MSEA . AESM
MANITOBA SCHOOL ESPORTS ASSOCIATION

2024-2025
MSEA SENIOR YEARS
ROCKET LEAGUE
FALL SEASON

OVERVIEW

MSEA is pleased to invite you to our 2024-2025 Rocket League season! Rocket League is a fun game involving rocket-powered cars playing soccer. It is free to play and can be played from PC, Xbox, PlayStation and Nintendo Switch. Please read this document for information on the rules and setup for the MSEA Senior Years Rocket League tournament.

Tournament Dates:

Round Robin: Weekly matches on Wednesdays from October 9 to November 13, 2024. Matches begin at 4:15pm.

Playoffs: November 23, 2024 (SATURDAY) in person

Registration Deadline: October 4, 2024

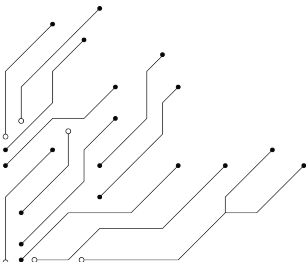We will be playing 3v3 rocket league matches in a 6-week season with playoffs at the end.

CHANGES THIS YEAR

Following feedback from the spring season, we have made a few changes to how the season will run. Here are the big changes:

- 3 matches per week
- Matches begin at 4:15 each week. Play the following matches as soon as your opponent is ready.
- 5 weeks of round robin groups matches, followed by 1 week of playoff qualifier matches. Top 4 from each of 3 divisions will qualify for playoffs
- In-person double-elimination playoffs

QUESTIONS

If you have questions or need more information, please contact the commissioner via the MSEA discord or email shawn.sadler@srsd.ca

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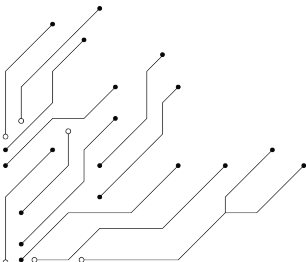MANITOBA SCHOOL ESPORTS ASSOCIATION

SEASON STRUCTURE

WEEKLY MATCHES:

a. Each team will have 3 round robin matches scheduled each week, with the possibility of a bye or extra match depending on registrations.
b. The first match should be started by 4:15pm. The second and third matches of the day should be played as soon as both teams are ready.
c. If you need to reschedule a match to another day, you will need to contact the opposing coach. See the MSEA Rules on rescheduling for more detail.
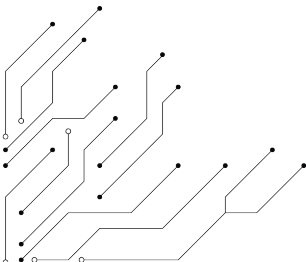
SEASON STRUCTURE

Note: for all stages, exact details for each point may vary slightly depending on how many teams register for the tournament.

1. Seeding Week (1 week)
    a. The first week of matches will be played in round robin groups of 4. Teams will be seeded based on information from registration.
    b. Results of the first week will be used to seed teams into the second stage.
2. Round Robin Groups Stage (4 weeks)
    a. The next 4 weeks of matches will be played in round robin groups of 4.
    b. After each week, the top team in each group will be moved "up" to the next higher group, and the bottom team in each group will be moved "down" to the next lower group.
3. Playoff Qualifications (1 week)
    a. Based on the results from the round robin groups matches, teams will be divided into 3 divisions (AAA, AA, and A divisions)
    b. Each division will play a double-elimination mini-tournament in order to qualify for the in-person playoffs. Seeding will be based on results of the round-robin stage.
    c. The top 4 teams from each division will qualify for the in-person playoffs
4. Playoffs
    a. Final playoffs will take place on December 1, 2023. These playoffs will take place in-person.
    b. Details on location and time will be communicated when they are available.
    c. Playoffs will be a double-elimination structure, with best-of-3 matches except for the grand finals which will be best-of-5.

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SEASON CALENDAR

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Sept 29	30 Truth and Reconciliation Day	Oct 1	**2 Coaches Meeting 8:00pm**	3	**4 Registration Deadline**	5
6	7	8	**9 Week 1: Seeding matches begin at 4:15pm**	10	11	12
13	14 Thanksgiving	15	**16 Week 2: Round robin matches begin at 4:15pm**	17	18	19
20	21	22	**23 Week 3: Round robin matches begin at 4:15pm**	24	25 SAGE PD Day	26
27	28	29	**30 Week 4: Round robin matches begin at 4:15pm**	31	Nov 1	2
3	4	5	**6 Week 5: Round robin matches begin at 4:15pm**	7	8	9
10	11	12	**13 Week 6: Playoff qualifiers begin at 4:15pm**	14	15	16
17	18	19	**20**	21	22	23 **Playoffs**

REGISTRATION INSTRUCTIONS

ONLINE REGISTRATION

Register through tournament website here (this link will also be on discord):

https://play.toornament.com/en_US/tournaments/8168627658864050176/

Registration Deadline is Friday, October 4, 2024. All teams must be registered by this date. You will need to register using the toornament website.

