

Official Rule Guide



# ESPORT CANADA

Scholastic Invitational '24  
QUALIFIER & TOURNAMENT  
(U18 / U15 Divisions)

FALL 2024



FEATURING  
**ROCKET  
LEAGUE**®

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## PROVINCIAL ASSOCIATIONS



THIS TOURNAMENT IS IN NO WAY SPONSORED, ENDORSED, OR ADMINISTERED BY, OR OTHERWISE ASSOCIATED WITH, PSYONIX LLC. THE INFORMATION PLAYERS PROVIDE IN CONNECTION WITH THIS TOURNAMENT IS BEING PROVIDED TO TOURNAMENT ORGANIZER AND NOT TO PSYONIX LLC.

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# COMMUNITY GUIDELINES

Esport Canada EDU strives to provide a safe and welcoming environment for players to compete and an inclusive space for spectators, coaches, and organizers to connect and enjoy the game. Participation in any Esport Canada EDU tournaments or events requires adherence to the following set of community guidelines for sportsmanship, conduct and ethics...



# ALL PLAYERS, COACHES, SPECTATORS, AND ORGANIZERS MUST...

Strive to enhance the safety of all esports participants, spectators, coaches, and organizers by treating everyone with respect, never condoning the use of offensive language, nicknames, or any form of insult towards yourself or others. This includes, but is not limited to racism, sexism, gender identity, sexual orientation, religion, age, or physical ability.

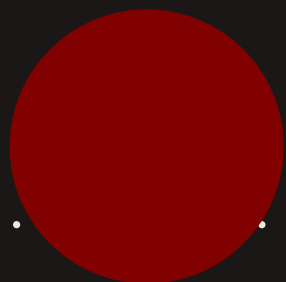
Uphold the values of sportsmanship, digital citizenship, and integrity by creating a space that is free of language or gestures (physically or in-game) inferring sexual violence or inciting other forms of violence, spamming, or cheating and use of appropriate screen names.

Respect all participant and spectator information as private and confidential. All age restrictions, Terms of Service, and Privacy Policies for each game, client, and program must be strictly adhered to.



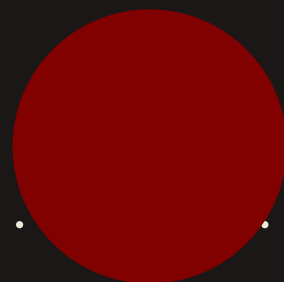
# ***WHAT IS A COACH?***

In this document, “coach” refers to an employed teacher or educator that is actively supporting and instructing a team of students from a school in a district or division that they are an active employee of. Coaches will be bound by the professional obligations and responsibilities that their union, provincial government, and/or other governing body(s) holds them to.



# ***ALL COACHES WILL...***

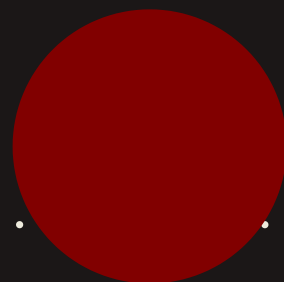
Be present with their team(s) at all times during competition, whether in person or in voice chat, and to supervise and support students during their competition with Esport Canada EDU



# ***BUT OUR COACH ISN'T A TEACHER...***

Esport Canada EDU competitions are ONLY open to scholastic entities that...

1. Are members of Esport Canada EDU (or a Provincial Association)
2. Have an educator ACTIVELY involved and supporting the team in-person or present in a voice/video call (Teams, Discord, etc.)
3. Have an educator present and available to other coaches in the EC EDU Discord during competitions



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# IMPORTANT TERMS

- **Game** refers to a single 5:00 minute game of Rocket League
- **Match** refers to a series of games played
- **Best-of-3** refers to the number of games required to complete a match - once a team wins two (2) games in a match, the match is over
- **Swiss Group Stage** involves groups of four (4) teams that compete only against the other teams in their group
  - Teams will play until they win two (2) matches (including byes), or lose two (2) matches
  - Teams can play another team twice in the same group
- **Single-Elimination Stage** involves seeded teams competing in a match where the winning team continues to the next round while the losing team is eliminated from the tournament
- **Team** refers to a group of players competing together
- **Protest** refers to an official complaint brought up by a coach to the commissioner
- **EPIC ID** refers to a unique identifier for an Epic Games account that a student uses to login and compete with





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# QUALIFIER ELIGIBILITY (NOVEMBER 9)

