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OFFICIAL RULEBOOK

WEBSITE: www.SuperGirlGamerPro.Com

TWITTER + FACEBOOK: [@SGGamerPro](https://twitter.com/SGGamerPro)

TWITCH: [/SuperGirlGP](https://www.twitch.tv/SuperGirlGP)

Qualifying Series: *Every Sun, July 31 - August 21, 2022*

Championships: *Sunday, September 18, 2022*

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1. GENERAL

1.1 General Rules

- Every player must be registered on the [Challengermode](#) tournament platform in order to compete.
- Every player must join the [SUPER GIRL GAMER PRO Discord server](#) and frequently lookout for the announcements before, during, and after the tournament.
- Every player must read, understand, and agree to the rules for participation in the tournament. Players agree and consent to these rules, as well as ASA Entertainment's authority to enforce them, as a condition of their participation. Each player is therefore expected and required to abide by the Rules, and any failure to follow them will result in punitive measures.
- Every player must play with their main game account during the entire tournament series.
- Every team must hold an appropriate team name. Any team attempting to sign up for the tournament with a name deemed inappropriate will be asked to create a new team name in order to participate. Tournament Organizers have full authority to change and/or select appropriate abbreviations or acronyms for Broadcast graphics.
- This tournament is cross-platform.
- All players and accompanying substitutes on each team must be female, female-identifying, non-binary.
- Rules are subject to change at any given time if deemed necessary.
- The decisions of Tournament Administrators and Organizers are final.

1.2 Registration and Player Eligibility

- Registration for each weekly tournament will be held through [Challengermode](#)
 - Each team will need to Register for each week as they are all individual tournaments. The next week's Registration page will open immediately following the completion of the previous week's tournament.
- There are no registration fees.
- There is no rank or skill level required in order to be eligible to compete.
- Players must be at least 13 years old.
- All team members must be female (includes female-identifying and non-binary players)
- A Google Form must be completed by each player to help verify identity and gather game-related information. This Form is available in the "Tournament Info" section on the Registration page (Challengermode)

- Tournament Organizers have the right to reach out to individual players to gather more info and/or further verify at the Tournament Organizer’s discretion.
- Tournament Organizers may mic-check individuals prior to each Tournament and have the authority to randomly join/request a mic-check at any given time to help confirm identity.
 - **Team voice comms during the tournament will be required to be held through the Super Girl Discord Server**
- Open to NA + EU
- A player may not play on multiple teams throughout the Summer Season Tournament Series or be included on a roster for multiple teams in any given week.
 - If a team disbands during the Season and a player wishes to join another team, please notify TA
- A “Team” will consist of three (3) players and one (1) optional Substitute.
- Your account must be in good standing at the start of the tournament and remain in good standing throughout the tournament series.
- Make sure to be updated on the latest patch before your matches. The tournament will use the latest available version.
- Current employees of ASA Entertainment and SpaceTime Strategies are not permitted to compete in this Tournament Series.
- Signing up for the tournament also acts as a media waiver for the Super Girl Gamer Series (which includes both the Online Qualifying Series and the Championships event, collectively “the Event”). You hereby grant to ASA, its successors and assigns (the "Distributors") the non-exclusive right to utilize your appearance, name, voice, image and likeness in connection with the Event, the Event’s live streams, or programming produced by ASA about the Event in any and all manner and media throughout the world in perpetuity (“Grant of Rights”). You hereby waive any right that you may have to inspect or approve any finished product or any advertising copy that may be used in connection therewith or the use to which it is applied. You hereby warrant that you have the full legal right, power and authority to make this Grant of Rights, and that this Grant of Rights shall not infringe upon the rights of any third party. You hereby assign all right, title and interest you may have in any and all media in which any or all of your appearance, name, voice, image or likeness has been captured in connection with the above Distributors, along with full rights of assignability. The foregoing does not grant the Distributors or third parties the right to use your recognizable likeness and/or name on merchandise or in connection with the direct endorsement of any products or services of Event sponsors or any other entity other than as explicitly set forth above.

2. TOURNAMENT SERIES STRUCTURE

2.1 Qualifying Process

- This Tournament Series will consist of four (4) weeks of open Qualifier tournaments plus a season-ending Championships Event for the finalists.
- Each week will serve as a new tournament bracket of up to eight (8) teams.
- Each team will earn points based on how they placed in that week's tournament.
- Points are cumulative from week to week.
- The top four (4) teams with the most points at the end of the four-week Qualifiers will be considered the Finalists and advance to the Championships.
- Teams have the ability to compete in as many or as few qualifier weeks as they would like. There is no requirement to compete in all four (4) weeks, but this will affect your overall ranking at the end of the Qualifiers.

