

# Superstar League - Spring 2020



## Ruleset

### Introduction

The Superstar League is a 3v3 Rocket League competition for players on PC/PS4/XB1 involving 12 teams composed of 3 to 5 players, competing in a League Play followed by Playoffs.

Attending teams have qualified through the Rising Stars regional leagues.

The rules in this document govern the league. Each player unconditionally agrees to abide by these rules and the decisions that the Rocket Baguette staff make about the tournament. These rules are subject to change at the discretion of Rocket Baguette.



## Qualified teams

12 teams will attend the Superstar League, qualifying through the regional Rising Stars league as follows:

- The 3 top teams of the Rocket Baguette Rising Stars S5
- The 3 top teams of the Golden Dust Rising Stars S2
- The 3 top teams of the FireWall Rising Stars S1
- The 3 top teams of the Europa Rising Stars S1

If a team declines the invitation, the next team in line in its regional league will take its spot.

## Format

- The Superstar League will be played between May 4th and June 14th.
- Teams will be dispatched in 2 divisions of 6.
- Each team will face every other team in its division once in a BO5 series, playing one series a week over 5 weeks, according to a predefined schedule.
- All 6 weekly series will be played live on the Rising Stars' broadcasters Twitch channels according to a predefined schedule.
- A ranking is established for each division, following these criteria:
  - The number of series (BO5) won,
  - The game difference (number of games won minus the number of games lost),
    - If two teams are still tied, the result of their series will be the tie-breaker,
    - If three or more teams are still tied, the game difference between tied teams will be the tie-breaker,
    - If three or more teams are still tied, the goal difference will be the tie breaker (number of goals scored minus the number of goals conceded)
- At the end of the 5-week regular season, the 3 top teams of each division will face in single-elimination BO7 playoffs. Teams ranked 1st in their division will get a bye to the semi-finals.



## Rosters & Substitutions

- Teams are starting the Superstar League season with the exact same roster they finished their regional league.
- Teams can recruit one player during the season in accordance with their regional league nationality rules.
- Teams can't recruit a player that has already played during the season in another team in the Rising Stars circuit, that includes all the regional leagues.
- A team can't have less than 3 players and more than 5 players on its registered roster.

## Playing the series

- The complete regular season schedule will be announced prior to the beginning of the league. All the series will be broadcasted live on Twitch.tv.
- The Rising Stars broadcasters will host the game lobbies and will provide both captains with lobby name and password.
- When a series is adjourned, players are in charge of setting-up a standard 3v3 lobby, playing the series, and submitting the .REPLAY files of each game of the series.
- Teams must be ready to play 20 minutes before the official scheduled time of a series.
- A game can't begin if one of the teams has less than 3 players on the field.
- Substitutions are authorized in between the games of a series, but not during a game.
- Spectators are not allowed.



## Adjournments, Penalties & Disconnects

- Team are allowed to use one “joker” over the course of the season. Any additional fault after they have used a “joker” will cause the disqualification of the team.
- These are the faults causing the use of a “joker” and potential disqualification:
  - not being able to play a series on the time it is scheduled
  - showing up more than 5 minutes late in the game lobby for a scheduled series
  - not playing an adjourned series before the following monday 11 pm CEST
  - playing with an unregistered game account
- If it has been proven than an unregistered player has taken part of a series, the team will be excluded from the competition.
- When a team is excluded during the League Play stage, all its results within its division will be deleted as if the team never existed in the league.
- In the event of a disconnect during a game:
  - if the disconnect happens within the first two minutes and no goal has been scored, teams must stop the game and restart it from the beginning,
  - if the disconnect happens after the 2nd minute or after a goal has been scored, teams must finish the ongoing game.
  - the short-handed team’s opponents can also choose to have the series restarted at any time provided they are not down in the score.
  - 10 minutes will then be granted before the next game for the short-handed team to have the disconnected player back or their sub to fill-in. After those 10 minutes, the remaining games of the series will be adjourned and the short-handed team will consume a joker.

## Prize Pool

2500 € will be dispatched as follows:

- 1500 € to the Playoffs Grand Finals winner
- 600 € to the Playoffs Grand Finals runner-up
- 200 € to the teams defeated in the Playoffs semi-finals

The prize pool money of each team will be delivered entirely to the team captain.

