**These rules are specific to Rocket League. Please refer to the**[**general rules**](https://britishesportschamps.org/general-rules)**for information about tournament format, substitutions, rematches and sportsmanship.**

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**1. Player ​and ​Team ​Eligibility**

**1.3. Player ​eligibility**

1.3.1. To ​be ​eligible ​to ​compete ​in ​the ​British Esports Championships, ​each player ​must ​have ​satisfied all of the following conditions:

      1.3.1.1. Be ​registered in full-time education ​at ​an ​Institution ​of ​Secondary or Further Education as defined in sections 1.1 and 1.2 respectively.

      1.3.1.2. They ​must ​have ​an EU Rocket League account.

      1.3.1.3. A ​player’s ​account ​name must ​not ​be ​offensive ​and ​if ​the BEA ​considers ​this ​to ​be ​the ​case, ​that ​player ​will ​be ​required to ​change ​their ​name.

      1.3.1.4. A player must be aged 11+.

1.3.2. Ineligible ​Students

The ​following ​students ​are ​ineligible ​to ​participate:

      1.3.2.1. BEA tournament admins

1.4. Team ​eligibility

1.4.1. Each ​team ​must ​have ​a ​designated ​Leader that satisfies the following conditions:

      1.4.1.1. A registered staff member at the Institution that the team represents. In exceptional circumstances, a student with written permission from their school or college may be designated leader, subject to British Esports Association approval.

      1.4.1.2. Able to act as representative and point of contact for BEA

      1.4.1.3. Able to supervise all online interaction between Players at that Institution. This can include before and after matches as well as during.

1.4.2. A ​team ​must ​consist ​of ​between ​3 and 5 ​players and must be ​from ​the ​same Institution.

1.4.3. A ​player ​must ​be ​only ​on ​one ​team ​at ​once, ​however ​players ​may change ​teams ​throughout ​the ​season.

1.4.4. If ​a ​team ​splits ​up ​the ​majority ​of ​the ​team ​has ​right ​to ​ownership ​of the ​team ​and ​any ​seedings/qualification ​spots ​it ​has ​earnt.

1.4.5. A ​team ​may ​request ​a ​name ​change ​at ​any ​point ​during ​a ​season. ​To change ​a ​team's ​name ​an ​admin ​must ​be ​contacted ​with ​desired change.

1.4.6. A ​Teams ​name ​must ​not ​be ​explicitly ​offensive ​and ​if ​the ​BEA considers ​this ​to ​be ​the ​case ​that ​team ​will ​be ​required ​to ​change their ​name.

**2.Match ​Rules**

2.1. Match ​Setup

2.1.1. All ​matches ​must ​be ​played ​on ​the ​European ​server.

2.1.2. Players ​must ​use ​the Steam/Epic Games Rocket League ​account ​associated ​to ​their ​British Esports Championships profile. ​If ​this account ​information ​is ​not ​up ​to ​date ​it ​will ​lead ​to ​a ​loss ​of ​side choice ​in ​the first ​incident ​with ​increasing ​penalty ​for ​repeat ​offence.

2.1.3. “DFH Stadium” will be the default arena for every round. Teams can choose to play a different arena as long as both teams mutually agree.

2.1.4. The “home” team must create the lobby and share name/password of lobby with opponents via Discord. The “home” team is the team shown on the left-hand side on the fixture list/the upper box in the bracket.

The ​lobby ​must ​be ​set ​up ​as ​follows:

* Server: Europe
* Game Mode: Private match
* Size: 3on3
* Format: Best of 5 in Group Stage, best of 7 in Playoffs
* Match Time: 5 Minutes

2.1.5. The “away” team get choice of starting side.

2.1.6. Once ​both ​teams ​have ​joined ​the ​lobby ​and ​stated ​they ​are ​ready, ​the lobby ​leader must click Start.

**3.2. Penalties**

3.2.1. Any ​person ​found ​to ​have ​engaged ​in ​or ​attempted ​to ​engage ​in ​any act ​that ​British Esports Championships ​believes, ​in ​its ​sole ​and ​absolute ​discretion, ​constitutes unfair ​play, ​will ​be ​subject ​to ​penalty. ​The ​nature ​and ​extent ​of ​the penalties ​imposed ​due ​to ​such ​acts ​shall ​be ​in ​the ​sole and ​absolute discretion ​of ​the ​British Esports Championships.

