

Fédération Internationale de Football Association (FIFA)

FIFA-Strasse 20
8044 Zurich
Switzerland

FIFAE Rocket League

Game Rules

1. Introduction

Fédération Internationale de Football Association (FIFA)-Strasse 20 of 8044 Zurich, Switzerland, along with its affiliates ("FIFA") have set out these Rules for Rocket League which apply across multiple tournaments.

These Game Rules referenced in the FIFAE General Competition Terms & Conditions and forms part of a wider set of rules and regulations set out in that agreement ("Rules"). You agree to abide by these Rules at all times during any Tournament for Rocket League. Any terms used but not defined here are defined in the Tournament Rules or the FIFAE General Competition Terms & Conditions.

FIFA reserves the right to update these FIFAE Rocket League Game Rules from time to time in its sole discretion. Any revised version of these FIFAE Rocket League Game Rules will be sent to the Participating Athletes, Coaches and the Member Associations.

You acknowledge and agree that a breach of, or failure to comply with, the Rules or any other documents notified to you by FIFA from time to time, FIFA and/or its Member Associations will be entitled to issue sanctions or penalties in relation to any breach of, or failure to comply with, these Rules.

2. Game Setup

- 2.1. For all Game Modes described below, additional settings and configurations will be communicated by FIFA prior to the tournament and are to be considered binding.
- 2.2. Failure of the Participating Athletes to comply with the settings and configurations may lead FIFA to apply the sanctions as set forth in the FIFAE General Competition Terms and Conditions – Appendix 3.

Match Creation

- 2.3. If the “PRIVATE MATCH” is being used, the Participating Athletes’ settings must adhere to the following requirements before or while starting the Matchup, unless otherwise communicated in the specific Tournament Rules if the lobby is created by a Participating Athlete and not a FIFAE Referee.
 - 2.3.1. Participating Athletes must select the game mode ‘PRIVATE MATCH’.
 - 2.3.2. Participating Athletes must select the following settings whilst creating a lobby:
 - (a) Default Arena: DFH Stadium
 - (b) Team Size: 3v3
 - (c) Bot Difficulty: No Bots
 - (d) Mutators: None
 - (e) Match Time: 5 Minutes
 - (f) Joinable By: Name/Password
 - (g) Platform: Epic Games Store, Steam
 - (h) Server: US-East (North & Central America), Europe (Europe), South America (South America), Middle-East (Asia West), Asia East or Asia-Maritime or Asia-SE Mainland or Oceania (Asia East & Oceania), and South Africa or Middle East (Africa)
 - (i) Team Colors: Default
 - 2.3.3. Admin controls in private matches are restricted to use by Referees in referee-hosted games. Participating Athletes are not permitted to use admin controls under any circumstances. Any breach of this rule shall result in the immediate disqualification of the Participating Athlete and may lead to exclusion from future tournaments. Suspected breaches must be reported to a Referee via FIFA.GG without delay, accompanied by supporting evidence such as screenshots, screen recordings, or replays.
- 2.4. In self-hosted Games, the Team displayed on the left side on FIFA.GG will be represented in blue, while the Team on the right will be represented in orange. The blue side will host the lobby and share the credentials with the opposition.
- 2.5. In referee-hosted Games, the Referee will allocate the team colors.
- 2.6. In self-hosted Games, Participating Athletes may not join their designated side until three Participating Athletes from each Team have joined the Match Lobby in-game.
- 2.7. In referee-hosted Games, Participating Athletes may not join their designated side until instructed to do so by a Referee.
- 2.8. For all Tournaments, in-game observers are not allowed except for Referees or previously authorized individuals, unless otherwise specified in the Tournament Rules. Teams that are found to have shared lobby details for the purposes of allowing an unauthorized observer into the Matchup will be subject to disciplinary action as further described in the FIFAE General Competition Terms and Conditions – Appendix 3. Coaches and Managers are not permitted to be in-game observers. The Participating Athlete shall be permitted to stream live coverage of his/her/its Gameplay through an online streaming platform (e.g., Twitch, Kick, Tiktok, YouTube, etc.) unless otherwise determined in the Tournament Rules.

