



RLO Masters Competition Rules and Regulations

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The following document outlines the rules and protocols surrounding the RLO Masters. Alongside this, players and teams competing in the RLO Masters are required to abide by the [RL Oceania Player Code of Conduct](#). RL Oceania Administrators reserve the right to make competitive rulings at any point during the tournament. Any behaviour that breaches the following rules and regulations is punishable by, but not restricted to:

- Game disqualification.
- Series disqualification.
- Removal from the tournament.
- Temporary or permanent suspension from all RL Oceania events.
- Temporary or permanent suspension from all RL Oceania digital forums and platforms.

Definitions

Game - A single 5 minute period of gameplay.

Series - A set of either 3, 5 or 7 games where the winner is determined by the team that achieves the majority of game wins.

Match Server - A server in which hosts the current private match for each tournament match.

Player - An individual competing in the tournament.

Bracket - The tournament progression for teams.

RLO Admin (Administration) - An individual who is arranging and supervising the current event.

Tournament - The competitive period of events between event start and event finish.

RL Oceania - The organisation in which an event is sanctioned under.

Masters Division - The professional division within the RLO Masters tournament.

Open Division - The amateur division within the RLO Masters tournament.

Weekly Stage - Stages within the RLO Masters tournament, prior to the Monthly Final.

Monthly Final - The conclusive event of a Monthly Season following four Weekly Stages.

Substitution - Is defined as changing the Player line-up after a Match has started. Substitutions may only occur in between Games in a Match, and Teams are limited to one Player change per Match.

Roster Lock - A confirmed lock of a Team which must contain a core three (3) players throughout a season.

Tournament Format and Schedule

The following is the format that will be ran for the RLO Masters each season.

Weekly Group Stage - 2 Groups of Double Elimination Brackets

1. Each group will consist of 8 teams.
2. Seeding for the group stage will be based on the current points standings, or the previous season's overall results, in the case of the beginning of a new season.
3. Two teams from each group will advance to the Weekly Playoffs from the Upper Bracket.
4. Two teams from each group will advance to the Weekly Playoffs from the Lower Bracket.
5. All series will be a best of 5.
6. Teams will earn Circuit Points depending on placement.

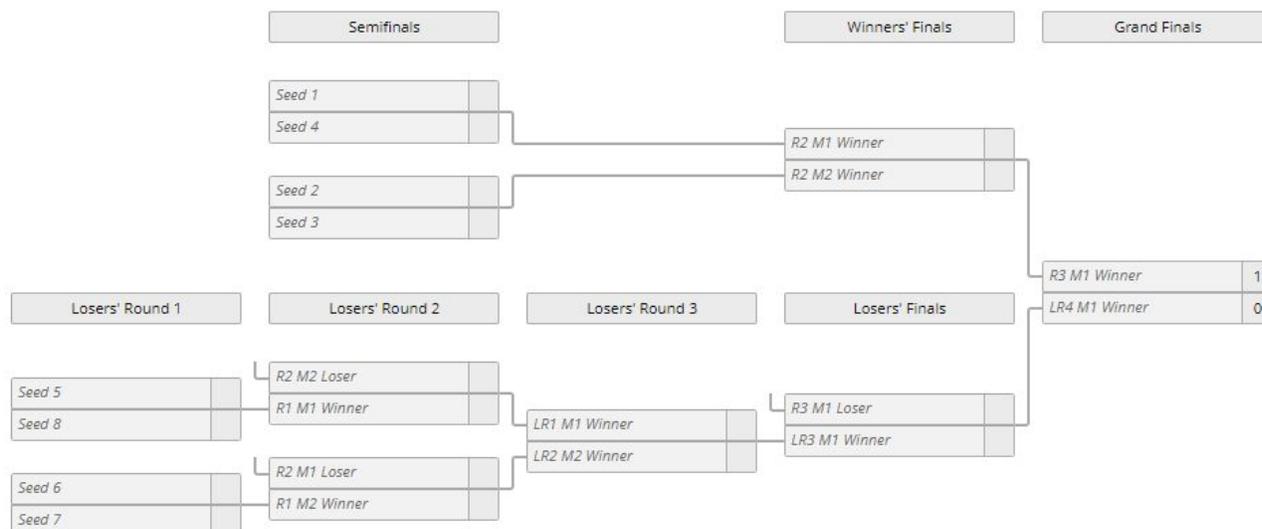
Weekly Playoffs - Single Elimination Bracket

1. All matches will be best of 5, except for the Grand Final which is best of 7.
2. Teams will earn Circuit Points and prize money depending on placement.

