defined as having lived fifteen full years.

2.2 Region & Residency

The ESL Rocket League Oceanic Championship is organised by ESL Gaming Australia for the Oceanic region. Only competitors who are residents of one of these listed countries are permitted to compete in this competition.

Oceanic countries: Australia, Fiji, Indonesia, New Zealand, New Caledonia, French Polynesia, Wallis and Futuna, Norfolk Island, Papua New Guinea, the Philippines, Solomon Islands, Vanuatu, Micronesia, Kiribati, Marshall Islands, Nauru, Palau, Samoa, Tonga, and Tuvalu.

2.3 No Employees

No player may be an employee of the administration, tournament organiser or affiliates at any point during the competition.

3. Player Restrictions

3.1 Player Names

The administration reserves the right to restrict or change player names for any reason at any time. Using alternative spelling in an attempt to avoid compliance with the following rules is prohibited.

- Player names may not include a sponsor name.
- Player names may not include any product name or description.
- Player names may not include any words that are purely commercial.
- Player names may not include any prefix or suffix not approved by the administration.

3.2 Team Limitations

Participants of the competition may not be registered on more than one team at any point.

3.3 Substitute Players

Only when a team's roster has not had all four players filled can substitute players be added during the season, pending approval by the administration. All substitutions of this nature must be issued by the intending team twenty-four hours prior to their scheduled match.

3.4 Additional Agreements

The administration is not responsible for enforcing any agreements made between any participants and/or other entities. Any agreement that does not comply with the official rulebook is strictly prohibited.

3.5 Transfer Window

A single transfer window will be available to all teams following the conclusion of the first split. Teams will be permitted to make a maximum of two changes, each change including a single removal and/or a single addition to the active roster.

All changes must be approved by the administration before they will be eligible to compete in the competition. The transfer window will close twenty-four hours prior to the start of the next split.

3.6 Player Trading

At any point throughout the regular season, teams are permitted to transfer players to other teams, as long as the trades occur in a one-to-one fashion. For example, this would involve one player addition, and one player removal from the active roster.

Teams must be in mutual agreement on the trades in order to be considered for approval. All changes must be approved by the administration before they will be eligible to compete in the competition.

4 Team Eligibility

A “**team**” is a constellation of players making up the active roster, whereby there are three participants at a minimum available to play every matchday. Teams must meet the following requirements in their entirety in order to be eligible to compete. Teams who do not meet these requirements will be deemed ineligible to compete and will be removed from the competition until these requirements are met.

The administration reserves the right to investigate a team’s information where eligibility is in question. Players should be prepared to provide other application documents to verify that these requirements are met.

4.1 Team Size

A team’s roster must consist of three starting players. A team is at maximum also permitted to include one substitute player to complete a full roster of four players.

4.2 Region & Residency

A team’s region is determined by the location of the majority of its players on the active roster. The location of team owners, team managers and team staff does not affect the team’s region.

4.3 Rosters

All teams must maintain **two out of four** active roster participants throughout the duration of the season. Failure to do so may result in the removal from the competition.

As a result of your placing in the ESL Rocket League Oceanic Championship teams may be granted invites into additional leagues or events, to maintain your teams claim to this invite you must maintain **two out of four** active roster participants throughout the duration of the event in accordance with their global ruleset.

5 Team Ownership

5.1 Team License

A **“team license”** is a permit which allows an active roster of three players to have a team in the competition. A team license is granted to the active roster of three players at the time the team qualifies, or accepts the invite for the competition - and is valid for one split.

At the end of each split, each team license is reviewed and renewed based on criteria determined by the administration.

5.2 Multiple Licenses

Entities owned or operated by the same person, people, or brand may not contract multiple teams who hold team licences within the competition. Participants of the competition are allowed to be the designated team owner.

- i. If a team qualifies into the competition, and is without representation, the team license is granted to the active roster of three to four players at the time of qualification.
- ii. If a team qualifies into the competition, and is represented by an entity that currently holds a license in the competition, that entity must transfer the license.

5.3 Transferring a Team License

Team licenses are permitted to be transferred given the approval of the administration.

5.4 Ownership

The ownership of the team as defined by the competition is granted to the active roster of five players at the time of qualification. For a license holder to transfer the ownership of the team to another entity, a majority of the active roster must be maintained. Refer to “4.3. Rosters”.

