



# ROCKET LEAGUE

Rulebook PolyWAN 1

***POLYLAN***

A cluster of approximately 12 red circles of various sizes is arranged around the word 'POLYLAN', which is written in a bold, italicized, black sans-serif font. The circles are scattered, with some overlapping the letters.

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## 1 General

These regulations will be the reference document for the entirety of the PolyLAN 33 event (hereinafter "PW") taking place online, on Sunday, 9th May 2021.

The rules may be available in several languages. If the individual rules differ, the English version prevails.

### 1.1 Scope and Application

These regulations apply to all players participating in the PW1 Rocket League tournament (hereinafter: "RL" or "Game"), as well as their organization and team, including, but not limited to, their coaches, managers, owners, members and employees. (All of these persons are referred to as "participants" throughout the rest of this document). By taking part in this tournament, each participant guarantees that they have read and fully abide by these rules.

Participants agree that their games could be broadcasted or casted.

## 2 Tournament Information

### 2.1 Tournament Platform

The official tournament platform is Battlefy.

### 2.2 Tournament format

The tournament is played in 2 stages :

**Stage 1 :** 4 groups of 4 teams in Best-of-3 format. All teams qualify for Stage 2.

**Stage 2 :** Double-elimination in Best-of-3, Best-of-5, or Best-of-7 format.

**Seedings :** For Stage 1, a seeding will take place so that best known teams are scattered into different groups. Seeding is determined by the admins and is final.

**Tiebreaker :**

In the case of a tie after step 1, the result will be automatically determined by Battlefy.

If the situation so requires after Stage 1 the admins can modify the conditions of this article pursuant to article 2. 4. 5 of these rules.

### 2.3 Tournament schedule

The first appointment for the team captain will be for a briefing on Sunday morning at 9:00 AM (Swiss Time) on the Discord server. The tournament itself will then start immediately after. All players must be connected at the beginning of the tournament.

The approximate tournament schedule will be made available on the PolyWAN 1 site or through Discord. The schedule may be changed depending on special circumstances.

## 2.4 Tournament communication

### 2.4.1 General communication

All official communication for the tournament will take place on PW1 Discord server: <https://discord.gg/polylan> .

### 2.4.2 Game communication

The communication between teams is held on the Discord, Plamingo, or Battlefy.

### 2.4.3 Game Issue

If a player encounters a problem during the game, they must contact an admin directly on Discord.

It's advised to take screenshots / pictures / copies of any proof element that could be useful to understand and settle an issue.

### 2.4.4 Decision Issue

If a player or team does not agree with a decision made by an administrator, they may review the problem and the decision with the Referee Panel.

### 2.4.5 Rulebook amendments

With the approval of the Referee Commission, the organizers reserve the rights, due to exceptional circumstances, to make decisions on matters covered or not covered by the rules, or even to make decisions contrary to them, in order to preserve good sportsmanship, the fairness of the competition and the proper conduct of the tournament. For the same reasons, they can also change the rules (with the Referee Commission's approbation) permanently for the remaining part of the event.

Any relevant decision will be communicated to all team's captains before it comes into effect.

In some cases, the participating teams, represented by their captains, may be consulted by the organisers in order to make the most appropriate decision for the situation.

## 3 Tournament settings

### 3.1 Players

Each player must use their own Rocket League as well as their own [Battlefy](#) account.

Platforms allowed : Steam (PC), Xbox One, Switch & PS4.

Any use of an external software that changes graphical parameters during a game is strictly forbidden.

### 3.2 Matches

Matches are played 3 vs 3.

Each game must take place on the Europe server.

Game duration is 5 minutes.

Both captains agree to decide on which map (without the Snowy or Stormy effect) each game is played. If they can't agree, the default map is [DFH Stadium](#).

### 3.3 Teams

Each team is composed of 3 to 5 players. There can therefore be 2 substitutes per team.

Each team appoints one of its members as captain for the duration of the tournament. The captain is the spokesperson for their team for any communication with the organizers. Except in case of exceptional circumstances, only they will be heard by the organizers. It is their responsibility to transmit the information given by the organisers to their team.

The captain must be available and respond fast to all communications from the admins through Discord, or to indicate a substitute if he is unavailable. If the admins are unable to reach the captain or its substitute, they are able to take any decision to allow the tournament to continue properly, including declaring a loss a match or the complete forfeit of the team for the tournament.

Teams may only change players between matches. All changes must be announced to the organizers by the captain at least 10 minutes before the start of the next match (5 minutes before the 5 minutes in article 4. 1. 3 of these rules).

