



Rocket League Ruleset

Player Eligibility: All players participating in RL competitions must have an active RL (North America) account in good standing displayed on their profile.

Only registered team members playing under their own account are allowed to play for a Team.

Basics: KCCEC will host an eight week season, followed by double elimination playoffs. The Loser Finals and Grand Finals will be streamed live, via

When we have more than 9 teams, a swiss based style will be used during the eight week season, prior to playoffs in order to properly seed teams.

1. Competition Method:

1. Soccer, 3v3

2. Match Winner:

1. The winner is the Team that wins the most Games in the Series.

3. Series Matches:

1. Matches will be best-of-five (5) during the regular season.
2. Matches will be best-of-three (3) for playoffs and elimination rounds.
3. Matches will be best-of-five (5) for loser finals and grand finals in the playoffs.

4. Restrictions:

1. Equipment, Skins, etc restrictions will Mirror that of the RLCS Restrictions.

5. Roster:

1. Players are allowed to switch during a Match (e.g. in-between games during a Bo5/Bo3), limited to two substitutions per Match per Team.
2. A player who is substituted out may be substituted back in later, using that team's second allowed substitution.
3. Players not registered as Subs or Players for the team are not allowed to compete under their Corporate banner.

6. Spectator Size:

1. Spectator slots may be occupied by Casters, KCCEC representatives and their designees, or players from either team not currently playing. Such players may stream from the Spectator slot.

7. Arenas/Map Pool

- Random (Standard Only)



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The text 'KCGAMEON' is rendered in a stylized, italicized font with a blue-to-purple gradient and a thin black outline, giving it a dynamic, esports-oriented appearance.