The ownership and/or brand of a team is prohibited from being altered during the competition unless given the approval from the administration.

5.5 Payment Distribution

The administration will directly pay all prize winnings to an approved participant or entity within 90 days of the competition's completion.

6 League Structure

6.1 Progressional Structure

The competition will be split into the following components:

- Split 1
 - Event 1
 - Event 2
 - Event 3
- Split 2
 - Event 1
 - Event 2
 - Event 3
- Split 3
 - Event 1
 - Event 2
 - Event 3

Split 1 Format:

Each Split will feature three (3) Events that are broken down into four (4) days each of competition. For the first (1) split, the competition format will be as such,

- **Day 1:** Open Qualifier in a Swiss format, 6 Bo3 rounds to be played. Top 32 continue to day 2.
- **Day 2:** Top 32 Teams from day 1 play in 8 different groups of 4 teams. Winning 2 games to progress, losing 2 games to be eliminated - all matches will be Bo5. Top 16 continue to day 3.
- **Day 3:** Top 16 teams from day 2 will play a Swiss format, 5 Bo5 rounds to be played. Top 4 continue to day 4.
- **Day 4:** Top 4 teams from day 3 will play in a double elimination bracket, all matches will be Bo7.

Split 2 Format:

Split 2 Format will be confirmed at a later date and the rulebook will be amended with the new details.

Split 3 Format:

Split 3 Format will be confirmed at a later date and the rulebook will be amended with the new details.

6.2 World Championship Points

Each split along with a prize pool will award teams with RLCS X points towards the World Championship Series.

Split 1 – Event(s)		
Place	Teams Total	Points (x2 for Majors)
1st	1	351
2nd	1	250
3rd-4th	2	200
5-6th	2	150
7-8th	2	100
9th-12th	4	70
13th-16th	4	50
Total Points		1981

6.3 Prize Pool

The competition for season 1 of the ESL Rocket League Oceanic Championship will have a \$225,000USD prize pool. The prize pool will be distributed in the following payment distribution:

Split Total Prize Pool: \$75,000USD
Event Prize Pool: \$25,000USD.

- **First (1):** \$10,000USD.
- **Second (2):** \$6,000USD.
- **Third (3):** \$4,000USD.
- **Fourth (4):** \$2,000USD
- **Fifth (5):** \$1,000USD.
- **Sixth (6):** \$1,000USD.
- **Seventh (7):** \$500USD.
- **Eighth (8):** \$500USD.

The administration will endeavor to pay out prize money within ninety days (90) after the season finals have been hosted, however it may take as long as one-hundred and eighty days (180) for the payment to be completed.

7 Game Specific Rules

7.1 Game Settings

The following match settings need to be used during the entirety of the competition.

- Default Arena: DFH Stadium
- Team Size: 3v3
- Bot Difficulty: No Bots
- Mutators: None
- Match Time: 5 Minutes
- Joinable By: Name/Password
- Platform: PC, PS4, XBOX, SWITCH
- Server: Oceania

7.2 Arenas

In the Open Qualifier, all games are played on DFH Stadium. In all other stages of the Tournament, the first game is played on DFH Stadium. All subsequent Matches will be played on an eligible arena, chosen by Tournament Administrators at their sole discretion.

For broadcasted Matches, Teams may request to avoid an eligible arena due to performance issues and are required to submit a detailed request to Tournament

Administrators no less than 24-hours prior to the Match start time. The Tournament Administrators reserve the right to reject for any reason, in their sole discretion, any request made by Teams to avoid an eligible arena. The following eligible arenas may be selected:

- Aquadome
- Champions Field
- Champions Field (Day)
- DFH Stadium (Day)
- DFH Stadium
- DFH Stadium (Stormy)
- Forbidden Temple (Standard)
- Mannfield
- Mannfield (Night)
- Mannfield (Snowy)
- Mannfield (Stormy)
- Neo Tokyo
- Salty Shores (Day)
- Salty Shores (Night)
- Starbase ARC
- Urban Central
- Urban Central (Dawn)
- Urban Central (Night)
- Utopia Coliseum
- Utopia Coliseum (Dusk)
- Utopia Coliseum (Snowy)
- Wasteland
- Wasteland (Night)

7.3 Unintended Uses of the Game Title

The use of any bug, intentionally and/or repeatedly in a game is not permitted. The administration reserves the right to determine when an in-game action is deemed as an abuse.

