



SEASON 6



ROCKET LEAGUE – RULESET

SEASON 6

Version 1



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Introduction

This manual consolidates the specified rules for participants, coaches, and/or organizations (Esports teams) involved in any of the disciplines played in the POP Esports Masters. Every individual engaging in the POP Esports Masters acknowledges having reviewed and endorsed the rules outlined in this manual.

The administrators of POP Esports Masters reserve the right to update and/or rectify sections of this manual as needed. In circumstances not explicitly addressed in the rulebook, administrators retain the authority to make conclusive decisions.

Good Luck & Have Fun!

"Please ensure you are referring to the most recent version of the rulebook. In the event of any updates, we will promptly announce these changes on Discord in the designated channel specific to the rulebook. It is important to stay informed about these updates to understand the latest rules and guidelines.



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REGISTRATION

The POP Esports Masters are open to all levels.

When registering for any phase of the POP Esports Masters, each Participant must validate their official account (Steam, Riot, Epic, etc.) If the participant is under an Esports team contract; and the team wants to be visible on the POP Esports Masters communication supports (Stream, Socials, Live Events), the participant must imperatively share all the data in the document given by the admins with their team.

The participant's in-game name must correspond to the name validated during registration. Any change of name without informing an administrator and without obtaining their confirmation, will be penalized.

At any time, administrators can oblige to obtain information necessary for the proper functioning of the competition.

Registration Process

The registration is made by the team captain only.

- The team captain has to fill out the registration-form on the POP Esports Masters website.
- Participants are obligated to join the POP Esports Masters MAIN Discord. <https://discord.gg/S2s57YemB2>
- The registrations are validated manually by the POP Esports Masters administration team. It may take up to 72 hours until the validation process is over.
- After the validation process, you will receive an email from the POP Esports Masters organization validating your attendance of the open qualifiers. As well as receiving the Discord role "Game – Qualifiers".
- Now you are registered for the qualifiers of your game.

Please regularly check your emails and Discord messages. If there are any problems with the registration, the POP Esports Masters administration team will contact you on both these media.

Age

The minimum age for a POP Esports Masters player is 16. If the Participant is still a minor under European law (<18 years of age) the day of the Qualifier, an authorization to participate must also be signed by a legal guardian of the child.

If a 15-year-old receives his 16, at the latest 30 days after the start of the qualifier date, they may register for the POP Esports Masters with a special contract signed by their legal guardian.

ROSTER CONSTELLATION

Roster Sign-Up

As soon as you sign-up your roster, team captains are allowed to change the roster until 48 hours before the first official game day. This is the lock in time for roster changes for the regular season; therefore, the POP Esports Masters Organization recommends that you sign up the team with 1 substitute. If the active roster is deemed invalid due to regional limitations or an insufficient number of players, teams may incur penalties ranging from fines to potential immediate disqualification.

Active rosters must at all times be in line with the regional limitations.

Regional limitations

The regional limitations are defined as followed:

- No limitations on players with their residence in one of the following regions:
 - Greater Region (Saarland, Rhineland-Palatinate, Lorraine, Moselle, Meurthe-et-Moselle, Wallonia, Luxembourg)
 - BENELUX Region (Belgium – Netherlands – Luxembourg)
- **Maximum 1** player with their residence in one of the following regions:
 - Europe

Substitutes may be from any region.

IMPORTANT: All players are obliged to attend all offline media sessions and events. Therefore, please make sure you have the necessary time and financial resources to do so.

Official dates are listed under the "[SCHEDULE](#)" section.

Roster line-up

A team always consists of a minimum of 3 players and up to 4 players. The team can also sign up a manager and a coach. The team composition looks as follows:

- 3 active players
- Maximum of 1 substitute (recommended)
- 1 manager (optional) (can also be team-captain)
- 1 coach (optional)

Active Roster

The active roster/ players are defined as the 3 players playing the next upcoming match. This roster can be changed 24 hours beforehand by announcing it to the administration team and your opponent. The active roster/ player constellation must always comply with the regional limitations and must be validated by the Head Admin.

Roster Changes

Between the season all teams have a window allowing for roster changes which lasts until 7 days before their 1st game in the play-offs. During this window for roster changes teams are allowed up to one roster change. These roster changes must be submitted to the tournament admin and announced to opposing teams at least 7 days prior to the start of the play-offs.

Active rosters must at all times be in line with the regional limitations.

Nickname Changes

Between the season all teams are allowed to change their nickname. The nickname must be announced to the organisation, Head Admin and to the other teams until 7 days before their 1st game in the play-offs.

ORGANIZATION & TEAM REGULATIONS

Multiple teams in a division

Organizations are not allowed to have multiple teams in the first division. If an organization owns 2 or more teams in the first division, it must choose one team and must put the other team to free agents. The free agent players can still play under their constellation however they cannot be part of any organization that already owns a team in the first division.

Organizations are allowed to have a maximum of two teams in the second division. If an organization owns more than 2 teams in the second decision, it must choose which two teams to keep and put the other teams to free agents. The free agent players can still play under their constellation however they cannot be part of any organization that already owns two teams in the second division.