If the team captain does not participate in the match, they must designate an alternate match captain for that match to the admin at the time of the announcement of the player change.

Except in exceptional circumstances, teams will not be given any additional time to make a player change.

Each team will make sure that all its members use the same Tag.  
The tag and name of each team must not be insulting, racist, inappropriate, or a registered trademark, unless officially sponsored.

### 3.4 Tournament

The tournament size is 16 teams.

The tournament will start on Sunday morning at 9:00 AM with the briefing and will end with the Grand Finale match on Sunday afternoon around 4 PM.

### 3.5 Registration

Team registration will take place on the PolyLAN website (<https://www.polylan.ch/>) during the registration to PW1.

The composition of the registered team cannot be altered during the tournament.

## 4 Game proceedings

### 4.1 Before the match

#### 4.1.1 Match times

The players must check the published schedule regularly in case of adjustments and make sure not to delay the tournament.

#### 4.1.2 Systems

Players play the matches on their own computer / devices. They are responsible for the technical aspects, in particular that their material is fully functioning and that they have a stable and adequate internet access.

#### 4.1.3 Match check-in

The match must start at the exact time indicated on the schedule, players must be ready to start at least 5 minutes before the indicated match time.

Before the time of the match, both captains communicate to know which team invites the other and start the games.

If any problem occurs with the sound, network or system, the player must notify the admin immediately in order to resolve it as soon as possible before the match begins.

#### 4.1.4 Delayed match start

In the event of unintentional technical difficulties or non-communication leading to the inability to start a game more than 10 minutes after the round starts, the admins can, at their sole discretion, exceptionally grant a victory.

### 4.2 During the match

#### 4.2.1 Stopping game

Players are not allowed to leave an official match in progress unless expressly authorised by a tournament organiser. If a player leaves a match before its end and without the agreement of an admin, the latter shall reserve the right to give the victory of the game to the opposing team.

#### 4.2.2 Match interruption

If a match is unintentionally interrupted (crash, network disconnection, . . . ), the tournament organizers may decide to either restart the match or give victory to one of the two teams based on the presence or absence of a clear advantage for one of the two teams.

#### 4.2.3 Technical or medical emergency

In the event of a medical emergency or technical problem, the game is interrupted and, depending on the case, the admins may decide the outcome of the game at their sole discretion.

### 4.3 After the match

#### 4.3.1 Report the result

At the end of a game, players must report the results on Battlefy. Both teams are responsible for checking the accuracy of the information. In case of disagreement, concerned captains must report it as soon as possible both through the relevant Battlefy option and to the administrators.

#### 4.3.2 Violation of regulations

If a team considers itself a victim of a violation of the rules during a match, the players shall not stop the game until it is over. Once the game is over, the team captain may

formally request an investigation from the tournament organizer. It is strongly recommended to provide all available valid information that could assist the tournament organizers in their investigation. Unjustified and repeated requests for investigation may be sanctioned.

## 5 Regulation violations

### 5.1 Definition

The tournament is controlled by the admins. They have full powers to enforce the rules in relation to tournaments and all matches in these tournaments. Tournament admins assign admins to matches. The admins can give warnings and sanctions to teams.

### 5.2 Warnings and sanctions

In the event of an infringement, whether or not preceded by one or more warnings, the admins may decide to impose one or more sanctions. Sanctions will be attributed to the violator's team. Sanctions will be decided according to the seriousness of the incident (for more details, see the Sanctions Table in the SESF Standards).

### 5.3 Prohibited game actions

The use of exploits or actions that change or distort the usual spirit of the game are strictly prohibited during a match. This includes, but is not limited to, the following examples:

- The use of the pause during the match without the permission of an admin or the opponent;
- Any form of scripting;
- Using a bug or exploit that changes the principle of the game.

The necessary actions will be taken by the admins which may lead to one or more warnings and/or sanctions.

### 5.4 Disqualification

After a serious violation of the rules has been investigated by the admins, a player who has received one or more sanctions may also subject his team to several automatic defeats, disqualification and expulsion from the tournament.

## 6 Terminology

### 6.1 Match and game

A match is the meeting of two teams. A match consists of one or more games.

### 6.2 Best-of-X

If a match is played as Best-of-X, a maximum of X Games are played. The match is considered won if a team has won more than half of the games. The remaining games will not be played.