8.2 Match Procedure (Online)

8.1 Match Start Time

Each match start time listed on the competition website, email, or official documentation should be considered an estimate. All participants during a matchday are expected to be online and available thirty minutes prior to the start of the first scheduled series. Whilst a succeeding match may be scheduled at a specific time, all matches will be on a progressive schedule, and as such, are subject to the conclusion of the match that precedes it.

8.2 Joining the Server

All participants are expected to join the match server allocated by the administration no later than ten minutes before the informed starting time of the match. At five minutes before this time, any player who is not present in the match server must be substituted with an available player on the team.

Players may not join their designated side until three (3) players from each team have joined the Game and the administrator has given permission. The tournament administrator will specify which team is blue and which team is orange. In the Open Qualifier and Top 32, teams will be instructed how to host the match. In all other stages of the Tournament the Administrator will host the Match.

8.3 Player Disconnection(s) & Re-Hosts

During the Open Qualifiers Teams may request that the Match be re-hosted on the same server region due to connection issues. This may only take place between games in a match, and is at the Tournament Administrators discretion.

During the Main Event, before either (a) a goal has been scored or (b) fifteen (15) seconds have elapsed (whichever is sooner), Teams may mutually agree to cancel the current Game of the Match and re-host the Match with approval from the Tournament Administrators. Tournament Administrators reserve the right to suspend and invalidate the current Game of the Match for a re-host at any time.

If a player disconnects from the game via a crash or other reason, their remaining teammates must instantly make it known via the in game chat and continue play if the conditions stipulated above have already passed.

If a player has not returned after five minutes, the affected team must inform a substitute to join the following game.

8.4 Log Submission

If a Player or Team makes a complaint that results in a Game or Match restart, they will be expected to provide Tournament Administrators with log files from the Game or Match. These log files will be subject to investigation, and Tournament Administrators will issue penalties if they determine that the restart was requested in error.

8.5 Leaving the Server

All matches must be completed until one team has been determined the winner. In the event that a forfeit has occurred after the start of a game, players must only leave the match server once the administration has deemed it possible.

8.6 Coaches

Each team is permitted one coach during the competition. In an emergency, coaches are permitted to replace a player in the server.

8.7 Observers (I broke the prefix lol)

In-game observers are not allowed except for the Tournament Administrators and their directly appointed third-parties. Teams that are found to have shared lobby details for the purposes of allowing an unauthorized observer into the match will be subject to disciplinary action.

8.8 Guest Accounts

Players may not compete using guest accounts. All participants must have their own unique and valid Steam, Microsoft Account, Nintendo Account or PlayStation™ Network ID, and appropriate access levels to these platforms and their networks where applicable.

8.9 Match Etiquette

Matches are to be started in a timely manner. The administration reserves the right to forfeit teams responsible for intentionally delaying the start of a match by more than fifteen minutes after the scheduled start time.

The in-game chat (all chat) must only be used for game related discussion. The primary use of the in-game chat is for the teams and administration to communicate. Any form of harassment via the in-game chat is heavily restricted.

8.10 Issuing a Protest

Should a participant wish to submit a protest concerning a specific match, player, team, or ruling, the email must be sent within seventy-two hours of the match's initial starting time. Any protest made after the deadline can be discarded at the discretion of the administration. Each protest should only be submitted once. All communication of these matters are required to be conducted through the official communication methods provided - being Discord and/or email. All communication of an ongoing protest must be kept strictly confidential within the participants and the administration.

8.11 Tie Breaker

If teams finish on the same number of match wins, the following tiebreaker rule will take effect in this order:

- **Game Differential in Games** between tied Teams. "Game Differential" is the total number of Games won by a Team minus the total number of Games lost by such Team.
- **Calculate the "Game Win Percentage"** for tied Teams by dividing (a) the total number of Games won by a tied Team against: the other tied Teams plus the highest ranked Team that is not a tied Team ("Included Teams"), by (b) the total number of Games played by a tied Team against the Included Teams. If still tied, then the same process will be used, but will also include the second highest ranked Team outside of the tied Team, then the third highest ranked Team outside of the tied Team and so forth.