Monthly Final - Split Double Elimination

1. The top eight teams based on Circuit Points will be invited to a split double elimination bracket.
2. 1st to 4th based on Circuit Points will commence from the Upper Bracket.
3. 5th to 8th based on Circuit Points will commence from the Lower Bracket.
4. Tie Breakers:
 - a. In the event of two teams being tied at the same amount of Circuit Points, the order of tiebreakers is as follows:
 - i. Best single event result during the season.
 - ii. Head-to-head series win/loss differential during the season.
 - iii. Head-to-head series win/loss differential during the last event.
 - iv. Head-to-head game win/loss differential during the season.
 - v. Head-to-head game win/loss differential during the last event.
 - vi. Best result in week 4.
 - vii. Series W-L Differential.
 - viii. Games W-L Differential.
 - b. In the event that three or more teams are tied at the same amount of Circuit Points, the order of tiebreakers is as follows:
 - i. Best single event result during the season.
 - ii. Series W-L Differential.
 - iii. Games W-L Differential.
 - iv. Best result in week 4.
5. All series will be a best of 5, excluding the Grand Final, which will be a best of 7.
6. The team who advances to the Grand Final via the Upper Bracket will be rewarded a +1 game advantage in said Grand Final.
7. 5 total series will be broadcasted on the official RL Oceania Twitch Channel, one series from each round.

An example of the monthly final event bracket can be found here.



Relegation and Promotion

The following will occur at the completion of a RLO Masters monthly season:

Promotion

1. 1st and 2nd place teams from the Open Division Final, will be promoted into the Masters Division for the next monthly season.

Relegation

1. The Masters Division's 15th and 16th placed teams determined by points will be demoted into the Open Division for the next monthly season.
 - a. If one or two teams from the Masters Division have disbanded prior to the beginning of a new season, the relegation places will be filled with those disbanded teams instead of the teams who placed 15th and 16th in the Circuit Points standings.
 - b. If three or more teams have disbanded prior to the beginning of a new season, leaving more than two vacant positions in the Masters Division, additional Masters Division positions will be awarded in order of tournament results from the Open Division final, ensuring there will be 16 teams entering a new Masters Division season.
 - i. If there is a tie between multiple teams in the Open Division finals (5th/6th or 7th/8th) then the following tie breakers will be followed to determine the awarded team:
 1. Best single event result during the season.
 2. Head-to-head series win/loss differential during the season.
 3. Head-to-head series win/loss differential during the last event.
 4. Head-to-head game win/loss differential during the season.
 5. Head-to-head game win/loss differential during the last event.
 6. Best result in week 4.
 7. Series W-L Differential.
 8. Games W-L Differential.
 - c. If two teams are tied on the same amount of points in a relegation position, the tiebreakers are as follows:
 - i. Best single event result during the season.
 - ii. Head-to-head series win/loss differential during the season.
 - iii. Head-to-head series win/loss differential during the last event.
 - iv. Head-to-head game win/loss differential during the season.
 - v. Head-to-head game win/loss differential during the last event.
 - vi. Best result in week 4.
 - vii. Series W-L Differential.
 - viii. Games W-L Differential.
 - d. If three or more teams are tied on the same amount of points in a relegation position, the tiebreakers are as follows:
 - i. Best single event result during the season.
 - ii. Series W-L Differential.
 - iii. Games W-L Differential.
 - iv. Best result in week 4.