Please review team requirements and team name requirements in the rules.
The main contact email must be the teacher/coach in charge and should be sent to the league convener by email or via Discord after registration is complete.

DISCORD

You will need to join the discord server to get in-game tournament codes. You can also chat directly with the convenor on the discord server, and should use discord for rescheduling matches if you need.
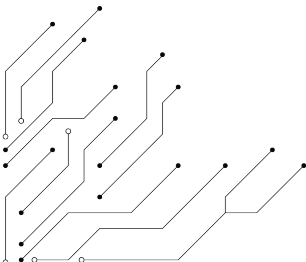
Join the discord server here: **https://discord.gg/jmWxK7j3rS**

COACHES MEETING

There will be a 30-minute coaches meeting held online at **8:00pm on Wednesday, October 2.** All coaches must attend. This meeting will be held on the MSEA Discord Server, in the **Senior Years Meeting channel.**

FEES

Schools must be members of MSEA to compete in this Rocket League season. MSEA membership includes registration for all of your teams for this Rocket League season (up to the maximum of 3 teams). Visit msea.gg or check the #msea-resources channel on discord for membership application and information. If your school is not an MSEA member when you register, we will send you the membership information.
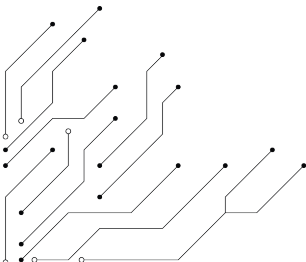
Schools that are not MSEA members in good standing by November 6 will not be eligible for playoffs.

WEEKLY INSTRUCTIONS

Each week, your team will need to do the following.

1. All team members log in to rocket league, at least 15 minutes prior to match start.
2. Check on the tournament site to see who you are playing. You will have three matches each week.
3. Check in discord for match code
    a. Home team: create a private match in Rocket League. See the coaches' info package for details.
    b. Away team: join the private match in Rocket League once the home team has created it. See the coaches' info package for details.
4. After your match: report the results using the tournament site. Make sure that you have reported your results before 9pm. Message the commissioner on discord if you are having issues.
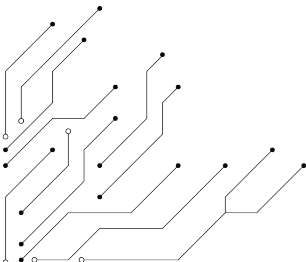
ROCKET LEAGUE RULES

1. Teams

    a. Each school may register any number of teams.

        i. Coaches are still responsible for communicating with your opposing coach in a timely manner, along with managing match codes/lobbies for all of your teams. because of this, we recommend schools have 1 coach per 2 or 3 teams, to keep the management duties to a reasonable level.

    b. Each team must have a minimum of 3 players and a maximum of 6 players

2. Match Rules:

    a. Each match is a best-of-3 series.

    b. Teams earn 3 points for each match win, 1 point for each match loss and 0 points for a match forfeit.

    c. Matches will be played using private matches in rocket league. One team captain will be responsible for creating a private match which the opposing team captain will join.

    d. Team captains will be responsible for communicating when their team is ready. Only after both teams have indicated that the are ready should the match begin.

    e. No Player is allowed to switch teams, or switch into spectate and then rejoin the original team during the kick-off sequence as that can lead to a lasting advantage in where a Player lines up for the kick-off. Any team that suspects their opponent of taking advantage of kick-off placement must save and submit video evidence/replay to the commissioner.

    f. Rocket League In-game Rules

        i. Mode: Soccar
        ii. Arena: DFH Stadium
        iii. Team Size: 3v3
        iv. Bot Difficulty: No Bots
        v. Mutators: Series Length – 3 Games
        vi. Time limit: 5 Minutes
        vii. Tie breaker: First to score

3. Substitutions

    a. Teams may start a Match with any combination of three (3) Players from their registered Roster.

    b. Substitutions are not allowed during a game, except in event of disconnections. See official MSEA rules for more info.

    c. Teams may substitute out players between games in a best-of-3 or best-of-5 match.