- **Highest Total Goal Differential** in Games between tied Teams. “Highest Total Goal Differential” is the total goals scored by a Team minus total goals allowed by such Team.
- **Calculate the total goal differential** by taking a tied Team’s total goals scored against the Included Teams minus total goals allowed against the Included Teams. If still tied, then the same process will be used, but will also include the second highest ranked Team outside of the tied Team, then the third highest ranked Team outside of the tied Team and so forth.

If none of the tiebreakers can resolve the tie, then the Teams will draw lots. If any step resolves the tie for one or more Teams but not all Teams, a new tie will be declared between the remaining tied Teams. This tie will be resolved using the same tiebreaking mechanisms listed above.

9 Post Match

9.1 Interviews

Before and after each match either team may be requested for an interview. Each team must nominate at least one member that has a webcam and microphone to do these interviews. If no players have the technical requirements coaching or management staff may be requested to do the interview instead.

9.2 Competitive Integrity

Each Player is expected to play with the intention to uphold a high level of sportsmanlike integrity and conduct. In the event of a player being found to practice unfair play, penalties and disciplinary action will be taken. Examples of unfair play include the following:

- **Collusion** (e.g., any agreement between two or more Teams or Players on different Teams to predetermine the outcome of a Game or Match), match fixing, bribing a referee or match official, or any other unfair or

- illegal action or agreement to intentionally influence (or attempt to influence) the outcome of any Game, Match, or Tournament.
- **Hacking** or otherwise modifying the intended behavior of the Game client.
 - **Playing or allowing another Player to play** on a Psyonix account registered in another person's name (or soliciting, encouraging, or directing someone else to do so).
 - Using any kind of **cheating device**, program, or similar cheating method to gain a competitive advantage.
 - **Intentionally exploiting** any game function (e.g., an in-game bug or glitch) in a manner not intended by Psyonix in order to gain a competitive advantage.
 - Using **distributed denial of service attacks**, swatting, or similar methods to interfere with another Player's connection to the Game client.
 - Using **macro keys** or similar methods to automate in-game actions.
 - **Intentionally disconnecting** from a Match without a legitimate reason for doing so.
 - Accepting any gift, reward, bribe, or compensation for services promised, rendered, or to be rendered in connection with unfair play of the Game (e.g., services designed to throw or fix a Match or session).
 - Interfering with the operation of the Tournament, the Rules Website, or any website owned or operated by Psyonix or the Tournament Administrators.
 - Engaging in any activity that is illegal in the jurisdiction where the affected Player is located.
 - Making any modification to the Game that has not been disclosed to and authorized by the Tournament Administrators.
 - Using any Tournament facilities, services, or equipment provided or made available by the Tournament Organiser to post, transmit, disseminate, or otherwise make available any communications prohibited by the Code of Conduct.
 - Disconnecting from the In-Game Lobby before being dismissed by Tournament Administrators.
 - Changing In-Game Player or User Name to a name other than Player's registered User Name.
 - Otherwise violating these Rules.

10 Conduct Violations and Penalties

Participants who fail to abide by these official rules or the code of conduct may be subject to

penalties, fines, suspensions or bans as deemed necessary and appropriate by the administration.

The administration reserves the right to investigate any instance in which a rule may be violated. Participants shall not without information from the administration during an investigation. During an investigation, participants must adhere to the instructions of the administration, and supply complete and accurate information. Participants shall never create any obstruction to an investigation.

10.1 Penalties

The administration reserves the right to issue, without limitation of its authority, penalties at its sole discretion upon discovery of any conduct or rule violations in accordance with the severity of the infraction. Repeated infractions may result in more severe consequences. Penalties may include, but are not limited to the following:

- Verbal warning(s).
- Fine(s) and/or deduction(s) of prize money.
- Forfeiture(s) of match(es).
- Disqualification(s).
- Suspension(s) or ban(s).

Penalties may not always be imposed in a successive manner.

10.2 Right to Issue and Publish

The administration reserves the right to publish any information regarding any violation of these official rules or code of conduct. By participating in the competition, participants hereby waive any right to legal action against the administration, its affiliates, or other participants regarding the issuing and publishing of penalties.

11 Copyright Notice

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The ESL Rocket League Oceanic Championship is maintained by ESL Gaming Australia, and is an independent series to the Rocket League Championship Series.

12 Changelog

Date	Changelog