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- This tournament is ONLY OPEN to **Esport Canada EDU** member schools in provinces NOT represented by an **EDU Provincial Association**
  - Eligible schools must be located in:
    - British Columbia, Yukon, Northwest Territories, Nunavut, Quebec, New Brunswick, Nova Scotia, PEI, or Newfoundland and Labrador
  - Schools MUST be members of **Esport Canada EDU**
- All registered players must be **ACTIVE** students in good academic standing at the registered school
- A teacher **MUST** be with all competitors at all times during the competition in-person or in a voice-call

## U18 Division

- Oldest player must be born Dec. 31, 2005 or younger
- Divisions are NOT further separated by skill
- Youngest player must be born Dec. 31, 2012 or older

## U15 Division

- Oldest player must be born Dec. 31, 2008 or younger
- Divisions are NOT further separated by skill
- Youngest player must be born Dec. 31, 2012 or older

## Registration

- Registration must be completed by **NOVEMBER 5, 2024**
- Schools can register three (3) teams per school MAX
- Schools with students eligible for U18 AND U15 divisions can enter four (4) teams on the condition they have a second coach/teacher supporting them and no more than three (3) teams in a single division



# SCHOLASTIC INVITATIONAL '24 ELIGIBILITY (NOVEMBER 30)

- The EC EDU Scholastic Invitational is ONLY OPEN to **Esport Canada EDU** member schools that qualify...

- From earning a spot through a **Provincial Qualifier** hosted by their EDU Provincial Association

- Manitoba School Esports Association (**MSEA.gg**)
- Ontario School Esports Association (**OSEA.gg**)
- Saskatchewan Schools Esport Association
- Alberta Scholastic Esports League (**EsportsAlberta.ca**)

- OR earning a spot through a **National Qualifier** hosted by EC EDU on November 9th, 2024

- All registered players must be **ACTIVE** students in good academic standing at the registered school
- A teacher **MUST** be with all competitors at all times during the competition in-person or in a voice-call

## U18 Division

- Oldest player must be born Dec. 31, 2005 or younger
- Divisions are NOT further separated by skill
- Youngest player must be born Dec. 31, 2012 or older

## U15 Division

- Oldest player must be born Dec. 31, 2008 or younger
- Divisions are NOT further separated by skill
- Youngest player must be born Dec. 31, 2012 or older

## Registration

- Registration must be completed by **NOVEMBER 25, 2024**
- Schools can only register if they have received an invitation from **EC EDU** or their **Provincial Association**



# QUALIFIER STRUCTURE

NOVEMBER 9

01

All teams will participate in a **SWISS GROUPS STAGE** for seeding purposes. All matches will be played Best-of-3.

02

A **SINGLE-ELIMINATION STAGE** will follow with higher seeded teams playing against lower seeded teams. All matches will be played Best-of-3

03

**The FINAL 4 teams will all earn an invitation** to the EC EDU Scholastic Invitational '24 tournament hosted on November 30, 2024. SEMI-FINAL and FINAL will be held for seeding purposes. There will be no 3rd place match.

\*NOTE\* Additional invitations may be made available depending on size of qualifier registration



# TOURNAMENT STRUCTURE

NOVEMBER 30

01

All teams will participate in a **SWISS GROUPS STAGE** - the TOP 2 teams from each group will move into the **PLAYOFF STAGE**. Remaining teams will move into the **CONSOLATION STAGE**.  
All matches will be played Best-of-3.

02

The **PLAYOFF STAGE** and the **CONSOLATION STAGE** will be a **SINGLE-ELIMINATION** - teams are seeded based on the previous stage and will compete with each other with the winning team moving to the next round and the losing team being eliminated.  
All **PLAYOFF STAGE** matches will be played Best-of-5 / All **CONSOLATION STAGE** matches will remain Best-of-3

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The **PLAYOFF STAGE FINAL** teams will play the Finals matches in a Best-of-7 series.  
The **CONSOLATION STAGE FINAL** teams will play the Finals matches in a Best-of-5 series.  
\*Note\* There will be no 3rd place match



# REGISTRATION

## ➤ Google Forms

- All registration is to be completed using the Google Form that can be found here: **REGISTRATION FORM**
- Registration will be manually confirmed after review
- All registrations **MUST** adhere to eligibility criteria (see Section 3)

## ➤ Teams

- **Teams of 3-5 students** can be registered
- Schools can register a maximum of three (3) teams
- All students must meet registration criteria as expanded on in **PLAYER RULES** and **FAIR PLAY** (see Section 5)

## ➤ Costs & Prizing

- There is **NO COST** to compete in this tournament. It is free to all Esport Canada EDU member schools that meet the eligibility criteria.
- There is **NO CASH PRIZING** for this event - just bragging rights about being the top scholastic team in all of Canada!



