WWTR Rocket League powered by UGC

Official Rulebook

REGISTER HERE

ATTENTION:

Please be sure to follow all on-site procedures, including but not limited to:

- Report the results of your match in the reporting tab of the tournament after your match has concluded. **Only the captains can report for your team**.
- Your team must be available and ready to play at the start of each round.
- UGC will allow TEN minutes for a grace period before the match will start.
- Matches are prohibited from being rescheduled.
- Follow all rules in the rules tab of the tournament.

Event Timeline

Qualifying	April	June	July
Upper Bracket	11	13	11
Lower Bracket	18	20	18
Final	25	27	25

Championship (top 16): August 18

Game Console

Game	Platform	Region
Rocket League	PC + Xbox One + PS4	United States

Format

Monthly Qualifiers
- Teams may play in multiple tournaments.
- 3V3
- Double elimination
- 32 team brackets
    - Number of brackets will expand to accommodate registrations.
    - Rounds 1-4 will be best-of-five.
    - Final round will be best-of-seven.

Championships
- 3V3
- 16 teams based on points earned from qualifying tournaments.
- In the event of a tie for 16th position, there will be a play in game(s) for 16th seed.
- First and second rounds: Best-of-five games (BO5)
- Semi-Finals: Best-of-seven games (BO7) Finals

Divisions

There will be two divisions - Blue and Red. There will be a Championship for each division.
- Blues for higher skilled players
- Red for less experienced players

Registration

All players must register on //UGCesports.gg/WWTR Players must provide their name, email, and mobile phone. Players then must join the UGC Esports server on Discord.

Each participant is responsible for submitting their information:
- First and Last Name
- Email Address
- Mobile Phone Number
- Social Media handles (Instagram, Twitter, and Facebook)
- Username
- Gamertag

- Are you the team captain (yes/no)

Offensive or controversial usernames and gamertags will not be allowed.

Teams can register for multiple monthly qualifiers. The registration dates are as follows:

Registration	Tournament
Mar 29 – Apr 7	April
May 31 – June 9	June
June 28 – July 7	July

Scoring

- **Placement:** Points are awarded for performance in each qualifier tournament placement

Top row: Placement - - - - - - - Bottom row: Point value						
1	2	3	4	5-8	9-16	17-32
15	10	8	7	6	4	2

Example

Team	Placement Q1	Placement Q2	Placement Q3	Placement Q4	Total Score
Team A	2nd	9-16th	5-8th	Did not play	10+4+6+0= 20
Team B	9-16th	17-32nd	2nd	2nd	4+2+10+10 = 26
Team C	1st	2nd	4th	Did not play	15+10+7+0 = 32

Finals

The top sixteen teams based on cumulative points will advance to the finals.

Tiebreaker

In the event two or more teams are tied in point totals, the team with the highest win/loss ratio for all qualifiers will win. In the event two or more teams are tied in point totals with an equal win/loss ratio, a tiebreaker match will be held the Sunday prior to the final. If a team is unable to show up to the tiebreaker match, they forfeit the match.

Prizes

Each registered player will receive two tickets to the August 21, 2021 Bommarito 500. Teams will compete to win the WWTR/Raceway Gives Trophy, which will be presented to the champions of each division at the Bommarito 500.

Prizes		
1st	2nd	3rd & 4th
$250 gift card + Trophy – presentation at Bommarito 500	$100 gift card	$50 gift card

How to play

On match day, follow these steps to compete in your matches:

1. Login to UGC Esports and head to the "Tournaments" tab.
2. In the header, you will receive a notification when your match has started.
3. Check your first match and add your opponents into a custom lobby.

4. Either team can create and host the in-game lobby. The hosting team must invite their opponents to the lobby to play.
5. A chat window should be available to communicate with your opponent.
6. When the match is finished, report your scores in the match lobby.
7. If you are experiencing trouble, please contact a UGC admin in our Discord for more information.

Game Settings

- Default Arena: DFH Stadium
- Team Size: 3v3
- Bot Difficulty: No Bots
- Match Length: 5 Minutes
- Max Score: Unlimited
- Game Speed: Default
- Ball Max Speed: Default
- Ball Type: Default
- Ball Weight: Default
- Ball Size: Default
- Ball Bounciness: Default
- Boost Amount: Default
- Boost Strength: 1X
- Gravity: Default
- Demolish: Default
- Respawn Time: 3 Seconds
- Match Time: 5 Minutes
- Joinable By: Name/Password
- Platform: PS4, Xbox One, PC
- All standard controllers, including mouse and keyboard, are legal.
- Macro functions (e.g., turbo buttons) are not permitted.
- Teams MUST enter in the appropriate region.

Player Eligibility

1. All players must have an approved Psyonix account to participate in WWTR/Raceway Rocket League. Account suspensions or bans may lead to eligibility complications.

2. Offensive or controversial usernames and gamertags will not be allowed. Failure to comply will result in ineligibility until the name request change is implemented.
3. Players must use their highest-ranked account during sign-up to avoid smurfing accusations and repercussions.

Reporting

- **UPDATE:** Team captains must report scores in the 'Reporting' tab of the UGC Esports platform. Please input your team's Placing for each match.

Connection Issues

- If a player disconnects during the first 30 seconds or before the first score, the match should be ended and restarted. If a player disconnects after the first score or first 30 seconds, the game shall continue. **Note: Only one restart will be made per series unless the dedicated custom server itself is becoming an issue.**
- If you have a player disconnect <u>after</u> 30 seconds have passed in-game, or after the first score has occurred, **do not quit the game**. The game will continue, and you must play to receive any points.
- If a player is having a continuous issue with disconnecting, we will continue to play the match. Players are responsible for making sure their firewalls are open and are capable of connecting.

Cheating

- All accusations of cheating or violation of any of the listed rules require proof for Support Staff to enforce any penalties and to make the best-informed decision. The burden of that proof is on the accusing party. We highly suggest that as many players as possible take pictures and/or videos of their matches.

Disqualification

- All disqualifications are at the sole discretion of the UGC admin overseeing the tournament.

Roster Lock

- You must play with the players on your team's lineup at the time you join the tournament. Registration for each week's event will close **one hour prior to the match start time**.

Substitutions

- Your team is allowed three (3) players as substitutes who can participate in place of another who is unable to compete. The maximum team capacity for this event six (6). **These substitute players must be on your team prior to roster lock!**

Contact us

If you're experiencing trouble, please contact us directly by any of the avenues below.

Discord

To have ready contact with UGC staff, it is important that you join our official UGC community Discord channel. You can join our Discord by following this link.

Please reach out to the designated UGC tournament admins:

JPackKilla	**JpackKilla#7963**
Tone	**Tone#2049**

Official UGC Twitter

- **@UGCevents**
- **@UGCsupport**

Email

- Contact **info@ugc.gg** for more information.