

RULES

OverFrag

2016

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1. General

1.1 Time Zone

First and foremost, we are using the CET (Central European Time) and CEST (Central European Summer Time) as references in terms of indicators for time in the winter and summer seasons respectively.

1.2. Player Eligibility

The selection and approval criteria in terms of priority to play in the cups are based on the following points:

- You must be registered on Challonge website: www.challonge.com and added to the team playing on the cup.

Team rosters must consist of at least 3 players to participate in a cup. Teams are only allowed to play with players on their roster with a registered challonge account. All roster changes must be made prior to the start of a cup. Playing with different player will result in punishment.

- All the team leaders must be signed up on Discord and the Overfrag forum for the latest updates, informations and scheduling the matches.

1.3 Rules Violation

Players who violate the following rules will be given a warning or in extreme cases will result in a disqualification from the current cup. The team in question will also be excluded from future cups. This will be decided by the cup admins.

1.4 Abusive Behaviour

Abusive behavior towards an OverFrag crew member or opponent, at any time during the cup season, can be punished.

If the abuse is severe a supervisor can also punish with a temporary or permanent removal from the cup of either the offending players or the entire team.

1.5 Teamleader / Team Captains Responsibility

The teamleader or team captain is responsible for his own members knowing and following the rules. A teamleader or team captain breaking the rules may incur penalties against the whole team.

1.6 Broadcast Rights

OverFrag organization reserves the right to broadcast every match. The recording of such broadcasts can't be refused by the players. In many cases third parties will be asked and allowed to broadcast the matches. Spectators may never be charged.

2. Tournament Layout

2.1 Group Stage

One round lasts for one week.

Teams will play against each opponent in group, playing one game per round. At the end of group stage, the highest two ranked teams will proceed to play-offs and finals stages.

2.2 Default Day

If no date is set by both teams the default day will be Sunday at 8 pm CET. If none of the teams show up, both will get a default loss.

2.3 Scheduling Matches

OverFrag Forum: All matches has to be scheduled on the OverFrag Forum on the Schedule Matches sub forum.

3. Teams and Players

3.1 Team and Player names

Team and player names will not be allowed to change once a cup has begun. Players and teams must compete under their officially registered Rocket League team names during all official matches. Only registered team members are allowed to play for a team. Playing in any matches with a player that is not registered is prohibited and will result on a default loss.

3.2 One Team

It is strictly forbidden for a player to play for 2 teams at once in the same cup. If it turns out that a player has been playing for 2 teams at the same time, the team in question will both be kicked from the cup.

3.3 Addition of Players

It is only allowed to add 2 players while a cup is in group stage. An admin has to be informed instantly about any rooster changes. Teams are not allowed to add players once a cup has reached playoff stage.

3.4 False Information

Any attempt by a team to deceive the Supervisors by providing deliberately false information (including faking match scores) will result in the team being removed from the cup. Additionally any players involved in the match may be banned if it can be proven that they were aware of an attempt to break the rules. If this attempted deceit occurred in the last week of group matches or later then the player(s) will also be banned from the next cup season.

4. Wildcards

4.1 What is a Wildcard

Each team is given 1 wildcard, which it can use to cancel and reschedule a planned group match, for whatever reason. Teams are strongly advised to cherish their wildcard until they really need it because of bad luck (e.g. connection problems.) Using the wildcard lightly and then losing a later match because of real problems would be a painful way to be eliminated from the cup.

4.2 Wildcard Usage

The wildcard can be used up until the match start time. If a team attempts to use a wildcard after the match start time they will forfeit the match.

A wildcard used against a team that later quits the cup is not restored.

Teams that try to use their wildcard a second time lose by forfeit. It is not the cup admins responsibility to check whether a team already used its wildcard.

4.3 Match rescheduling

When a wildcard is used, the teams have to reschedule the match immediately to one of the days into the same or the following match week of the original match date, and inform the supervisor. If no agreement is communicated to the supervisor within 48 hours of the original match time, he may force the match to be played as he sees fit.

5. Group Rankings

5.1 Group Ranking

Group rankings are worked out by the following rules, in order of importance:

- Match wins
- Wins vs Tied Participants
- Game/Set Win %
- Points Difference

5.2 Forfeit / No- Show

If a participant is not ready to play 15 minutes or hasn't shown up at all after the scheduled match time, please contact an admin. An admin decides if the match is a forfeit.

A forfeit loss corresponds to a loss of all matches. No match scores will be entered. A no-show is regarded as a forfeit loss.

A team that forfeits a group match for the second time will be removed from the cup.

5.3. Quitting the Cup

If a team leaves the cup with only one match to go, then the last match will be considered a forfeit loss and all the teams matches will count for the ranking. This rule does not apply however to teams that had already forfeited a match or that had won or lost all their previous matches.

If a team leaves the cup after having qualified for the playoffs, it can be replaced by the team ranked below it in its group.

