

Intramural Rocket League Rules

The following set of rules addresses gameplay for Rocket League. Additionally, the intramural handbook addresses intramural policies that apply to all sports and should be read prior to registering an intramural team.

Postings: Schedules, league updates, game results, and playoff brackets will be posted on IMLeagues as that information becomes available. Team captains should check the site regularly to check for changes.

Scheduling: Game schedules will be posted on IMLeagues. Although, there will be a scheduled time and date, team captains may move the game by mutual written agreement. However, the game must be played by the Sunday following the originally scheduled date and time.

Should a team need to forfeit, they should contact both the intramural office and the opposing team captain to notify them of the forfeit.

General Rules: All matches will be played best of three games.

Rocket League will be played between two teams of three (3) players each.

Players must remember to have Cross Platform play enabled. This can be done by accessing "Options" from the home screen.

The home team captain is responsible for creating the match on the server, as detailed below.

Creating the Game: This [Youtube Video](#) shows how to set up a private game.

1. Select "Play" → "Private Match"
2. **Game Mode:** Soccer
3. **Arena:** Chosen by home team captain
4. **Team Size:** 3v3
5. **Joinable By:** Name/Password

Then, select "Create Match"

- **Name:** Team Name vs Team Name
- **Password:** *Choose any password*

Then, remember to distribute the Game Name and Password to the opposing team captain and all of your teammates.

Player Pause: A player may only pause the game due to an unintentional disconnection, software, or hardware issue. Once a player has paused the game, they should make all others aware of the reason.

Before the game can be resumed, both captains should indicate in the chat that all players are ready.

Players may not communicate any form of strategy with their team during a pause.

Game Report: Both team captains must complete the [Game Report](#) by the Sunday following the scheduled game date.

The game report will ask the score, date and time played, any connection issues, and any sportsmanship issues.

Voice Chat: Players may opt to use a voice chat function. If voice chat is used, players must abide by the St. Olaf College Code of Conduct while on the chat. Any player who is acting in an inappropriate manner should be reported on the Game Report.