IEF SCHOOL ESPORTS CUP

ROCKET LEAGUE

Quick Reference & Game Rules · **2026 / 27 Season**

MATCH DAY	FORMAT	TEAM SIZE
Every Monday **Match A 5:30pm**	**League — Bo3** **2 matches each week**	**2 players** **2v2 · no subs**

Platform: schoolesports.ie — create an account, sign up through the tournament page, and communicate through your match rooms. All games are played from home. **Match A at 5:30pm, then go directly to your Match B room** — both matches should be played inside the 5pm–7pm window.

Match Day — Step by Step

1. **Check the draw.** Find your **Match A** and **Match B** chat rooms on schoolesports.ie. Play Match A first, then go directly to your Match B room.
2. **Add your opponents.** Share in-game names and platforms in the match chat, and add each other before match time.
3. **Turn cross-play ON.** Teams compete across Xbox, PlayStation, PC and Switch, so cross-play must be enabled before match time.
4. **The first-named team creates the lobby.** Play → Private Match → Create Private Match. If the first-named team is having trouble hosting, agree an alternative host in the match chat.
5. **Apply the settings:** Soccar | 2v2 | No Bots | All Mutators: Default | Arena: DFH Stadium (or any mutually agreed standard arena).
6. **Share the match Name and Password** with your opponents in the match room.
7. **Confirm and start.** Once all 4 players have joined the correct teams, both captains confirm ready and the host starts.
8. **Play one Best of 3** — first team to win 2 games takes the match.
9. **Submit the score** through the platform. Your opponent confirms or disputes — if they don't respond within 24 hours, your score is accepted automatically.

⚠ **DISPUTES:** Must be raised within 30 minutes of the match ending, or the submitted score stands.

⚠ **LATE?** 15+ minutes late without notice = forfeit of all games. Report all late and forfeit situations via a support ticket.

Something not going to plan on match night? Tap **Request an Admin** in your match chat and an Admin will join to help. For anything else, raise a ticket at **schoolesports.ie/support** or email **dylan@irelandesports.ie**.

Game Settings

ROCKET LEAGUE — MATCH CONFIGURATION	
Game Mode	Soccar
Competition Type	2v2 Private Match
Series Length	Best of 3 (first to 2 games)
Arena	All standard arenas permitted. No non-standard or Rocket Labs arenas. Default: DFH Stadium.
Mutators	All mutators must be default.
Bots	Off
Platforms	Xbox, PlayStation, PC and Nintendo Switch. **Cross-play must be enabled.**

Tournament Format

- **League format.** Game days run every Monday for the duration of the stage. Teams play **two matches each game day** — Match A followed by Match B.
- Each match is a **Best of 3** — first team to 2 games wins the match. Points are awarded **per match**, not per game.

RESULT	POINTS
Match win	**3**
Match loss	**0**

A Best of 3 always produces a winner, so there are no draws in Rocket League. **Tie-breakers:** head-to-head → game differential → games won.

Rescheduling & Forfeits

- You may reschedule via the match chat on the platform. **The platform time is the official match time.** Reschedules can be made to any time during the week from Monday to Sunday.
- **All matches must be completed before Sunday midnight.**
- If an agreeable reschedule time cannot be made by both teams, the official game time is forced.
- Reasonable communication is expected from both teams. Check the schedule on your game day and begin communication through the match chat room. Teams should give at least **24 hours notice** for reschedule requests and respond within **24 hours**. Platform notifications can be activated if required.
- Results must be submitted as soon as possible after the match via the platform.
- If you know you can't play, **default the game in advance** through the platform.
- Teams who join after registration closes will not receive catch-up matches.

⚠ **NO-SHOWS:** Two consecutive no-shows without notice = removed from the tournament. If your opponent doesn't show, stick around — we'll try to match you with another available opponent.

Rosters & Eligibility

- All players must be **current post-primary students aged 13+**, attending school in Ireland.
- **Your teammate must be from your own school.** Teams cannot be made up of players from different schools.
- Rocket League rosters are **2 players — minimum and maximum. No substitutes.**
- Each entry must have a **Teacher-in-Charge** nominated at registration, contactable during match times.
- By registering, you confirm **parent/guardian consent and school endorsement**.
- All team names and in-game names must be **school-appropriate**. Admins can require changes.

Key Rules

DO

- ✓ Treat everyone with respect — players, Admins, opponents
- ✓ Screenshot your match results every game
- ✓ Let the Admin team know in advance if you can't make a match
- ✓ Check the platform regularly for announcements

DON'T

- ✗ Cheat, exploit bugs, or fix matches
- ✗ Use abusive, discriminatory, or offensive language
- ✗ Have non-roster players coach or communicate during a live match
- ✗ Pause unless you have a genuine technical issue (1 per team, 3 min max)
- ✗ Edit or crop result screenshots

Need Help?

- **Request an Admin** — use the button in your match chat and an Admin will join to sort it out.
- **Open a ticket or report an issue:** schoolesports.ie/support — screenshot everything and include full details.
- **Report bad behaviour:** raise a support ticket, or email us directly.
- **Anything urgent:** dylan@irelandesports.ie

Before You Play — Quick Checklist

- ✓ Team shows as **Active** on the platform
- ✓ In-game names shared in the match chat
- ✓ Opponents added before match time
- ✓ Settings checked against this sheet
- ✓ Ready to screenshot every result
- ✓ Score submitted right after the match

Rocket League is published by Psyonix / Epic Games. All participants must comply with their community and tournament guidelines. Full rules and FAQs: **schoolesports.ie/support**