6. Cheating and Abuse

6.1. Cheating

The use of any forbidden program or file by any team member during a cup match will lead to the exclusion of the team from the cup and a ban according to the general cheating and abuse policy. The use of such program or file outside the cup may lead to the same sanction.

6.2. Third party software

Programs that do not interact with the game in any way are allowed, even if they can be used and operated simultaneously with the game. Voice communication programs are examples of such programs.

6.3. Exceptions

For situations not covered by the rules, the supervisors will make decisions applicable on the situation.

7. Changes and Exceptions

7.1. Disclaimer

These rules are subject to change at any time. Changes made after the start of a Cup will always be reported on the cup page. All team leaders are expected to know and follow all the rules. Not knowing them is no valid excuse for not following them.

8. Server Settings

8.1. Match Hosting

The server host is decided by both teams.

Checking the server settings are both teams responsibility. If a certain setting is wrong they should alert the supervisor immediately. Matches will not be replayed or restarted because of a wrong setting that could have been reported before or in the beginning of the match.

8.2. Change of Server Settings

It is not allowed to change any server settings after the match has started without both teams agreeing to it. Failure in following this rule will result in a default loss of the match.

8.3 Match Settings

Match name and password will be chosen by the server host. The server host has to inform one of the cup admins on discord about the match name and password before the cup match starts.

Server: Europe. NA servers are only allowed to be played on if two NA teams are playing against each other.

Game Mode: Private match.

Map: Default map, DFH Stadium. Teams can choose to play a different arena as long as both teams mutually agree.

Size: 4v4. (3v3 + 2 spectators)

Bots: No bots are allowed.

Format: Group stage: Bo3, Playoffs: Bo5, Finals: Bo7.

8.4 Private Match Create/Join Procedure

Host selects "Play Online" ⇒ select "Create Private Match".

Make sure "Joinable By" option is set to "Name/Password".

Host creates a Name & Password for players to enter.

Host's teammates and opposing team select "Play Online" ⇒ select "Join Private Match".

Players enter the Name & Password communicated by the host through Discord.

The match will then begin. Still having trouble? Contact one of the admins.

9. Match Rules – general

9.1. Team Setup

Group matches are predefined by the roster.

All matches are played with 3v3 only. 3v2 is allowed in case a team is not able to provide their last player. 2v2 is allowed only on both teams agreement if unpredictable situation happens after the game already started.

9.2 Substitutes

Substituting is allowed but has to be done without affecting the game or stopping the time.

A team is allowed to change a player only one time during a match. If the maximum amount of substituting is exceeded, and there are still some technical issues the game goes on, even if the issue is not solved yet.

9.3. Number of sets

Matches are played with best of three (BO3), the first team to win 2 maps wins the match. Playoffs stage is played BO5 until the grand final and 3rd place game, which are played BO7.

9.4 After the match

The results must be entered by the winning team on the homepage or Challonge.com within 48 hours after the game. If not the game is considered a defloss.

10. Demos and Screenshots

10.1. Match Media

All match media (screenshots and demos) must be kept for at least 14 days. Faking or manipulating match media is forbidden and will result in severe penalties. Match media should be named clearly based on what it is.

10.2. Casting and Streaming

Casting and streaming an OverFrag match is only allowed with an OverFrag admins agreement. To get an agreement contact an admin.

11. Technical Issues

11.1. Technical Issues

Teams are responsible for their own technical issues (hardware/internet). Matches will not be rescheduled because of technical issues and matches will be played nevertheless. A rehost can only occur with an admin approval. Disconnects and lag issues will only qualify for a re-host if the issue occurs within the first 30 seconds of the game, and no goals have been scored.

11.2. Game version

All players must install the newest version of the game in order to participate on OverFrag cup. Updates must be installed before the tournament starts, so delays will be at a minimum.

12. Communication & Support

12.1 Communication Platforms

OverFrag Forum: All matches has to be scheduled on the OverFrag Forum on the Schedule Matches sub forum.

Discord: All communication between the teams before the cup match begins will be made on Discord.

12.2 Complains

If a match was incorrectly reported by your opponents, your team has 24 hours to protest. Protesting or contacting an admin for any other issue can be done on the OverFrag forum. Match protests must include media evidence clearly showing the results of the match/series. Teams are responsible for providing proof of match results in case of disputes.

12.3 Supervisors and Admins

The cup is supervised by OverFrag supervisors who are responsible for enforcing the rules. Any attempt to mislead a supervisor will be met with an “appropriate” penalty. For any problems, contact the OverFrag crew on the Discord channel, OverFrag forum or through the e-mail address.

All participants must adhere to the decisions and rules of the tournament organizers, admins, and supervisors. All decisions are final, except in cases where the option to appeal is clearly stated. Conversations, either verbal or written, between organizers, admins, or supervisors, and participants are confidential. Publicly posting or sharing these conversations with outside parties is strictly forbidden, unless permission is obtained.