## 7 SESF Standards

### SESF STANDARDS REGARDING THE ORGANIZATION OF ESPORT COMPETITIONS

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## PREAMBLE

At the SESF, we believe that Esport should take place in a fair environment, implying amongst other elements, a safe atmosphere free from any discrimination, free from corruption and, which ensure fair-play from all the stakeholders, integrity, and respect between all involved parties.

In order to establish this safe environment, we decided to provide players, organizers, referees and every party involved in Esport competition with a corpus of basic rules, (the SESF Standards) meant to be applied during Esport related events, and Esport competitions.

Those rules govern *inter alia* the conduct of the participants, the organization of the referee system, and its procedure. We expect this regulation to be respected by our members.

Besides, to help reach this goal we also intend to offer a basic training for referees, ensuring that Esport in Switzerland and beyond adheres to certain standards.

This effort is in line with the one initiated at a more global level by, notably, the ESIC, which aim at preserving the integrity of Esport. Hence, those standards are inspired from the different codes developed by the ESIC.

## Part I Generalities

### Article 1: Scope and application

- 1) The SESF Standards apply to all parties involved in an Esport competition (hereinafter participant). All parties are deemed to have agreed:
  - a) That it is, their personal responsibility to familiarize themselves with the requirements contained in this document.
  - b) To submit to the exclusive jurisdiction of the Referee present at the event regarding any matters that come under the present regulation.
- 2) All parties are bound by and required to comply with this regulation during the whole event, as well as later for matters that are linked to the said event, but in any case, no more than 3 months after the said event, starting from the following day of the day the event ended.
- 3) Without prejudice of 1.a) and 1.b), the members of the SESF, in concert with the organizer of the event, are responsible for promoting awareness and education amongst all parties regarding the present document.
- 4) It is acknowledged that certain participants may also be subject to other rules of Members that govern, discipline, and/or conduct, and that the same conduct of such participants may implicate not only the SESF Standards, but also such other rules that may apply. For the avoidance of any doubt, all parties acknowledge and agree that:
  - a) the SESF Standards are not intended to limit the responsibilities of any participant under such other rules; and
  - b) nothing in such other rules shall be capable of removing, superseding or amending in any way the jurisdiction of the Referee to determine matters properly arising pursuant to the SESF Standards.

### Article 2: Confidentiality

- 1) Discussions, content of protests, support tickets or any other internal document as well as reports written by Referees are deemed strictly confidential.
- 2) It is prohibited to make such material public without the permission of the SESF Referee Commission.

## Part II Organization of the Referee system

### Article 3: Principles

In order to achieve the goals laid down in the preamble, it is necessary that the organization of the referee system during an Esport competition prevents situations which could lead to an arbitrary decision.

### Article 4: Referee System

- 1) The Referee system is comprised of 3 levels of decision, the Admins, the Referee Panel and the Referee Commission of the SESF (Referees).
- 2) The organizer of the competition is responsible for the establishment and the appointment of Admins, except for the representatives of the SESF.
  - a) The SESF can help the organizer in this task.

### Article 5: Transparency and reporting obligation

- 1) Admins shall communicate to a SESF Referee all non-contractual benefits, for example gift, payment, hospitality, etc. when those benefits aim at getting them to do something that could harm the reputation of the event, another player or another participant.
- 2) In any case, Admins must disclose any benefits which exceed a value of 200.-, that are non-contractual, that are not from family, and that are not part of a competition.
- 3) Admins must also disclose to a SESF Referee any approach or invitation to engage in corruption that they receive.
- 4) Admins must also report to a SESF Referee any incident, fact or matter that comes to his attention which may evidence some sort of corruption.
- 5) These declarations will be treated by the SESF Referee with all the confidentiality that is required by the situation, the law is reserved<sup>1</sup>.
- 6) All these obligations apply *mutatis mutandis* to SESF Referees, they should however report directly to the Referee Commission.

### Article 6: Conflict of interest and independence

- 1) Referees shall be independent at any time.
  - a) Independence is assessed in light of the situation.
  - b) In particular, but not exclusively, attention shall be paid to commercial relations, contractual relations, employer-employee relations, etc.
- 2) Referees shall resign when a conflict of interest arises during a competition.

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<sup>1</sup> Cf. Regarding private corruption: Art. 322<sup>octies</sup> et art. 322<sup>novies</sup> [Swiss Penal Code](#)

- a) In particular, Referees shall not be appointed when their team or ex-team, their family, etc. is a participant in the competition.