3.2.2. If ​any ​team ​or ​player ​is ​suspected ​of ​breaking ​any ​rules, ​admins should ​be ​informed by the Leader. At this ​point ​admins ​may ​ask ​for ​screenshots ​or other ​evidence ​of ​misconduct.

3.2.3. Upon ​discovery ​of ​any ​team ​member ​committing ​any ​violations ​of ​the rules ​listed ​above, ​the ​British Esports Championships ​may, ​without ​limitation ​issue ​the following ​penalties:

      3.2.3.1. Loss ​of ​choice of starting side.

      3.2.3.2. Issue of ​a ​warning on the record of that team.

      3.2.3.3. Forfeit ​of ​a ​match.

      3.2.3.4. Temporary ​suspension ​of ​a ​player. If this results in <3 players on the team, the team will become ineligible (according to 1.4.2) unless a substitute is brought in.

      3.2.3.5. Permanent ​ban ​of ​a ​player.

      3.2.3.6. Deduction ​of ​points ​or ​seeding ​for ​the ​current ​or ​next tournament. Penalties are carried over with the majority of the offending team for the full academic year.

      3.2.3.7. Disqualification ​of ​team ​from ​a ​tournament.

      3.2.3.8. Disqualification ​of ​team ​from ​the ​British Esports Championships.

**4. Spirit ​of ​the ​rules**

4.1. These ​Rules ​may ​be ​amended, ​modified ​or ​supplemented ​by ​the ​British Esports Championships, ​from time ​to ​time, ​in ​order ​to ​ensure ​fair ​play ​and ​the ​integrity ​of ​the ​British Esports Championships.

4.2. All ​decisions ​regarding ​the ​interpretation ​of ​these ​rules ​lie ​solely ​with ​the British Esports Championships, ​the ​decisions ​of ​which ​are ​final.

**5. Glossary**

5.1. Institution.

A school or college as defined in sections 1.1 And 1.2.

5.2. Player

A student who plays esports in the British Esports Championships.

5.3. Admins

Also known as tournament admins, referees, umpires. Admins will create fixtures, calculate results, make sure that players adhere to the Rules and Code of Conduct, hand out penalties.

5.4. Leader

A Leader is an adult member of staff that represents an Institution. A Leader is responsible for supervising online interactions between players, checking-in an Institutions teams, reporting match results to the tournament system. One Leader can be responsible for multiple teams.

5.5. Team

A team is a group of players. A team represents its Institution in the British Esports Championships.

5.6. Check-in

The process of reporting a team’s arrival and commitment to play in that week’s matches. Check-in takes place the day before fixtures on the tournament website. Only a Leader can check a team in.

5.7. Arena

Arenas are the main areas where the game takes place. They feature boost pads dotted around the field.

5.8. Lobby

Lobbies are menu screens where players can set up the upcoming game session, change their settings, and talk to each other. In many games, players return to the lobby at the end of each session. In some, players joining a session that has already started are placed in the lobby until the start of the next. As lobbies consume very few resources they are sometimes additionally used as a "holding pen" for players while waiting for the next match. Opposing teams must be invited to the lobby for the match to proceed.

5.9. Disconnect

Also known as DC. Disconnect can refer to an Internet shortage that removes a player from a game or a player intentionally leaving a game.

5.10. Casting

Commentating an esports match. Commentators are known as casters. This is short for shoutcasters, the original term used to refer to esports commentators which has been shortened over time.

5.11. Seeding

The process of preliminarily ranking teams in a tournament bracket to ensure the most fair outcome. Each team is a seed.

5.12. Game

The application, programme, or .exe file, of a game. For example, RocketLeague.exe is the game Rocket League.