

ROCKET LEAGUE SIDESWIPE

EU 2v2 Masters

Ruleset



Introduction

The Rocket League Sideswipe EU 2v2 Masters, organized by Rocket Baguette, is a Rocket League Sideswipe tournament (2v2, iOS / Android) consisting in four Open registration single-elimination brackets, a round-robin Group stage and a double-elimination Playoffs bracket.

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



I. Format

A. Open Qualifiers

Four Open qualifier tournaments will be held to determine 8 teams that will qualify for the EU 2v2 Masters group stage.

Registered teams will be entered in a single-elimination bracket meaning that a team will not be eligible to move forward if they lose once.

Seeding will be determined by Rocket Baguette at their discretion.

All matches will be played in a BO5 format. Both semi-final winners will be qualified for the EU 2v2 Masters Group stage.

B. Group Stage

8 qualified teams from Open qualifiers and 8 invited teams using the EU 2v2 Series points standings will attend the EU 2v2 Masters Group stage.

Teams will be entered in two pools of 8 in which they will play a BO5 round robin. Standings will be determined as follows:

- Number of series won,
- Difference between games won and games lost,
- If two teams are tied, the tie-breaker will be the result of head-to-head confrontation,
- If three teams or more are tied, the tie-breakers will be:
 - series won among tied teams,
 - game differential among tied teams,
 - games won against the highest team in the standings outside of tied teams,
 - games won against the second highest teams in the standings outside of tied teams,
 - and so on until the ties are broken.

Top 4 teams from each pool will move on to the Playoffs stage.

C. Playoffs

The top 8 teams from the Group stage will be entered in a double-elimination bracket, meaning that a team will not be eligible to move forward if they lose twice.

All matches will be played in a BO7 format. The Grand Finals will feature a bracket reset, meaning that the team coming from the Lower Finals will have to win two BO7 series to win the EU 2v2 Masters.

II. Player eligibility

To be eligible to participate, a player must be at least 15 years old (or such other age, if greater, as may be required in such player's country of residence). Minors must have permission from a parent or legal guardian in order to participate in the Tournament.

Players located in the following countries can participate: Andorra, Albania, Armenia, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Republic of Ireland, Italy, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Moldova, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, Russia (except individuals located in Crimea), San Marino, Serbia, Slovakia,

Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine (except individuals located in Crimea), United Kingdom of Great Britain and Northern Ireland.

Each player must have an active, valid Epic Games Account registered to such player and provide such Epic Account as part of the Tournament registration process. For clarity, providing an Epic Account as part of the Tournament registration process does not guarantee that a player will receive a prize in connection with the Tournament. Only Tournament Winners will be eligible to receive prizes in connection with the Tournament. To open an Epic Account, players can visit <https://www.epicgames.com/id/register/date-of-birth> and follow the onscreen instructions.

III. Gameplay Rules & match procedure

A. Open Qualifiers

Teams must check-in on the tournament platform before each match they have to play. They have 5 minute to do so and will be disqualified if they don't.

Players must create an ingame party by connecting their EpicIDs. The host will then create a private party match.

Failing to respond to an opponent or an admin within 5 minutes on the tournament platform will lead to a disqualification.

All matches must be played on the SC Field map.

All matches must be played on European servers.

Playing through a iOS/Android emulator on laptop or desktop is allowed.

Playing with a game controller is allowed.

Teams must both agree to the score of the match after it has been played. In case of dispute, screenshots of the end stats screens will be requested by the admin team. Additional proofs can be provided with live streaming or video recording of the gameplay.

B. Group Stage & Playoffs

A defined calendar will be communicated to the teams prior to each playday. Teams must wait for admins' go-ahead before starting their series.

Teams are expected to be available right after the previous scheduled series is over. Failing to reply to an admin within 10 minutes after the scheduled start time of the series will lead to a forfeiture in the series.

All matches must be played on the SC Field map.

All matches must be played on European servers.

Playing through a iOS/Android emulator on laptop or desktop is allowed.

Playing with a game controller is allowed.

IV. Broadcasting

A. Open qualifiers

Teams are allowed to livestream their point of view during their run in the tournament.

Official live broadcasts may occur on twitch.tv/TheRocketRB in English and twitch.tv/RocketBaguette in French. In such case, the admin team will get in touch with the players for them to share, if possible, their screens via Twitch, thus providing a live feed of the gameplay to the official production crew. Players will need to deactivate all notifications on their mobile phones.

B. Group stage and Playoffs

Official live broadcasts will occur on twitch.tv/TheRocketRB in English and twitch.tv/RocketBaguette in French. Players are not allowed to livestream their point of view to a different streaming platform.

Players who are able to will have to livestream their point of view to a RTMP server or Twitch channel that will be used by the official broadcasts.

V. Code of conduct

Participants are prohibited from engaging in any form of harassing, abusive, or discriminatory conduct based on race, color, ethnicity, national origin, religion, political opinion or any other opinion, gender, gender identity, sexual orientation, age, disability, or any other status or characteristic protected under applicable law. If the admin team decides that a participant has violated these terms, it may disqualify the participant from participation (or further participation) in the tournament.

VI. Prize

\$24000 will be awarded in the tournament:

- \$10000 to the team ranked first,
- \$4000 to the team ranked second,
- \$3000 to the team ranked third,
- \$2000 to the team ranked fourth,
- \$1500 to the teams ranked fifth/sixth,
- \$1000 to the teams ranked seventh/eighth.

They will be contacted by the admin team after the tournament to arrange payment. Payments will be processed after the whole series of tournaments is completed.

VII. Support

Join the [Sideswipe Esports Europe discord server](#) for help & support.