Roster Regulation

1. All registered teams must state their full roster including substitutes, either via communication with RLO Admins, or through registering the team on Smash GG where the three (3) players who compete in the first tournament series will be considered the core roster.
2. Only a team's registered roster is permitted to compete under the respective team during competition. Teams are not permitted to compete with players who are not registered under their roster.
 - a. Any teams found competing with unregistered players will be removed from the tournament.
3. No owner or manager of a Team, or if a Team is owned by a corporate entity, no parent, subsidiary or affiliate of such corporate entity, may directly (e.g., ownership) or indirectly (e.g., a contractual arrangement) own or control more than one Team within the Eligibility Area in the Tournament.
 - a. Teams that RL Oceania and Psyonix, in its sole discretion, determines are directly or indirectly owned or controlled by a person or entity that operate sports (including esports), gambling, wagering, bookmaking or betting sites or platforms are not eligible to participate in the Tournament.

Roster Continuity

Trade Window [Masters Division Only]

1. Teams are permitted to make changes to their roster in a trade window, available after week 4 until the start of the next monthly season. This excludes teams who qualify for the monthly final, who will have the trade window made available to them following the monthly final.
2. During the trade window, teams must sustain two (2) core players from the previous season in order to continue competing in the Masters Division. If a team removes two or more core members during the trade window, said team must forfeit their Masters Division qualification.
3. If a team intends on changing their roster during the trade window, they must either communicate their new core roster and any substitutes to RLO Admins, or list their full roster when they register for their first event of the next season, where the three (3) players who participate in their first competitive match will be considered the core roster. Any changes made to the roster following the trade window, will be subject to 'Mid-Season Trading' regulations.
4. Teams are not permitted to list any players who are already listed on a different team.

Mid-Season Trading.

1. Teams will incur a 75 point penalty every time they add a new player to their roster during a monthly season.
2. Teams are permitted to remove one core player and any substitutes from their roster during the monthly season without penalty. If a roster removes two (2) core members in the same monthly season, that team must forfeit all their points and Masters Division qualification.
3. If an individual player who was already registered under a team, competes for another team during a monthly season, said player will be automatically removed from their original team.
 - a. If a player wishes to compete for a different team, then return to their original team during the same monthly season, this will result in both teams being issued a 75 point penalty.
4. If a team wishes to make changes to their roster between week 4 and the monthly final, they must forfeit their monthly final qualification.

Promoting Substitute players to the core roster

1. Promoting Substitute players to Core may only take place between the trade window and week 3 of the current monthly season.
2. In order for a substitute to be eligible for promotion to the core roster, said substitute must have participated in a minimum of two (2) competition series during the month.

Masters Division Qualification

1. Teams competing in the Masters division cannot voluntarily forfeit their Master Division qualification or any points during a monthly season. They will continue to be listed in the Masters Division until they are relegated or found to be in breach of any regulations.
2. A team may only forfeit their Masters Division qualification during the trade window.

Player Eligibility

1. The RLO Masters is open to all players currently residing in the Oceanic region. Oceania is defined as: Australia, Fiji, French Polynesia, Indonesia, Kiribati, Marshall Islands, Micronesia, Nauru, New Caledonia, New Zealand, Norfolk Island, Palau, Papua New Guinea, the Philippines, Samoa, Solomon Islands, Tonga, Tuvalu, Vanuatu, and Wallis and Futuna.
2. **All participants MUST be 15 years of age or older to participate in any stage of the RLO Masters.**
 - a. RL Oceania reserves the right to ask for confirmation of age from any participating player in the RLO Masters in the form of a government provided ID. Participant details must match the details on the registered Smash GG account.
 - b. Failure to provide sufficient proof of age or refusal to do so will result in disqualification or removal from the tournament.

Tournament Protocol

1. To begin playing in the RLO Masters tournament, players must have either been invited via placing inside the Top 16 of RLCS X Fall Split Ranking, or registered via Smash GG.
2. All teams that have qualified for, or been invited to the Masters Division, will be required to be in the RLO Events Discord server, where all information regarding matches and brackets will be communicated. All Open Division players are required to be in the RLO Main Discord server, where all information regarding matches and brackets will be communicated.
3. All teams must follow the Match Protocol found below until they have either been eliminated from the competition or have won the final series.