# REGISTRATION

## Team Names

- All Team names must be derived from the school name along with the school's mascot
  - Example: École Dugald School --> ÉDS Dragons
- If a school is submitting multiple Teams, they can denote the different teams using colours in the name
  - Example: ÉDS Red Dragons, ÉDS Black Dragons
- Teams should use primary and secondary school colours to ensure link between esports activity and their school is securely established



# ALL EDUCATORS WILL...

- Sign a waiver that indicates that they have confirmed that all students registered to their roster are eligible to compete in this tournament
- Waiver will be provided prior to competition and must be submitted to Esport Canada EDU prior to November 5, 2024

NOTE: Any school found to be using ineligible players may face disciplinary action that may prevent future participation in Esport Canada EDU events



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# PLAYER RULES

## ➤ Appropriate Names

- Players may not use an account with an offensive or inappropriate account name, gamer tag, player handle, or avatar picture
- EC EDU, the tournament admin team, and match supervisors all have the right to deem any of the above inappropriate and demand it changed or removed
- If that action is taken, that player will be disqualified from the current game and must make the requested change prior to the start of the next game
- Teachers should review account names, gamer tags, player handles, and avatar pictures to ensure students adhere to this rule

## Informed Consent ⬅

- All Players under the age of 13 MUST have a signed and completed Parent Consent Form
- Coaches are responsible for keeping and maintaining consent forms and they must be made available to Esport Canada EDU in the event they are requested
- Esport Canada EDU takes the privacy of it's member schools and their students seriously, will only request this information when absolutely necessary and will ensure the information collected is properly handled, stored, and destroyed





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# FAIR PLAY



## Student Accounts and Play

- Players must compete for the school where they are currently registered and attending
- Players must not allow others to play in their place (e.g., An older sibling or a friend playing in their place)
  - This includes Ai / Bot-assisted play
- Coaches are responsible for ensuring that the person competing is in fact a registered student
- Students
- Players must play with the account that they are registered with
  - Exceptions may be made for a student playing on school equipment with a school account
    - In this case, the student should be registered with their “main” epic account name, and the coach must communicate who is using the account with the commissioner.
  - Exceptions will not be made for an account that has been temporarily/permanently banned
- If a Player is serving a ban from the game servers, that student is INELIGIBLE to compete until the ban has been served



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# MATCH SETTINGS

## ➤ Responsibilities and Server Selection



- Home team is responsible for creating matches according to the match settings shown here
- Away team will join the Orange team first at the match start time to indicate that they have all joined the match
- Teams will identify a preferred server when registering
  - If two teams have different preferred servers, then...
    - Game 1 will be played on Home Team’s server
    - Game 2 will be played on Away Team’s server
    - IF NECESSARY Game 3 will be played on a server randomly assigned by Esport Canada EDU\*
- \*Prior to the tournament, Esport Canada EDU will assign HOME or AWAY to indicate the server selection for deciding games
- Please see the coaches manual for a step-by-step picture guide to match creation

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# COMMUNICATION

- Esport Canada EDU believes that educators play an important role in competition in supporting their players through conflict, leading students through reflection, and establishing the connection between competition and learning
- Educators **MUST** be in communication with their team at ALL times during the competition, whether in-person or in a voice call (Microsoft Teams, Discord, etc.)
- Educators **MUST** be available on the Esport Canada EDU Discord at ALL times during the competition to solve any problems or restart matches, and organize their teams

NOTE: Failure to do so may lead to a team forfeiting a match, being disqualified from the event, or being ineligible to participate in future events.



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# COMMUNICATION

- Game codes, score reporting, and confirmations must all be communicated through the game day spreadsheet immediately following a match
- Teams without a coach that attempt to compete during the tournament will be subject to immediate review by the commissioner
- Commissioners can respond to reviews with formal warnings, forfeiture of matches, or disqualifying a team from the tournament

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# SPORTSMANSHIP

## General Sportsmanship Issues

- Esport Canada EDU supports, encourages and expects sportsmanship and fair play. It is by these standards that we expect all teams to conduct themselves.
- Any actions considered to be unsportsmanlike or inappropriate may result in discipline of the offending party. Esport Canada EDU has final say on what constitutes “unsportsmanlike” or “inappropriate”
- Educators are to always hold themselves to the highest standards of professionalism, instructing and expecting their students to embody the qualities of sportsmanship and fair play in all Esport Canada EDU activities
  - Educators not doing so will be addressed in accordance with their association’s Professional Code of Conduct
- Forward any potential rule violations to the Esport Canada EDU Rocket League commissioners with evidence. Due to the nature of Rocket League, educators will not be able to monitor in-game chat unless they are present with the players. If your players encounter objectionable behaviour or chat, please have them take a screenshot or picture with their phone.

