

Rocket Baguette Rising Stars

NETHERLANDS



Ruleset

Introduction

The **Rocket Baguette Rising Stars** are a 3v3 PC/PS4/XB1 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, enabling the best teams to face in **post-season playoffs**.

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. It's not much but before signing-up, please make sure you'll be able to make yourself available.

The rules in this document govern the RBRS. 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 will take place between Monday, September 2nd to Sunday, November 3rd, 2019.

- Each season is composed of a regular season of 7 weeks followed by a playoff week.
- Each division is composed of 8 teams that face each other once in a BO5 series over a 7 consecutive weeks period, at the rhythm 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),
 - 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 the regular season, the top 3 teams of each division will qualify for the single-elimination BO7 brackets.
- The 2 best teams of the Playoffs will qualify for the Rising Stars Superstar League.
- Whether the playoffs size per region is 6 or 12 teams is dependant on whether we have 2 tiers of divisions (like RLCS & RLRS) or one single tier. This won't be decided until after signups have closed as it is dependant on many factors like the number of signups and the MMR difference between teams. As a result, the structures of the divisions may vary from region to region, but ultimately we want the best and most competitive experience for everyone of all ranks.

Registrations

- 16 teams will be accepted in RBRS Netherlands, based on the 16 best Team MMRs as defined in the Seeding section.
- If you sign-up, you commit into playing the whole season.
- Registrations are open to players on PC, PS4 and XB1 platforms above the Champion 1 rank.
- To be eligible to competing in RBRS Netherlands, teams must play with at least 2 players with Dutch citizenship.
- Players that have been starters in RLCS in 2019 are not allowed into RBRS.
- To register, teams must fill a web 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 / Xbox Gamertag, the country of citizenship, as well as an email address for each player.
- Every player must submit his main player account. Is considered as main the account with which he obtained his highest 2v2 or 3v3 rank during the current competitive season (or the previous season if the current one has been going since less than a month). Every other account used by the player is considered a "smurf account". Registering or playing with a smurf account will cause the disqualification and ban of the player and his team.
- A team captain must be appointed.
- A team logo in the .png format, square dimensions and transparent background can be submitted. If no logo is submitted, a generic logo will be assigned to the team.
- At least two players of a team, including the captain, must have joined the Rising Stars 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.

Seeding

- 16 teams will be accepted in RBRS Netherlands. The admin team is free to refuse a team's registration. If more than 16 teams register, the 16 top seeded teams will be accepted in the league. This might be reassessed before the season begins in order to accept more teams in the league.
- Teams are seeded according to a Team MMR as follows:
 - For each player, we select the highest MMR obtained during the current season in the 1v1, 2v2 and both 3v3 competitive playlists. This value is retained as the Player's MMR. 1v1 and 2v2 ranks are capped at 1500.
 - We calculate an average of the three best Player MMRs in the team is retained as the Team MMR.

Substitutions

- A roster must have at least 3 players, at most 5 players.
- Each team can recruit up to two players each season.
- A team can withdraw from its roster as many players as it likes.
- The division admin must be notified of any roster change at least 24 hours before playing a game. Any roster change must be approved by the division admin.
- Playing a series with a player whose recruitment hasn't been approved by the division admin equals to be playing with a player that is not registered in the roster.
- A player can't be part of two different RBRS rosters in the same season.
- A player that has left a RBRS team during the season can't join another RBRS team 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.
- If two teams facing off in the last week of League Play were to abandon, their previous results would be confirmed and both teams would get an additional 0-3 loss.

- A team or player giving up in the course of the season will be banned for the following season.

Playing the series

- Series are to be played with the following settings: all standard arenas / 3v3 / No bots / Mutators : none / Match time : 5 minutes / Joinable by : name & pw / Servers : Europe.
 - The captains of each team must communicate through the private conversation created by their division admins and they decided together on day and time to play their series.
 - The admin will be in charge of monitoring these conversations, making sure both captains demonstrate respect and good will.
 - Substitutions are allowed in between games of a series but not during a game.
 - A game can't begin until both teams have 3 players on the field. 2v3 is not allowed, teams are expected to find a timeslot during which they can both play with full rosters.
 - 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 « Results » 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 incomplete series won't be taken into account.

Series adjournment 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 3 penalty points, it will be excluded from the league.

Fault	Penalty
More than 48h without answering to opponents or admins	1 point
Series not played before Sunday 11:59	1 point to the team considered responsible for the delay, or 1 point to each team in case of shared responsibility
Impossibility to complete a begun series	1 point
Showing-up 15 minutes late to a scheduled series	1 point
Showing-up 45 minutes late to a scheduled series	1,5 points
Postponing a series 3 hours before the scheduled time	1,5 points
Series played with an unregistered player account	Disqualification
Refusing to play or organize a series	Disqualification
Cumulation of 3 penalty points	Disqualification

- For each series that hasn't been played in the allocated time frame (before Sunday 11:59 pm CE(S)T):
 - The admin will have to decide which team is responsible, according to the conversation and allocate one penalty point.
 - If he/she's not able to find out which team is responsible, both will receive one penalty point.
- If a match is postponed for any given reason, captains must reschedule the series to a later date, before the end of the following week. Beyond that, the classic adjournment process will be applied.
- 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 step-in. In case of impossibility to have a third player within 10 minutes, the shorthanded team will receive one penalty point and both captains must reschedule the series to a later date, before the end of the following week. Beyond that, the classic adjournment process will be applied.
- 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.
- Disqualified teams will be banned for the following season.

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 Rising Stars Discord.
- 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 aim of the Rocket Baguette Rising Stars 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 this 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 our hearts and souls... but don't forget that it's just a game :)