Tournament Dates

October Season:

Week 1 - Thursday 8th October
Week 2 - Thursday 15th October
Week 3 - Thursday 22nd October
Week 4 - Thursday 29th October
Monthly Final - Tuesday 3rd November

November Season:

Week 1 - Thursday 5th November
Week 2 - Thursday 12th November
Week 3 - Thursday 19th November
Week 4 - Thursday 26th November
Monthly Final - Tuesday 1st December

January Season:

Week 1 - Thursday 7th January, 2021
Week 2 - Thursday 14th January, 2021
Week 3 - Thursday 21st January, 2021
Week 4 - Thursday 28th January, 2021
Monthly Final - Tuesday 2nd February, 2021

February Season:

Week 1 - Thursday 4th February, 2021
Week 2 - Thursday 11th February, 2021
Week 3 - Thursday 18th February, 2021
Week 4 - Thursday 25th February, 2021
Monthly Final - Tuesday 2nd March, 2021

March Season:

Week 1 - Thursday 4th March, 2021
Week 2 - Thursday 11th March, 2021
Week 3 - Thursday 18th March, 2021
Week 4 - Thursday 25th March, 2021
Monthly Final - Tuesday 30th March, 2021

Match Protocol

1. Entering a match

- a. At the commencement of a competition match, details for the corresponding match will be allocated by Smash GG. Teams are to follow instructions by Smash GG or the tournament admins.
- b. Players may not join their designated side until three Players from each team have joined the Match Server..
- c. During broadcasted matches, teams are not to not enter the pitch until an Admin instructs them to do so.

2. Rehosts

- a. Between Games in a Series, teams may request that the Match be re-hosted on the same server region due to connection issues.

3. Reporting Scores

- a. After a Match is completed, both teams must submit the Match result to Smash GG or a tournament Admin. Taking a screenshot of the results screen or replay of the Match is strongly recommended in case of disputed results.
 - i. If a Team disputes a Match claiming a win and submits proof of their claim, the other Team must submit proof of their claim to avoid an automatic forfeit of the Match.
 - ii. Any Teams or Players found to be submitting false or doctored results will be permanently banned from the tournament and future RL Oceania tournaments.

4. Technical Pauses

- a. If a player suffers any form of network or technical difficulties during a match, their team may request a pause period of up to 5 minutes, following the game in the current series, to either have their player resolve the difficulties, or replace said player by any registered member of the team.
 - i. If the team fails to resolve the issue within the 5 minute period and cannot field 3 players, they will be disqualified from the following game. Following this, the team has another 5 minute period where they can attempt to fix the issue. If the issue cannot be fixed in this 5 minute period and the team cannot field three players, the team will be disqualified from the series.
- b. Teams are limited to ONE (1) technical pause each series. If a team exceeds the limit they will be disqualified from the series.

5. Match Restarts

- a. If a player falls subject to technical difficulties within the first minute of a game and no goals were scored, the game is to be restarted.
- b. If a player falls subject to technical difficulties during a game, following either one minute of gameplay or a goal, the game is to continue regardless of the result.
 - i. If there is an observing admin in the Game Server, the admin may pause the game at their discretion to allow for the resolution of technical difficulties.

6. Spectators

- a. Only official or approved broadcasters and RLO admins are permitted to spectate competition matches. Substitutes and coaches are not permitted to spectate competition matches at any point in time.

Game Play Rules

1. Game Settings

- a. Game Mode: 'Soccar'
- b. Team Size: 3v3
- c. Bot Difficulty: No Bots
- d. Region: Oceania
- e. Mutators: None
- f. Joinable by: Name and Password
- g. Team names will be set to represent both teams in the given series.