**NOTE:** Every Student has the right to feel SAFE in this tournament. If a team is facing objectionable behaviour, collect any evidence possible and leave the match immediately. Contact a tournament commissioner for support on Discord.

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# EC EDU RULES

## ➤ No In-Game Chat Rule

- Players will NOT chat with each other during the game. All communication will be done between educators via Discord and Spreadsheet
- Quick Chat will NOT be used during the game
- The ONLY exception is “GG”, which should be said following each game
- If a team is using chat or quick chat, the coach should send a message to the opposing coach letting them know it is happening, and take a screenshot and send it to the commissioner
- Commissioner will use their judgement based on chats used, frequency, and perceived intent

## 7-Goal Mercy Rule ⬅

- A game in a match will end as soon as a team has extended a lead by 7 goals
  - Example: 7-0, 9-2, 10-3
- Each team should take a screenshot of the score, exit the game, and then the home team can create the next game in the match
- If there are no other games to be played, then a simple “GG” in the chat from all players will suffice before exiting the match

**NOTE:** Failure to follow these rules may lead to a team forfeiting a match, being disqualified from the event, or being ineligible to participate in future events.

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# ***GAME ISSUES***



## **Connection Issues / Hardware Failure**

Schools are responsible for ensuring a strong internet connection and working equipment as best they can. Online private matches CANNOT be paused. Disconnections, system crashes, hardware failure, battery failure, or other problems can happen during a game.

- **DURING A GAME:**

- The team with the issue will finish out the game with a disadvantage then be given up to 5 minutes to address the issue before the next game starts. If the player can reconnect mid-game, they will be permitted to play
- If the team has a substitute the substitute can join the game in place of the disconnected player, if possible from within the game. However, the substitute **MUST THEN FINISH THE GAME** and cannot swap back out

- **PRIOR TO THE START OF A GAME:**

- The disadvantaged team will be given 5 minutes of grace to address the issue. Coaches should confer
- After 5 minutes the match will continue with the team suffering from the connectivity issue playing disadvantaged

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# ***GAME ISSUES***

## **Replaying Games**

In the event of a problem during a match related to the fairness of competition (i.e., a team started the match early, or an entire team loses connectivity within the first two minutes of a game), both coaches can agree to replay a game in a match

- The ENTIRE GAME must be started over. You cannot play a part of a game (i.e., replaying the final 2 minutes of a game)
- Both coaches MUST agree to this, and both agree that the original game WILL NOT COUNT. This must be done in writing over Discord and both coaches should save a screenshot in the event the result is disputed
- If the coaches do not agree on this outcome, then they should complete the match including the original game score and protest the game by contacting the commissioner immediately following the match



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# **DISPUTE MECHANISM**

All rules are subject to change and interpretation with an emphasis on fair competition and the spirit of the game. The commissioner will communicate those interpretations as need be in a timely manner by making rulings

Types of protests:

- Sportsmanship
- Eligibility
- Rule Interpretation

Concerns or protests are to be addressed by contacting the tournament commissioners first. The commissioners will use the rules and regulations listed to determine an outcome. Should a situation arise which does not fit into the rules and regulations, the commissioners will rule on their best judgement and note the ruling for later reflection

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# DISPUTE MECHANISM

## “Match Under Protest”

- Players complete the game/match in question
- Then one or both coaches can contact the commissioner via Discord, providing as much contextual information as possible to officially protest the results of a match
  - Screenshots, replays, evidence should accompany a protest when possible
  - All protests MUST be made within 10 minutes of the conclusion of a match



# ***COMMISSIONER'S ROLE***

Commissioners have the duty to work toward ensuring the spirit of the rules, rather than the letter of the rules, are upheld.

Commissioners can respond to protests with (1) formal warnings, (2) forfeiture of matches, (3) requests to replay a game/match, (4) deeming a Player ineligible to compete, (5) disqualifying a team from the tournament, or (6) disqualifying all teams in a school from the tournament





**GOOD LUCK**  
**HAVE FUN**