

Rocket Baguette's Superstar League



Ruleset

Introduction

The Rocket Baguette Superstar League is a 3v3 Rocket League competition for players on PC/PS4/XB1 involving 8 teams composed of 3 to 5 players, competing in a League Play followed by Playoffs for the top 4 teams.

4 teams have qualified through the Rocket Baguette Rising Stars Season 3 and 4 teams have been invited.

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 Superstar League will be played between April 25th and June 16th.
- Each team will face every other team once in a BO5 series, playing one series a week over 7 weeks, according to a predefined schedule.
- All 4 weekly series will be played live on the Rocket Baguette Twitch channel according to a predefined schedule.
- 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 breaker (number of goals scored minus the number of goals conceded)
- At the end of the 7-week regular season, the top 4 League Play teams will face in single-elimination BO7 playoffs.

Rosters & Substitutions

- The 4 qualified RBRS teams must begin the Superstar League season with the exact same roster they finished the RBRS season with.
- The 4 invited teams must submit a roster composed of 3 to 5 players at the beginning of the season.
- All 8 teams can recruit one player during the season.
- A team can't have less than 3 players and more than 5 players on its registered roster.
- Players that played in RBRS S3 without qualifying for the Superstar League can't be part of a Superstar League roster.



Playing the series

- Every Superstar League series will be broadcaster on the Rocket Baguette Twitch channel.
 - The Rocket Baguette Admins will host the game lobbies and will provide both captains with lobby name and password.
 - Teams must be ready to play 20 minutes before the official scheduled time of a series.
 - A game can't begin if one of the teams has less than 3 players on the field.
 - Substitutions are authorized in between the games of a series, but not during a game.
 - Spectators are not allowed. Adjournements, Penalties & Disconnects
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- If a team is not able to play at the time scheduled by the Rocket Baguette admins, it can they can adjourn their series by using a "joker". Each team has two "jokers" during the season.
 - When a series is adjourned, teams must play their series another time during the same week before the following Sunday 11:59 CEST. Not doing so will consume another "joker" for the responsible team.
 - Showing up late to a series will cost teams a "joker".
 - After having used its two "jokers", a team can't adjourn anymore series or it will be excluded from the Superstar League.
 - In the event of a disconnect during a game, teams must finish the ongoing game. 10 minutes will then be granted before the next game for the short-handed team to have the disconnected player back or their sub to fill-in. After those 10 minutes, the remaining games of the series will be adjourned and the short-handed team will consume a joker.

Prize Pool

500 € will be dispatched as follows:

- 300 € to the Playoffs Grand Finals winner
- 100 € to the Playoffs Grand Finals runner-up
- 50 € to the teams defeated in the Playoffs semi-finals

