Social Sport Online – Rocket League

Requirements

- Console (PS4, Xbox One, Nintendo Switch, PC)
- Rocket League Game
- Internet connection

- Online gaming subscription relevant to your console:
  - PS4 – Playstation Plus
  - Xbox/PC – Xbox Live
  - Switch - Nintendo Switch Online

Rules

- You will have to complete two matches weekly (released at the start of the season in the draw). You and your opponent can decide to play these matches any time between Monday 9am – Friday 5pm (Score submission deadline)

- The opponent's team name will be their Rocket ID. So please add all the Rocket ID's as friends in game before the start of the season for ease. You will receive a welcome email to remind you before the start of the season.

- Once you've opened Rocket League, please send an invite to play through Private Match.

- The online game settings should be set to default = 5 Mins | SOCCAR | 1v1 | NO BOTS | DFH STADIUM

- You will play 3 games to complete a match. The result will be determined by the amount of games WON (WIN = 1, LOSS = 0) – e.g. If James beats Jenny in first 2 games & Jenny wins the last game, the final score is James 2 – 1 Jenny.

  - Points will be as follows:

    - Win = 3 Points
    - Loss = 0 points

  - At the end of each round you will be required to submit a post-match report form with the following information

    - Your Game Score
    - Your Total Goal Score
    - Your Opponents Game Score
    - Your Total Goal Score

- All games will continue into Overtime as per the default settings of Rocket League Online Play.

- If you and your opposition would like to play more, GO FOR IT! Note that only the first three games are counted to the final result.

- If a game drops out due to poor internet connection, this will be deemed as a loss. This can be changed by a mutual understanding with both players.

- If you are unable to play on a given week, please email us at m.corso@arc.unsw.edu.au. This is to ensure that all players receive a game as scheduled.

- All scores must be submitted by 5pm each Friday

  - Any scores that are not submitted by this time will be counted as a 0 score for both participants