

Rocket Baguette Rising Stars



Season Two

Introduction

The Rocket Baguette Rising Stars are a 3v3 PC/PS4 competition for teams of 3 to 5 players, involved in a league composed of several divisions. Each team plays one BO5 series against all the other teams in their division, one series per week. A ranking will be established, with a promotion-relegation system that will enable the best teams to climb the ladder.

The RBRS are a community competition aiming at offering a friendly but nonetheless regulated competitive frame. The Rocket Baguette crew commits into offering nice features, such as the publishing of the rankings, rosters and statistics for each division on the RocketBaguette.com website, provided that the players abide to simple rules, including one major one : if you sign-up for the RBRS, you will play until the end of the season. All we require is that you play your one BO5 series per week.

The rules in this document govern the league. Each player unconditionally agrees to abide by these rules and the decisions that the Rocket Baguette staff make about the tournament. These rules are subject to change at the discretion of Rocket Baguette.



Format

The Season 2 of RBRS will take place between Monday, September 17th to Sunday, December 9th maximum.

- Each RBRS season is composed of a regular season of 7 to 9 weeks (depending on the number of teams in each division) and 3 weeks of playoffs.
- Each division is composed of 8 to 10 teams that face each other once in a BO5 over a 7 to 9 consecutive weeks period, at the rythm of one series per week, following a defined calendar. A week begins on Monday, 00:00 AM and ends on Sunday, 11:59 PM.
- The captains of each teams are responsible for the scheduling of their weekly series. They both decides together on the date and time for the series.
- A ranking is established for each division, following these criteria:
 - The number of series (BO5) won,
 - The game difference (number of games won minus the number of games lost),
 - The game win percentage (number of games won divided by the number of games played),
 - -> If two teams are still tied, the result of their series will be the tie-breaker,
 - -> If three or more teams are still tied, the goal difference will be the tie braker (number of goals scored minus the number of goals conceded)
- At the end the regular season, the playoffs and promotion/relegation tournaments will be played.
- The team finishing first in its division will be promoted automatically.
- The team finishing last in its division will be demoted automatically.
- The various promotion/relegation scenarios will be defined in the course of the season and featured on the division page of the rocketbaguette.com website.



Registrations

- An unlimited number of teams can sign-up in Season 2. The admin team is free to refuse a team.
- If you sign-up, you commit into playing the whole season.
- Registrations are open to players on PC and PS4 platforms.
- To register, teams must fill a Google form. One submission is for one team.
- Each team must communicate a list of 3 to 5 players with : nicknames, discord ID, platform, SteamID64 / PSN ID, maximum rank in Season 8 of competitive Rocket League as well as an e-mail adress of each player.
- A team captain must be appointed.
- A team logo in the .png format, square dimensions and transparent background can be submitted.
- At least two players of a team, including the captain, must have joined the Rocket Baguette Discord and be present for the duration of the season. The admin team can exclude a team in case of difficulties to communicate with them.
- It is not permitted to play with a player that is not registered as a player for the RBRS. Teams disregarding this rule will be excluded from the league.



Substitutions

- Each team can recruit up to two players each season : each recruit must have an equal or inferior rank to the player with the 2nd best rank in the team. Examples :
 - If a roster has two Diamond III and one Diamond II, the recruit can be Diamond II at best.
 - If a roster has one Champion I, one Diamond III and one Diamond II, the recruit can be Diamond III at best.
- A team can withdraw from its roster as many players as it likes.
- If a team withdraws from its roster its player with the best rank, it can replace it with a player of the same rank.
- A roster must have at least 3 players, at most 5 players.
- The division admin must be notified of any roster change at least 24 hours before playing a game.
- The division admin must be notified of any roster change, otherwise it won't be taken into account.
- Between two seasons, in order to validate its progression (promotion or relegation), a team must retain at least two players of the previous season.
- A player can't be part of two different RBRS rosters in the same season.

Giving up

- If despite all our efforts to avoid this, a team were to abandon the league in the course of the season, its results would be deleted in the ranking of the division and the statistics.
- A team or player giving up in the course of the season will be banned for the following season.



Implementation of Season 2

- As much as possible, teams being promoted or demoted in Season 1 will play in the corresponding division in Season 2, provided they retained at least two players of the Season 1 roster.
- All the other teams will be reseeded (placed into their divisions according to their team grade).
- For each team, the three highest ranks will be used to create an average rank which will be the team's grade.
- In case of high disparities in the levels of registered teams that would prevent us from establishing homogeneous and fair divisions, we might adjust the number of divisions, refuse teams or extend the registration period.