2. Arenas

- a. Aquadome
- b. Champions Field
- c. Champions Field (Day)
- d. DFH Stadium (Day)
- e. DFH Stadium
- f. DFH Stadium (Stormy)
- g. Forbidden Temple (Standard)
- h. Mannfield
- i. Mannfield (Night)
- j. Mannfield (Snowy)
- k. Mannfield (Stormy)
- l. Neo Tokyo
- m. Salty Shores (Day)
- n. Salty Shores (Night)
- o. Starbase ARC
- p. Urban Central
- q. Urban Central (Dawn)
- r. Urban Central (Night)
- s. Utopia Coliseum
- t. Utopia Coliseum (Dusk)
- u. Utopia Coliseum (Snowy)
- v. Wasteland
- w. Wasteland (Night)

3. Controllers

- a. All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g., turbo buttons) are not permitted.

Player Conduct

1. All Players must conduct themselves in a way that is at all times consistent with the general principles of personal integrity, honesty, and good sportsmanship.
2. Players must be respectful of other Players, Tournament Administrators, and fans.
3. In particular, Players may not engage in harassing or disrespectful conduct, use of abusive or offensive language, game sabotage, spamming, social engineering, scamming, or any unlawful activity.
4. Each Player is expected to play to the best of her or his ability at all times during any match. Any form of unfair play is prohibited by these Rules, and may result in disciplinary action. Examples of unfair play include the following:
 - a. Collusion, match fixing, bribing a referee or match official, or any other action or agreement to intentionally influence (or attempt to influence) the outcome of any competition match.
 - b. Hacking or otherwise modifying the intended behavior of the Game client.
 - c. Playing or allowing another Player to play on a Psyonix account registered in another person's name (or soliciting, encouraging, or directing someone else to do so).
 - d. Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.
 - e. Intentionally exploiting any game function (e.g., an in-game bug or glitch) in a manner not intended by Psyonix in order to gain a competitive advantage.
 - f. Using distributed denial of service attacks or similar methods to interfere with another Player's connection to the Game client.
 - g. Using macro keys or similar methods to automate in-game actions.
 - h. Intentionally disconnecting from a Match without a legitimate reason for doing so.
 - i. Interfering with the operation of the tournament, or any platform owned or operated by RL Oceania.
 - j. Betting or gambling on your own performance, the performance of your Team or the results of the tournament or any phase of the tournament.
 - k. Making any modification to the Game that has not been disclosed to and authorized by the Tournament Organizers.
 - l. Changing In-Game Player or User Name to a name other than Player's registered User Name.

Prizing

1. Prizing for the RLO Masters is as follows. All values are in US Dollars.

Monthly Final Distribution:

Masters Division	1st	\$750
	2nd	\$500
	3rd	\$400
	4th	\$350
Total		\$2,000
Open Division	1st	\$240
	2nd	\$120
	3rd	\$90
Total		\$450

Weekly Distribution:

		Points	Prize Pool
Masters Division	1st	151	\$150
	2nd	130	\$60
	3rd - 4th	110	
	5th - 8th	90	
	9th - 12th	70	
	13th - 16th	50	
	DNS/Forfeit	0	
Total			\$210
Open Division	1st	151	\$45
	2nd	130	\$15
	3rd - 4th	110	
	5th - 8th	80	
	9th - 16th	60	
Total			\$60

2. Upon formal notification by RL Oceania and Psyonix, a potential winning player/Team has 60 days from the date of notice to respond and provide any and all requested information or materials to RL Oceania and Psyonix. This information is used to verify eligibility and to determine and apply local tax laws related to the prize distribution.

- a. Failure to return all requested information by the aforementioned deadline can result in the player or Team's disqualification and as such the player or Team will not be entitled to any prizes in connection with the Event. In such cases, no alternate winner will be declared.
- b. RL Oceania will determine the payment method for all prizes. All prizes will be paid directly to the

winning players, unless other arrangements are made between the winning players, RL Oceania and Psyonix.

Investigations and Compliance

1. If any players find another team's or player's behaviour suspicious or outside of the rules and protocols, it is the player's responsibility to report any issues that RLO Masters organiser's may not be aware of. Screenshots and saved replays are recommended for providing evidence of any illegal behaviour with the event.
2. Players must fully cooperate with the tournament administrator in the investigation of possible violations of these Rules. If a tournament administrator contacts a player to discuss a potential violation, the player must be truthful in the information that he or she provides to the tournament administrator.