

# AORUS Cup

## Rocket League 2v2 Event Rules

### 1. Schedule

The tournament will take place over 2 days.

a. **3rd April 2020**

7 pm IST onwards

Up to Quarter-Finals will be played on this day.

b. **4th April 2020**

7 pm IST onwards

From Semi-Finals onwards

### 2. Rosters

Below are the requirements that need to be followed by every roster:

- a. The roster must consist of at least two (2) players, with one (1) substitute being permitted
- b. All teams will have an Indian on the starting roster, aside from that one (1) player can be from another [Asian](#) country where the game is accessible.

### 3. Match Rules

- a. The settings of the lobby should be as follows:
  - i. Doubles 2v2
  - ii. Any of the following maps (and any of their variants):
    - DFH Stadium
    - Mannfield
    - Beckwith Park
    - Neo Tokyo
    - Urban Central

- Utopia Coliseum
- Champions Field
- Rivals Arena
- Salty Shores (Night only)
- Forbidden Temple

- b. Games will be played on Indian servers only, categorised in ME servers in-game by the naming scheme me3-xxxxxx, unless both teams agree to use a different server.
- c. Teams are allowed to swap a player out for their designated substitute at the end of each game, swapping out a player while mid-game will result in an instant forfeit loss of that series.
- d. If a team is unable to play with a full two-player roster, this will result in an instant forfeit loss of that series.
- e. Teams must take screenshots of post-game scoreboards to minimise disputes between teams.
- f. Teams must agree to play on stream if selected (if your match has been selected for the stream, you will be contacted by a moderator).
- g. If a team is more than fifteen (15) minutes late to a series, that team then forfeits the first game in the series. From then, for every five (5) extra minutes that a team is late, they forfeit another game in the series, up until the team then forfeits the series.
- h. Should there be an issue with a player's connection, if both of the following conditions are met, a restart of that game will be permitted:

- i. A goal has yet to be scored
- ii. Less than a minute has passed
- iii. If a disconnect does happen, the team with the disconnected player will have five (5) minutes to ensure that they can carry on with a full roster until. If five minutes pass, that team then forfeits the game, and the above rules will apply once again (for every five minutes, another game will be forfeit).

#### **4. Prize Pool**

- a. 1st - ₹ 9000
- b. 2nd - ₹ 3750
- c. 3rd - ₹ 2250

#### **5. Code of Conduct**

Players are advised to follow the code of conduct set up by Psyonix for their tournaments. You can see these in Sections 7 and 8 over at <https://www.rocketleaguesports.com/rules/>

#### **6. Admin Discretion**

Any special scenarios will be up to the judgement of the administrators and the administrator's judgement is always final.