

NZSSE SCHOOLS LEAGUE

ROCKET LEAGUE

Quick Reference & Game Rules | July 2026

MATCH DAY: Every Monday at 4:30 PM
FORMAT: Swiss — Bo5
TEAM SIZE: 3–5 players + up to 2 support staff
Tournament Platform: [NZ Esports Tournament Platform](#)

Your captain (or teacher) must join the Discord and select the game role to see channels and post results.

MATCH DAY — STEP BY STEP

1. Check the draw — [New Zealand Esports Federation](#). communicate through your match room to organise the lobby.
2. Add your opponents — Captains add each other in-game before match time.
3. The HIGHER SEED team creates: Play → Private Match → Create Private Match.
4. Settings: Soccar | 3v3 | No Bots | All Mutators: Default | Arena: DFH Stadium (or mutually agreed standard arena).
5. Share the match Name and Password with opponents in the match room.
6. Once all 6 players have joined the correct teams, both captains confirm ready. The host starts.
7. Teams play one set of Best of 5 (first to 3)
8. Submit the score — Both teams submit the result in the match room.

Score Submission Template:

SET 1: Team A (score) vs Team B (score)

SET 2: Team A (score) vs Team B (score)

e.g.

SET 1: OpTic Gaming (3) vs FaZe Clan (2)

SET 2: OpTic Gaming (1) vs FaZe Clan (3)

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

⚠ LATE? 15+ minutes late without notice = forfeit of both games. Report all late/FF situations via a support ticket or email schools@esf.nz.

GAME SETTINGS

Arena

All standard arenas are permitted. No non-standard or Rocket Labs arenas. Default: DFH Stadium.

Mutators

All mutators must be default. Non-default mutators = forfeit.

TOURNAMENT FORMAT

- Playdays are every Monday at 4:30 PM for the duration of the season.
- Bo5: The round consists of one Best of 5 matches played verse your opponents
- Swiss-style: teams with similar records play each other each week.

3 points for win, 1 for winning 2 games, and 0 for a loss E.G a 3-2 win would award team a 3 points and team b 1 point.

Tie-breakers: H2H → Default differential → Loss differential → Playoff

RESCHEDULES & FORFIETS

- 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 – 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 by both teams, teams are expected to check the schedule on Monday and begin communication through the match chat room. It is expected that teams will attempt to give at least 24 hours noticed for reschedule times, and teams will 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 opponents don't show, stick around — we'll try to match you with another available team.

ROSTERS & ELIGIBILITY

- All players must be current NZ high school students, residing in New Zealand.
- Each team must have a Teacher-in-Charge nominated at registration, contactable during match times.
- By registering, you confirm parent/guardian consent and school endorsement.
- Emergency subs require referee approval.
- All team names and in-game names must be school-appropriate. Refs can require changes.

NEED HELP?

- **Open a ticket:** [NZES Tournament Support Page](#)
- **Report an issue:** Screenshot everything and submit via a support ticket with details.
- **Report bad behaviour:** Use a support ticket or the NZ Esports Complaints Page. You can report anonymously.
- **Email:** schools@esf.nz for anything urgent.

KEY RULES

DO:

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

DON'T:

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

Rocket League is published by Psyonix / Epic Games. Comply with their community guidelines:
<https://www.rocketleague.com/community-tournament-guidelines>

Full rules: [NZSSE General Rulebook](#)