3. Pauses and Game Interruptions

- 3.1. Referees may pause a Game at any time and for any reason. In the event of a stoppage of play, Participating Athletes must remain at their devices and stay attentive to the Referee's instructions.
- 3.2. After the resolution of every issue that led to an in-game pause, Referees would ask for approval from both the teams before resuming the game from a kickoff.
- 3.3. Tactical timeouts are only available between Games of a Best-of-seven Matchup.
 - 3.3.1. Teams are allowed to take one (1) tactical timeout (Timeout) between Games of a Best-of-seven Matchup. After the timer has expired, Referees will confirm that each Team is ready to continue the Matchup before the next Game will resume.
 - 3.3.2. The Timeout will have a two (2) minute timer.
 - 3.3.3. Teams must notify the Referee before the conclusion of a Game if it elects to use a Timeout.
 - 3.3.4. Referees reserve the right to deny a Team a Timeout.
- 3.4. Referees may order a restart of a Matchup or a Game due to exceptional circumstances, such as if a bug significantly affects a Participating Athlete's ability to play or the Game or Matchup is disrupted by a Force Majeure or other event.

4. Connection Issues

- 4.1. Teams may request a Game to be re-hosted on the same server region due to connection issues once (1) during a Matchup during all stages of a Tournament before either a goal has been scored or fifteen (15) seconds have elapsed, whichever is sooner.
 - 4.1.1. If a Team requests to re-host a Game for a second time during a Matchup, both Teams have to mutually agree to cancel the current Game and re-host the Game with approval from the Referee.
 - 4.1.2. Referees reserve the right to suspend and invalidate the current Game for a re-host at any time.
- 4.2. In the case of a disconnect in a self-hosted Matchup, the disconnected Participating Athlete may rejoin during the Game that the disconnect occurred in or before the start of the next Game, but may not join in the middle of subsequent Games of the Matchup.
 - 4.2.1. After a disconnect, if the Participating Athlete cannot rejoin during the same Game, the Participating Athlete will have eight (8) minutes to rejoin before the next Game of the Matchup begins. If the disconnected Participating Athlete is unable to join the Game prior to the next Game of the Matchup, the Participating Athlete's Team will forfeit the Matchup.
 - 4.2.2. Referees reserve the right to give the Participating Athlete more time to reconnect.
- 4.3. Any failed attempts need to be documented via video or screenshots, and the problem needs to be raised immediately with the Referee.
- 4.4. Participating Athletes are required to document connection issues accordingly. In all cases of connection issues, the Referee is entitled to request visual evidence that clearly shows the connection issues. The Referee reserves the right to make decisions on an individual basis if no clear proof can be provided by the Participating Athletes.
- 4.5. Participating Athletes who continuously have connection issues will be escalated to FIFA for review.
- 4.6. Referees are entitled to request a connection record from the supported platform from the Participating Athletes in case of connection problems, which shows the download and upload speed. Referees have the right to determine the results of Games and Matchups.

- 4.7. In the case of a disconnect in an on-site referee hosted matchup, the Referee will pause the ongoing game immediately after being notified. The Referee will then check for the disconnection issue and assist the player to rejoin the lobby. All Participating Athletes in the lobby will have thirty (30) seconds to confirm that each team is ready to continue. Once each team has confirmed its readiness, the game will resume either from a neutral kickoff or from continuation of play as determined by the Referees.
- 4.8. In the case of the on-site host Referee being disconnected from the game, the lobby will be remade and set up for approval from the Participating Athletes. The Referee will recreate the game conditions, score and remaining time, when disconnected. All the Participating Athletes in the lobby will have thirty (30) seconds to confirm that each team is ready to continue. Once each team has confirmed its readiness, the game will resume either from a neutral kickoff or from continuation of play as determined by the Referees.
- 4.9. Failure of the Participating Athletes to comply with these rules may lead FIFA to apply the sanctions as set forth in the FIFAE General Competition Terms and Conditions – Appendix 3.