#### Article 7: Admins

- 1) Admins are the first level of decision. They supervise the event and act as referees during rounds or matches of the competition.
- 2) One Admin is responsible for a match.
- 3) One Admin shall be elected to sit in the Referee Panel.

#### Article 8: SESF Referee

- 1) SESF Referees are referees specifically trained by the SESF.
  - a) They supervise the event from an educational point of view, hence they are in charge of making participants sensible to all issues regarding the present regulation in particular issues related to corruption, cheating, harassment, discrimination, etc.
    - i) In accordance with the organizer, a basic training can be provided to all participants.
- 2) At least 2 SESF Referees shall supervise a competition.
- 3) SESF Referees sit in the Referee Panel.

#### Article 9: Referee Panel

- 1) The Referee Panel is the second level of decision.
- 2) The Referee Panel is comprised of 1 representative of the Admins and 2 SESF Referees.
- 3) The Referee Panel makes a decision, if a decision made by an Admin is contested.

#### Article 10: SESF Referee Commission

- 1) The decisions made by the Referee Panel can be appealed to the SESF Referee Commission.
- 2) The Referee Commission is chosen by the SESF.

## Part III Conduct of the participant

### Article 11: General conduct

- 1) Every participant of the competition must show a spirit of fair play and respect towards all other participants<sup>2</sup>. In particular, but not exclusively, discriminatory, sexist, defamatory, offensive, vulgar, obscene behaviours will not be tolerated in any circumstances.
  - a) In addition, any behaviour affecting the smooth running of the tournament, damaging others' property (it also includes, for example, participant's accommodation, as well as the journey to the event), or any unsportsmanlike conduct, can result, depending on the gravity, in the immediate disqualification of the player or the team.
  - b) Remains also reserved any legal action that could be taken according to Swiss law.

### Article 12: Names, nicknames and aliases

- 1) In the case a team's name or a player's nickname is offensive, the organizer reserves the right to change it. Depending on the circumstances the team or the player can be prohibited from partaking in the event.
- 2) Also, names and nicknames violating other rights, as for example protected trademarks (without permission), personality rights, etc. are prohibited.
- 3) Alternative or wrong spelling in order to circumvent 1) and 2) are also forbidden.

### Article 13: Transparency and reporting obligation

- 1) Players and player support personnel shall communicate to a SESF Referee all non-contractual benefits as for example gift, payment, hospitality, etc. When those benefits aim at getting them to do something that could harm the reputation of the event, another player or another participant.
- 2) In any case, Players and player support personnel must disclose any benefits which exceed a value of 200.-, that are non-contractual, that are not from family, and that are not part of a competition.
- 3) Players and player support personnel must also disclose any approaches or invitation to engage in corruption received by him.
- 4) Players and player support personnel must also report to a SESF Referee any incident, fact or matter that comes to his attention which may evidence some sort of corruption.
- 5) Those declarations will be treated by the SESF with all the confidentiality

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<sup>2</sup> Cf. ESIC code of conduct and the directives of the Federal Sports Department, which can be found [here](#).

that is required by the situation, Swiss law is reserved<sup>3</sup>.

#### Article 14: List of substances considered as illegal drug-taking

The list of the substances considered prohibited unless the player has obtained a therapeutic use exemption is the one present on the website of the Esports Integrity Coalition (ESIC)<sup>4</sup>.

#### Article 15: Prohibited behaviours and Prohibited actions

- 1) The following actions are strictly forbidden during any event:
  - a) To cheat by any means (exploitations, third party software, etc.).
  - b) To adopt an unfair behaviour (intentional disconnection, spam/flood, etc.).
  - c) To adopt a toxic behaviour.
  - d) To adopt an aggressive behaviour to the point the game has to be stopped.
  - e) To be violent.
  - f) To damage the equipment.
  - g) To violently contest an official's decision.
  - h) To repetitively refuse to follow the referees instructions.
  - i) To intentionally and consciously violate the rules mentioned in this document.
- 2) A player or the whole team will be sanctioned according to the table in the appendix I.

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<sup>3</sup> Cf. Regarding private corruption: Art. 322<sup>octies</sup> et art. 322<sup>novies</sup> [Swiss Penal Code](#),

<sup>4</sup> See the [ESIC PROHIBITED LIST](#) and the [ESIC ANTI-DOPING CODE](#).

## Part IV Procedure

### Article 16: General

- 1) The procedure is defined by the Referees according to the circumstances.
- 2) If no consensus can be found between the referees, all decisions of the present regulation are taken following the majority rule.

