

Rocket League

Code of Conduct

Maryville-Alcoa-Blount County Parks & Rec strives to provide a safe, welcoming, inclusive, and fun atmosphere while providing a high-quality gaming experience for all participants. We place a high priority on sportsmanship and expect it to be displayed throughout our leagues, tournaments, events, and online forums at all times.

Unsportsmanlike behavior includes any type of online bullying. In addition, we will not tolerate racist, sexist, homophobic or other harmful language within our community. Individuals who violate these standards will be held accountable.

At the discretion and judgement of Parks & Rec staff, any participant/team who violates the code of conduct will be suspended indefinitely from all Parks & Rec Esports activities, pending further review. This suspension will be effective immediately. Any players suspended will be removed from their Esports league, tournament, or event and will not receive a refund of any kind. Suspensions are subject to appeal. All decisions are final.

From within the application, all of our users have the ability to report any inappropriate behavior to their league administrators so that appropriate steps can be taken to address and resolve the issue.

League Registration and Setup

All Parks & Rec Esports games will be organized through the Mission Control App. Go to our [Mission Control website](#) for instructions on how to download the app, find our organization, and sign up for open leagues.

General Rules

- Games will be played as a 1v1 or 2v2 matchup depending on which league you are signed up for.
- The regular season will be between four to six weeks long with the top four players making the playoffs (depending how many players are in the league).
- Disconnection Rules:
 - If a game lags out in the first two minutes of the game starting, the game will be restarted from the beginning, unless the team that lagged out was losing by 3 or more points.
 - If a game lags out three or more minutes into the game, the game will be considered finished with the team with the higher score winning the game.
 - If both teams are tied when the lag occurs, the game will be replayed from the beginning.

Schedule and Scores

- Players will play three matches vs the same opponent in a “league week”. While the league is set to play three matches on a given night, you are able to reschedule your matches through the matchup portal in the Mission Control App.
- Each match will be a best of three game, meaning whoever wins two games first will win the match.
- Do not submit scores until your three matches have been completed.
- At the end of the three matches, one player is to submit the score for the three matches (example 3-0, 2-1, 0-3).
- Once the scores are submitted, your opponent will receive a push notification asking to confirm the score.
- We suggest taking pictures of your scores to settle any potential disputes

Game Setup

One player from each matchup will need to set up each game with the match setup below. This can be discussed via message in the game matchup portal on the Mission Control App.

- Games will be played via Private Match
- Game Mode: Soccer
- Arenas Allowed: Standard Arenas Only - AquaDome, Beckwith Park, Champions Field, DFH Stadium, Mannfield, Neo Tokyo, Salty Shores, Starbase ARC, Forebitten Temple, Urban Central, Utopia Coliseum, Wasteland, & Rival Arena
- Bot Difficulty: No Bots
 - Mutator Settings
 - Match Length: 5 Minutes
 - Series Length: 3 Games
- Any and all settings that are not listed above will remain at the default game setting

Playoffs

- The top 2 players/teams will make the playoffs
- Playoff seeding will be based on overall win/loss record
- Players/Teams in the playoffs will play a best of three matchup.
- Semifinal and championship games will be played on separate weeks