5. In-Game Problems

- 5.1. The Participating Athlete shall immediately inform the Referee if an in-game problem arises, which in the opinion of the Participating Athlete, results in an advantage or disadvantage to the respective Participating Athlete.
- 5.2. Participating Athletes are required to document in-game problems accordingly. In all cases of in-game problems, the Referee is entitled to request visual evidence that clearly shows the in-game problem. The Referee reserves the right to make decisions on an individual basis if no clear proof can be provided by the Participating Athletes.
- 5.3. The Referee will assess the situation and decides on a case-by-case basis on the further procedure and whether a different play is reasonable.
- 5.4. All results taking place before the issue was raised with the Referee shall be deemed valid unless otherwise determined by the Referee.
- 5.5. Leaving an ongoing Game without addressing the problem (except disconnections) with the Referee is generally prohibited and will lead to sanctions set forth in the FIFAE General Competition Terms and Conditions – Appendix 3.
- 5.6. Deviations from this rule can only be determined by the Referees, Head Referee, and FIFA.

6. Hardware

- 6.1. Participating Athletes that intend to use their own peripherals at On-site Tournaments are only allowed to use such peripherals after completing the approval process as set out by FIFA.
- 6.2. Macro functions (e.g., turbo buttons) are prohibited.
- 6.3. Overclocking controllers is prohibited.
- 6.4. Wireless controllers and peripherals are prohibited at on-site Tournament.
- 6.5. If a Participating Athlete's peripheral is incompatible with the Supported Platform, FIFA may prohibit the Participating Athlete from using such peripheral. In which case, FIFA will provide the standard peripherals to the Participating Athlete to continue their Matchups.
- 6.6. If the Participating Athlete discovers that their hardware is defective, the Participating Athlete must immediately notify the Referee. If the Participating Athlete continues to play despite a defective hardware, all results of the Game are to be recognized as binding. The Participating Athlete must provide visual evidence showing the specific problem.
- 6.7. The Referee decides on the further procedure in each individual case.

7. Substitutions

- 7.1. Substitutions at Online Tournaments
 - 7.1.1. Teams are required to nominate three (3) Participating Athletes before every Matchup. The team lineup can change after a respective Matchup has concluded.
 - 7.1.2. Teams are not allowed to substitute a Participating Athlete during an ongoing Game, or during an ongoing Matchup, of an Online Tournament unless otherwise communicated in the Tournament Rules.
- 7.2. Substitutions at On-site Tournaments
 - 7.2.1. Teams are required to nominate three (3) Participating Athletes before every Matchup. The team lineup can change after a respective Matchup has concluded.
 - 7.2.2. Teams are not allowed to substitute a Participating Athlete or change the team lineup in between Games of any Matchup at an On-site Tournament unless otherwise communicated in the Tournament Rules.

8. In-game item usage

- 8.1. If the Participating Athlete is representing an esports team in a club event;
 - 8.1.1. The Participating Athlete can use the decal of the esports team that they are representing.
 - 8.1.2. The Participating Athlete can use the goal explosion of the esports team that they are representing.
 - 8.1.3. The Participating Athlete can use the player banner of the esports team that they are representing.
 - 8.1.4. The Participating Athlete can use the wheels of the esports team that they are representing.
 - 8.1.5. Usage of any MA's in-game items is prohibited.
 - 8.1.6. FIFA might instruct Participating Athletes to select certain in-game items.
- 8.2. If the Participating Athlete is representing an MA in a National Team event;
 - 8.2.1. Usage of any esports team's decal is prohibited. Participating Athletes may use their MA's decal if available.
 - 8.2.2. Usage of any esports team's goal explosion is prohibited. Participating Athletes may use their MA's goal explosion if available.
 - 8.2.3. Usage of any esports team's player banner is prohibited. Participating Athletes may use their MA's player banner if available.
 - 8.2.4. Usage of any esports team's wheels is prohibited. Participating Athletes may use their MA's wheels if available.
 - 8.2.5. FIFA might instruct Participating Athletes to select certain in-game items.

9. Sanctions

- 9.1. General sanctions applicable for any offences committed during FIFAE competitions are outlined in the FIFAE General Competition Terms and Conditions – Appendix 3. These rules provide a framework for ensuring fair play, competitive integrity, and addressing violations that may arise.
- 9.2. For sanctions that are specific to individual tournaments, Participating Athletes should refer to the individual Tournament Rules. These rules detail the specific penalties and disciplinary actions that may be applied in the context of the particular tournament.