Jordan FIFAe Rocket League 3v3 National Qualifier – Official Rulebook

1. Overview

1.1 Name of Tournament
The tournament will be referred to as the World Cup National Selection Tournament.

1.2 Purpose
The Tournament will determine the official Rocket League 3v3 representative team for the Kingdom of Jordan in the FIFAe competition.

1.3 Key Dates
- Online Qualifiers: 22–23 August – Played entirely online.
- LAN Finals: 29 August – Played on-site at The ARC.

2. Eligibility

2.1 Platform Requirements
Players may compete using PC, PlayStation, Xbox, or Nintendo Switch. Cross-platform play must be enabled.

2.2 Account Standing
All players must use a valid Rocket League account in good standing and linked to their Epic Games ID.

3. Tournament Format

3.1 General Structure
The Tournament will consist of two stages:
- Online Qualifiers: Open registration; top 8 teams qualify for LAN Finals.
- LAN Finals: The final stage to determine the Tournament Winner.

3.2 Online Qualifiers
- Format: Double-Elimination Bracket.
- Early Rounds: Best-of-3 ("BO3") series.
- Qualification Rounds: Best-of-5 ("BO5") series.
- Advancement: The 8 remaining teams at the conclusion of the bracket will advance to the LAN Finals.

3.3 LAN Finals
- Format: Double-Elimination Bracket.
- All Matches: Best-of-5 ("BO5") series.
- Grand Final: Best-of-7 ("BO7") series.

- Bracket Reset: If the Lower Bracket team wins the first BO7, a second BO7 will be played to determine the Tournament Winner.

4. Match Rules

4.1 Match Settings
- Game Mode: Soccar
- Team Size: 3v3
- Server Region: Middle East
- Mutators: None
- Maps: DFH Stadium, Mannfield, Champions Field, Beckwith Park, Urban Central

4.2 Match Completion
A match is considered complete when the winning team has secured the required number of game wins in the series.

5. Scheduling and Punctuality

5.1 Match Times
Matches will begin at the scheduled times communicated by the Tournament Organizer.

5.2 No-Show Policy
A team not present and ready to play within ten (10) minutes of the scheduled start time will forfeit the match.

6. Reporting and Disputes

6.1 Result Submission
Both teams are responsible for reporting scores promptly after a match. Screenshots are required for all results.

6.2 Dispute Resolution
All disputes must be submitted to the Tournament Organizer immediately following the match. Organizer decisions are final and binding.

7. Code of Conduct

7.1 Sportsmanship
Players are expected to compete to the best of their ability at all times and display good sportsmanship.

7.2 Prohibited Conduct
The following actions are strictly prohibited:
- Cheating or use of exploits.
- Abusive or offensive language.
- Intentionally delaying or interfering with matches.

7.3 Penalties

Penalties for rule violations may include, but are not limited to: match forfeiture, disqualification, or suspension from future events.

8. Final Authority

The Tournament Organizer reserves the right to modify any rule, format, or schedule at any time to ensure the fairness and integrity of the competition.