Gameplay rules

- Settings : all standard arenas / 3v3 / No bots / Mutators : none / Match time : 5 minutes / Joinable by : name & pw / Platform : steam or PS4 / Servers : Europe.
- The captains of each team must communicate through their division chan in the Rocket Baguette Discord to arrange together the date and time of their series.
- Once they've agreed, they must notify their division admin in their division chan in the Discord.
- Substitutions are allowed in between games of a series but not during a game.
- Spectators are allowed upon approval of the opponents.
- At the end of each series, one of the captains must post the .replay files in the « Résultats » chan of their division in the Discord. As a back-up, post-match screenshots can also be used. In case of a missing proof (.replay or screenshot) for one of the games in the series, the series result must be confirmed by the two captains. In this case, the statistics of the entire series won't be taken into account.



Series adjournement and penalties

- Forfeiting doesn't exist in RBRS. No result will be taken into account if the games haven't been played.
- In order for the schedule to be followed, a penalty system will be implemented : if a team receives 5 penalty points, it will be excluded from the league.
- For each series that hasn't been played in the allocated time frame (before Sunday 11:59 pm CE(S)T), teams will first self-arbitrate :
 - They have to decide which team is responsible for the adjournement, that will then receive one penalty point.
 - They can also decide that both teams are equally responsible for the adjournement, in which case both teams will receive one penalty point.
- If both captains are not able to find an agreement, the admin will intervene :
 - He/She will have to decide which team is responsible, according to the conversation screenshots provided to him/her, and give to it one penalty point.
 - If he/she's not able to define which team is responsible, both will receive one penalty point.
- If a team requires the adjournement of a series less than two hours before the agreed time, it will receive one penalty point. Reminder : in order for the admin to have this rule applied, captains must notify the admin when a series is scheduled, as soon as it is scheduled. Both captains can reschedule the series to a later date, before the following Wednesday 11:59 pm CE(S)T. Beyond that, the classic adjournement process will be applied with self-arbitration then admin intervention.
- In the event of a disconnect during a series, both teams must finish the game. Once it is over, 10 minutes will be granted to the team missing a player, for the disconnect player to come back or for a substitute to setp-in. In case of impossibility to have a third player within 10 minutes, the team in inferiority will receive a penalty point and both captains will need to reschedule the series to a later date, before the following Wednesday 11:59 pm CE(S)T. Beyond that, the classic adjournement process will be applied with self-arbitration then admin intervention.
- We expect from each captain a certain availability and good will, especially at the beginning of each week, to make the organisation of the weekly BO5 a pleasant experience for everyone. Kind and regular communication is a sign of good will. We don't require a 24/7 presence on the Discord, only that you anticipate your organisation and that you let your opponents or the admin what is going on. The Discord app is available for free on iOS, Android and other smartphones.
- Refusing to play will lead to instant exclusion of the team.
- Exclusion in this season will lead to a ban in the following RBRS season.



Broadcast

- Once or twice a week, the Rocket Baguette crew will offer to volunteers the possibility to play their match on stream. The days will be known in advance and they will have the possibility to register for a slot (4 slots per evening).
- The teams must be available and ready to play 30 minutes before the time they signed-up for.
- In case of last-minute cancellation, the responsible team(s) will receive 3 penalty points and won't be allowed to apply for broadcasting anymore.

Administration

- The admin team in charge of the organisation of the tournament is available to answer your questions. Do not hesitate to regularly take a look at the RBRS chans on the Rocket Baguette Dicord.
- An admin will be appointed to each division. He/she will be the contact point for each team in the league. He/she will confirm results and roster changes and can help you organise.
- The admin is in charge of solving the issues of its division. An admin cannot be in charge of a division in which he/she is playing.



State of mind

The Rocket Baguette Rising Stars offer no reward. Their aim is to offer a pleasant experience to everyone involved. Outside of the field, be polite, understanding and open-minded. Don't use trolling and provocation.

On the pitch, you will face better players than you : lose with dignity, watch your replays and try to figure out what they do better. You will face players weaker than you : win with humility, as one day, they will beat you. You will face aggressive players that will be rough with your car : play their own game or be smarter, but don't forget that it is a strategy that is part of the game. Giving in to frustration is falling in their trap.

We're all here because of our passion for Rocket League. It's a game that gets to your heart and soul... but don't forget that it's just a game 😊