Teams that had to leave their original organization can no longer have any bindings with their former team or the managers of their former team and they cannot accept any financial support from that organization. Teams and organizations that do not oblige to this rule may be prone to penalties and/or disqualification.

Upcoming seasons

The organization is the owner of team spot(s) of any division. An exception can be made if the organization puts the team to free agent. In this case the team captain will own the spot for the season until they join a new organization. This change must be announced to the POP Esports Masters administration.

In any case contact the POP Esports Masters administration if you need any help regarding these regulations.

After each season teams must declare if they intend to reclaim their spot in the upcoming season. If a team fails to reclaim their spot, the spot will be vacant and be redistributed by the tournament organizers.

SCHEDULE

- ❖ Registration Phase
 - 15.12.2022 – 20.02.2025

- ❖ Open Qualifiers
 - 22.03.2025

- ❖ MEDIA DAYS
 - 29.03.2025

- ❖ SEASON
 - 21.04.2025 – 18.05.2025

Gamedays will remain on Tuesdays & Thursdays for Division 1.

- ❖ RELEGATIONS
 - 20.05.2025

- ❖ PLAY-OFFS
 - 29.05.2025

- ❖ FINALS
 - 07.06.2025
 - 08.06.2025 (May be used as well)



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RUNDOWN

Division 2 Qualifiers

The open division 2 qualifiers will be played in a swiss system format. The number of rounds will be announced right before the tournament depending on the number of teams playing in the qualifiers.

Teams may only qualify for the open Division 2 spots. The number of open spots depends on the amount of teams from last season reclaiming their spots and will be announced ahead of the tournament in the PEM Discord server. At the very least 4 spots will be available.

IMPORTANT: TIE BREAKS ARE NOT PLAYED OUT. TIES WILL BE DETERMINED BY THE BUCHOLTZ SYSTEM!

This system adds up the scores of each opponent a participant has faced, excluding the participant's worst-performing opponent. The idea is that facing stronger opponents should be rewarded.

SEASON PLAY

The season will last 4 weeks. All games are predetermined and are announced by the POP Esports Masters administration team before the Season begins. Each Team will face each other twice during the season.

Every match-up will be a best of 3.

RELEGATIONS

The 8th team from division 1 will immediately be relegated to the 2nd division after the season. The 1st team from division 2 will immediately be promoted to the 1st division.

The team placing 7th in division 1 will have to face the team placing 2nd in division 2 in a best of 5 series, determining who will play in division 1 and who in division 2 next season.

The team placing 6th in division 1 will have to face the team placing 3rd in division 2 in a best of 5 series, determining who will play in division 1 and who in division 2 next season.

The bottom 4 teams of division 2 will lose their spot for the upcoming season; however, they are allowed to play in the qualifier for that season.

Play-Offs

The Top 4 Teams qualify for the Play-Offs. The Play-Offs will be played in a single elimination bracket. The semi-finals will be played on the day of play-offs and the finals and 3rd place game will be played during the offline finals.

The 1st seed plays against the 4th seed from the regular season and the 2nd seed plays against the 3rd seed. Semi-Finals will be played in Best of 5.

FINALS

During the offline finals, the final (Winners of the semi-finals) and the 3rd place game (losers of the semi-finals) will be played. The 3rd place game will be played as best of 5 and only the final will be played as a best of 7 series.

IMPORTANT: After the finals is where we determine the official ranking.



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TIEBREAKERS

Tiebreakers will be handled in the following order:

- Direct confrontation
- Winner of the 2nd best of series
- fastest goal
- fastest n+1 goal

GAME SETTINGS & RULES

Game settings

- Game mode: Footcar
- Stadium: DFH Stadium
- Team size: 3 vs 3
- Crossplay: YES
- Bots: NO
- Authorize spectators: NO

Coaching

It is not allowed for the coach to interfere in an active match. The coach is not allowed to spectate or give them instruction during the game or while the game is paused. If teams break this rule, the coach will be disqualified for the current season and the game will be counted as a forfeit.

Disconnects/ Technical problems

Players must always ensure that their internet connection and set-up works in the best condition. If a player disconnects the match will not be remade.

CASH PRIZE

The Total cash prize for Rocket League Season 6 is 5000€. The cash prize will be distributed as followed:

Division 1:

Rank	Cash Prize
1 st	2500€
2 nd	1000€
3 rd	500€
4 th	300€
5 th	150€
6 th	90€
7 th	60€
8 th	30€

MVP: 120€

IMPORTANT: Rank 1 to 4 are determined after the finals. Rank 5 to 8 will be determined after the season play.

Division 2:

Rank	Cash Prize
1 st	150€
2 nd	60€
3 rd	30€
4 th	10€
5 th	-
6 th	-
7 th	-
8 th	-

IMPORTANT: In division 2 all ranks are determined after season play.

Payment

See the " **AWARDS / PRIZE MONEY** " section in the general rulebook for more information.