### Article 17: Language of the procedure

The languages of the procedure are English, French, German and Italian.

- 1) English is the language by default.
- 2) When agreed by the parties, French, German and Italian can be used instead of English.

### Article 18: Assumption of innocence

- 1) A participant accused of a violation of the present regulation is innocent until the opposite is proven.
- 2) It follows from the previous paragraph that the proof must be brought by the person alleging the violation.

### Article 19: Right to be heard

- 1) All participants have the right to be heard and to defend themselves before a decision is made about them.
- 2) It includes the right to bring evidence, call witnesses, explain themselves, etc.

### Article 20: Standards of evidence

- 1) Referees shall use the evidence at their disposal to assess the situation before them.
- 2) Each proof is given an appropriate weight considering the circumstances of the alleged violation.

### Article 21: Hearings and reports

- 1) The procedure is mostly oral; however, a referee shall be designated to take a written transcription.
  - a) Referees shall also make a report including their interventions.
  - b) In particular, if protestations can be expressed verbally a written transcript must be established soon afterwards.



- 2) Digital documents and emails are admitted.
- 3) Each document must include names, time and date, motives, and a summary of the discussions and of the circumstances.

## Article 22: Confidentiality

- 1) All the documents above-mentioned are strictly confidential, shall not be made public, unless it is required by Swiss law.
- 2) Anonymized version of those documents could be used for educational purposes.

## Part V Other

### Article 23: Recognition and application of the decisions

- 1) The organizer, the participants and the members of the SESF recognized and respect any decisions taken according to the present regulation, without the need for further formality.
- 2) In addition, the organizer, the participants and the members of the SESF shall take all steps legally available to give effect to such decisions.

### Article 24: License

- 1) The organizer of the event grants the SESF a free license for the coverage of the event.
  - a) This includes all forms of transmission.
  - b) This licence should not impair the rights of the organizer regarding its own coverage of the event.
  - c) The SESF can assign the coverage rights to a third party or to the players themselves if neither the organizer nor the SESF is using their rights.
- 2) Participants also agree that the SESF takes pictures, videos, and footage of their gameplay and uses them for the promotion of Esport.

### Article 25: Amendment

- 1) This regulation may be amended at any time by the Referee Commission.
- 2) Such modification comes into effect on the date specified by the referee Commission and after being communicated to and approved by the Board of the SESF.
- 3) For each modification, transitory effects and retrospective applications shall be considered in the communication made to the SESF Board.

### Article 26: Interpretation

- 1) If any article or provision of this regulation is held invalid, unenforceable or illegal for any reason, the SESF Standards shall remain otherwise in full force apart from such article or provision which shall be deemed deleted insofar as it is invalid, unenforceable or illegal.
- 2) In the event of a gap in this regulation, Referees shall decide in accordance with general principles of law and in equity, based on the rules they would establish if they had to act as a legislator.
- 3) The SESF Standards are governed by and shall be construed in accordance with Swiss law.
  - a) Any dispute arising between the present regulation and Swiss law

comes within the competence of Swiss tribunals.

APPENDIX I: SANCTION TABLE

Gravity	Violation	Sanction	Application	Miscellaneous
Very High	Physical harm	Disqualification		Police
	Threats			
	Theft			
	Corruption			
	Collusion			
	Damage others' property			
High	Discriminatory Insult			
	Cheat			
	Ringer/Faker			
	Deception			
Medium	Fake result			
	Wrong account			
	Unregistered account			
	Repeated Insult	Match loss	>2 times	
	No show		>15 min	
	Abort Match	Game loss		
Deception				
Low	Pausing	Game specific sanction		
	Be late	Game loss / Warning	15> min / <15min	
	Excessive protestations	Warning		
	Insult			

## APPENDIX II:GLOSSARY

- Admins: Persons appointed to manage a competition.
- All-parties: Organizers, referees, teams, players, coaches, managers, or any other people involved in a way or another in the competition which are not part of the public.
- Competition: Any kind of Esport tournament, online or offline. A competition is organized by one or multiple organizer(s).
- Event: An offline Esport public occasion managed by a/multiple organizer(s).
- Decisions: The three different tiers of decisions defined by the Standards :
  - Admin's decision: the first decision, made by officials.
  - Referee Panel's decision: the second decision, made by the Referee Panel.
  - Referee Commission's decision: the final decision, made by the Referee Commission.
- Match: A single stage of the tournament, where teams or players face each other.
- Organiser: An organization and/or person that organizes Esport competitions.