



**UNIVERSITY OF SOUTH FLORIDA**  
**CAMPUS RECREATION – INTRAMURAL SPORTS**

**Rocket League**

**GENERAL POLICY**

- For any questions or concerns regarding any of the following policies and rules please contact our Esports supervisor staff through the associated Intramural help channels in the USF Esports Discord.
- All officially enrolled students and Faculty and Staff members with an active Recreation and Wellness membership at the University of South Florida are eligible to play.
- In order to plan and schedule matches all participants must be members of the USF Esports Discord as well as be registered through FusionIM.
- All match scores must be reported through FusionIM.
- All players must play in the division associated with their highest account in-game rank. Any players found utilizing a lower rank alternate account will be disqualified.

**SPORTSMASHIP**

- All players will have a sportsmanship rating associated with their behavior during intramural matches.
- Following each game both players will give the other a sportsmanship rating on a 1-6 scale based upon their behavior in game.
- Factors which can affect sportsmanship rating can include in game toxicity and using chat features to attack opponents.
- Players are required to have an average sportsmanship rating of 4 in order to qualify for playoffs.

**RULES**

- Game Mode: Soccer
- Arena: DFH Stadium
- Team Size: 3v3
- Bot Difficulty: No Bots
- Team Settings
- Primary and accent colors should be set to Default

- Mutator Settings
- Preset Settings: Custom
- Match Length: 5 minutes
- Max Score: Unlimited
- Overtime: Unlimited
- Series Length: 5 games
- Game Speed: Default
- Ball Max Speed: Default
- Ball Type: Default
- Ball Physics: Default
- Ball Size: Default
- Ball Bounciness: Default
- Boost Amount: Default
- Rumble: None
- Boost Strength: 1x
- Gravity: Default
- Demolish: Default
- Respawn Time: 3 seconds