2 for the show

Ruleset

Introduction

2 for the show, organized by Rocket Baguette and sponsored by Epic Games, is an online Rocket League 2v2 tournament consisting in an open qualifier double-elimination phase on Wednesday, January 29th, 2025, followed by a main event, single-elimination phase on Thursday, January 30th, 2025.

The rules in this document govern the tournament. Each player unconditionally agrees to abide by these rules and the decisions that the Rocket Baguette staff makes about the tournament. These rules are subject to change at the discretion of Rocket Baguette.

Format

Open qualifier phase

- Registered teams will be entered in a double-elimination bracket meaning that a team will not be eligible to move forward if they lose twice.
- Seeding will be determined by Rocket Baguette at their discretion.
- The 8 final teams will progress to the main event phase.
- All matches will be played in a BO3 format except for the last two rounds of both upper and lower bracket.
- The Open Qualifier phase will start at 6 pm CET on Wednesday, January 29th, 2025.
- Registrations for the Open Qualifier phase will end at 5 pm CET on Wednesday, January 29th, 2025.
- The Open Qualifier is played online.

Main event phase

- 8 teams will progress to the main event phase from the open qualifier phase.
- They will be placed in a single-elimination bracket meaning that a team will not be eligible to move forward if they lose once.
- All matches will be played in a BO7 format.
- The Main Event phase will start at 8 pm CET on Thursday, January 30th, 2025.
- The Main Event is played online.

Registrations & player eligibility

- Teams can sign-up with a minimum of 2 and a maximum of 3 players.
- To be eligible to participate, a player must be at least 15 years old. Minors must have permission from a parent or legal guardian in order to participate in the Tournament.
- Players located in the following countries can participate: Andorra, Albania, Armenia, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Republic of Ireland, Italy, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Moldova, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine (except individuals located in Crimea), United Kingdom of Great Britain and Northern Ireland.
- Each player must have an active, valid Epic Games Account registered to such player and provide such Epic Account as part of the Tournament registration process. For clarity, providing an Epic Account as part of the Tournament registration process does not guarantee that a player will receive a prize in connection with the Tournament. Only Tournament Winners will be eligible to receive prizes in connection with the Tournament. To open an Epic Account, players can visit

https://www.epicgames.com/id/register/date-of-birth and follow the onscreen instructions.

Gameplay Rules & match procedure

- All matches must be played with the following settings: All standard arenas / 2v2 / No bots / Mutators : none / Match time : 5 minutes / Joinable by : name & password / Servers : Europe.
- Teams must check-in on the tournament platform before each match they have to play. They have 5 minutes to do so and will be disqualified if they don't.
- After both teams have checked-in, players must follow the tournament platform instructions to create / join the game lobby, unless the game is broadcasted, in which case teams must follow the instructions of the admins that will contact them through the tournament platform.
- Punctuality: all teams must have two players in the online match lobby by the match start time. Teams that do not have two players ready within 5 minutes of the match start time are subjected to a disqualification.
- Failing to respond to an opponent or an admin for more than 5 minutes will lead to a disqualification.
- Score reporting: players are encouraged to take screenshots of the final scoreboard after each game and share them to admins in case of a dispute between two teams. In such cases, admins will assess which team moves on according to the elements they have been provided.
- Disconnects : in the event of a disconnect, the shorthanded team will continue to play out the single game within the match series. The disconnected player may rejoin during the game that the disconnect occurred in or in between games of a match series but may not join in the middle of a following game in the series. After a disconnect, if a player cannot rejoin during the same game, the player will have 5 minutes to rejoin before the next game of the match series begins. If the disconnected player is unable to join the game prior to the next game in the series, the player's team may substitute another player from their roster.

Spectators and broadcasting

- No spectators are allowed in the game lobbies:
  - if a spectator enters the lobby before a game has started, teams must not start playing until the spectator has left, and call the tournament admins. If both teams play a game in the presence of a spectator, the result will be validated.
  - if a spectator enters the lobby while a game is being played, the team responsible for the spectator will be given a loss in the game. The spectator will have to exit the lobby before the series can resume.
- Players are allowed to livestream their own point of view. They can also share their live POV to a third-party broadcaster.
- Official broadcasts will occur during the Main Event phase. Players will have to follow admin instructions on the tournament platform.

Code of conduct

Participants are prohibited from engaging in any form of harassing, abusive, or discriminatory conduct based on race, color, ethnicity, national origin, religion, political opinion or any other opinion, gender, gender identity, sexual orientation, age, disability, or any other status or characteristic protected under applicable law. If the admin team decides that a participant has violated these terms, it may disqualify the participant from participation (or further participation) in the tournament.

Prize

€10,000 will be awarded for each event:
- 1st: €5,000
- 2nd: €3,000
- 3rd/4th: €1,000

Prize money will be distributed to each player individually via bank transfer. Transfers must be made to a European bank account owned by an individual aged 18 or more on the day the tournament is played.

Privacy

THE INFORMATION PLAYERS PROVIDE IN CONNECTION WITH THIS TOURNAMENT IS BEING PROVIDED TO HBW PRODUCTION AND NOT TO PSYONIX LLC.

HBW Production may process the following Players' Data: name, surname, email address, personal address, bank account information, Discord ID & game account information. Personal data of the Players may be processed on the following basis:
- in order to run the tournaments,
- in order to deliver earnings to Players,
- in order to perform the statutory accounting obligations of HBW Production.

Players have the right to access, modify or suppress their personal data stored within HBW Production. Requests must be made at: data@rocketbaguette.com.

Support

Join the Rocket Baguette Discord Server for help & support.

Disclaimer

THIS TOURNAMENT IS NOT ADMINISTERED BY PSYONIX LLC.

BY PARTICIPATING IN THIS TOURNAMENT, TO THE EXTENT PERMITTED BY APPLICABLE LAW, PLAYERS AGREE TO RELEASE AND HOLD HARMLESS PSYONIX LLC, ITS LICENSORS, ITS AND THEIR PARENTS AND AFFILIATES, AND ITS AND THEIR EMPLOYEES, OFFICERS, DIRECTORS, AGENTS, CONTRACTORS, AND OTHER REPRESENTATIVES FROM ALL CLAIMS, DEMANDS, ACTIONS, LOSSES, LIABILITIES, AND EXPENSES RELATED TO THE TOURNAMENT.

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