

ROCKET LEAGUE

# Rising Stars Odyssey

## Ruleset



## Introduction

**The Rising Stars Odyssey, organized by Rocket Baguette, is a series of five Rocket League 3v3 tournaments consisting in a double-elimination open qualifier followed by a 16-team single-elimination final 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.



# Format

The Rising Stars Odyssey circuit is a series of five two-day tournaments featuring an open qualifier stage followed by a final bracket with qualified and invited teams.

## Day #1

- Registered teams will be entered in six pools featuring a double-elimination bracket meaning that a team will not be eligible to move forward if they lose twice.
- Seeding will be determined by Rocket Baguette at their discretion.
- All matches will be played in a BO3 format except for:
  - upper bracket semi-finals & final of each pool,
  - lower bracket semi-finals & final of each pool.

## Day #2

- 12 teams from the open qualifier and 4 invited teams will participate.
- They will be entered in a single-elimination bracket, meaning that a team will not be eligible to move forward after they lose.
- Seeding will be determined by Rocket Baguette at their discretion.
- All matches will be played in a BO7 format.

# Schedule

- Odyssey #1
  - Registration deadline: Saturday, April 22nd 2023 - 4 pm CEST
  - Day #1: Saturday, April 22nd 2023 - start at 5 pm CEST
  - Day #2: Sunday, April 2nd 2023 - start at 5 pm CEST
- Odyssey #2
  - Registration deadline: Saturday, June 3rd 2023 - 4 pm CEST
  - Day #1: Saturday, June 3rd 2023 - start at 5 pm CEST
  - Day #2: Sunday, June 4th 2023 - start at 1 pm CEST
- Odyssey #3
  - Registration deadline: Saturday, July 1st 2023 - 4 pm CEST
  - Day #1: Saturday, July 1st 2023 - start at 5 pm CEST
  - Day #2: Sunday, July 2nd 2023 - start at 5 pm CEST
- Odyssey #4
  - Registration deadline: Saturday, September 2nd 2023 - 4 pm CEST
  - Day #1: Saturday, September 2nd 2023 - start at 5 pm CEST
  - Day #2: Sunday, September 3rd 2023 - start at 5 pm CEST
- Odyssey #5
  - Registration deadline: Saturday, September 16th 2023 - 4 pm CEST
  - Day #1: Saturday, September 16th 2023 - start at 5 pm CEST
  - Day #2: Sunday, September 17th 2023 - start at 5 pm CEST

## Registrations & player eligibility

- Teams can sign-up with a minimum of 3 and a maximum of 4 players for any Rising Stars Odyssey event.
- 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, 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.

## Gameplay Rules & match procedure

- All matches must be played with the following settings: All standard arenas / 3v3 / No bots / Mutators : none / Match time : 5 minutes / Joinable by : name & password / Servers : Europe.
- Teams must check-in on the tournament platform before each match they have to play. They have 5 minutes to do so and will be disqualified if they don't.
- After both teams have checked-in, players must follow the tournament platform instructions to create / join the game lobby, unless the game is broadcasted, in which case teams must follow the instructions of the admins that will contact them through tournament platform.
- Punctuality: all teams must have three players in the online match lobby by the match start time. Teams that do not have three players ready within 5 minutes of the match start time are subjected to a disqualification.
- Failing to respond to an opponent or an admin for more than 5 minutes will lead to a disqualification.
- Disconnects : in the event of a disconnect, the shorthanded team will continue to play out the single game within the match series. The disconnected player may rejoin during the game that the disconnect occurred in or in between games of a match series but may not join in the middle of a following game in the series. After a disconnect, if a player cannot rejoin during the same game, the player will have 5 minutes to

rejoin before the next game of the match series begins. If the disconnected player is unable to join the game prior to the next game in the series, the player's team may substitute another player from their roster.

- On Day #2 of each tournament (the Final single-elimination bracket), matches will be paused if a disconnect happens or if a team requests. The shorthanded team or the team that has requested the pause must be ready to resume playing within 5 minutes, with the original player or a registered substitute. A team can't request more than two pauses during a series. After a pause, the match will resume from kickoff at the same moment it was paused or slightly before if a goal has been determined to have been scored while a player was no longer able to play - with that goal being withdrawn.

## Broadcasting

- Players are allowed to livestream their own point of view during Day #1 matches.
- Spectators are not allowed during Day #1 matches.
- Broadcasting spectators are allowed during Day #2 matches (two per team) except for matches that are featured on official broadcasts, in which case teams are allowed to watch party the official broadcasts.

## 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.

## Prize

\$70,000 will be awarded in the Rising Stars Odyssey circuit.

- For each event: \$14,000
  - 1st: \$6,000
  - 2nd: \$3,000
  - 3rd / 4th: \$1,500
  - 5th / 8th: \$500

## Privacy

HBW Production may process the following Players' Data: name, surname, email address, personal address, bank account information, Discord ID & game account information. Personal data of the Players may be processed on the following basis:

- in order to run the Rising Stars Odyssey tournament,
- in order to deliver earnings to Players,
- in order to perform the statutory accounting obligations of HBW Production.

Players have the right to access, modify or suppress their personal data stored within HBW Production. Requests must be made at: [data@rocketbaquette.com](mailto:data@rocketbaquette.com).

## Support

Join the [Rocket Baquette Discord Server](#) for help & support.

## Disclaimer

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