2.2 Championships

- At the conclusion of the four (4) week qualifying series, the top four (4) teams with the most points will advance to the Championships.
- In the event of a tie in points to determine the final four (4) teams, tiebreakers will be used in the following order: Overall Game Differential (The total number of games won by a team minus the total number of games lost by such team), Head to Head (Game differential in games between tied teams), Game Differential against common opponents and highest goal differential in games between tied teams.
- The Championships will be held online on **Sunday, Sept. 18, 2022.**
- Player identification re-verification will be conducted at the discretion of Tournament Organizers immediately following the conclusion of the Qualifying Series.
- If a player or team has been found to falsify who they are, they will forfeit their position as a Finalist, losing their spot in the Championships. Their open spot would then go to the team with the next highest point total.
- Format:
 - Single-Elimination
 - Semis-Finals: Best-of-seven (BO7)
 - Bronze Medal Match: Best-of-five (BO5)
 - Grand Finals: Best-of-seven (BO7)
 - All matches will be livestreamed

2.2.2 Prizing

- Select sponsor product may be awarded to each finalist as determined by Event sponsors.
- A cash prize will be awarded to all finalists.
 - **\$7,500** total cash prize pool
 - 1st Place: \$3,300
 - 2nd Place: \$1,800
 - 3rd Place: \$1,350
 - 4th Place: \$1,050
- Distribution of payment will be made via direct deposit to each individual player.
- Team Captain will supply Tournament Organizers with how their winning amount shall be distributed to each player and/or substitute.
 - If we are unable to receive a response from the Team Captain, payment will be distributed with an even split per each of the three (3) players that competed at the Championships.
- Payment Paperwork will be sent out to each player at the conclusion of the Qualifying Series to gather required personal and banking information for payment.
- Payment Paperwork must be received in a timely manner and completed correctly prior to processing payment.
 - If all information is accurate and received in a timely manner, payments will be processed for deposit no later than thirty (30) days after the Championships event.
- For all international players, 30% will be deducted from prize money for U.S. Taxes. IRS Form 1042 will be mailed to you after year-end.
- It is the sole responsibility of the player to respond to emails or any form of communication outreach by Tournament Organizers regarding tournament prizing and payment within three (3) business days or Tournament Organizers will not be held liable for any late prizing payments or shipments.
- Specific questions regarding payment can be directed to Amanda Ball at ASA Entertainment (amanda@asaent.com or Discord: **amanda**. | **SGGP#1324**)

2.2.3 Roster Locking

- A Team may switch players and substitute as many times as needed between weeks during the first four weeks of the tournament series.
- After Week 4, each Team must lock in their full roster (3 Players plus 1 optional Substitute) with the Tournament Administrators.
 - Roster Locking Deadline: **Sunday, Aug. 28th**
 - Players on your final roster must have competed in a minimum of 2 weeks within the 4 weeks of play in the roster.
 - Only submitted roster and substitutes for that week may play.

- Any roster swaps after the lock-in date must receive special permission from Tournament Administrators and will be reviewed on a case by case basis.

2.3 Points System

- Certain point values will be awarded to teams based placement in that week's tournament.
- Points are cumulative and will be added from week to week.
- If a team has been disqualified due to a reason deemed appropriate by Tournament Organizers, that team will receive zero points for the week.

PLACEMENT	POINT VALUES
1st	100 points
2nd	75 points
3rd	50 points
4th	35 points
5th – 6th	20 points
7th – 8th	15 points

2.4 Tournament Format

2.4.1 Qualifier Weeks

- A bracket of eight (8) teams.
- Competition Type: 3v3
- Double-elimination.
- All matches will be played as best-of-five (BO5) with the Grand Final being a best-of-seven (BO7).
- Week 1 seeding will be done in order of teams' average Rocket League competitive ladder ranking.
 - Each subsequent week will use prior placements as seeding. If a team has not participated in prior weeks, they will be seeded at the bottom of the tournament according to rank.
- Tiebreakers will be used in the event of a seeding tie. They are used in the following order: Overall Game Differential (The total number of games won by

a team minus the total number of games lost by such team), Head to Head (Game differential in games between tied teams), Game Differential against common opponents and highest goal differential in games between tied teams.

- Each week will be played on the latest patch.

2.4.2 Championships

- The top four (4) teams with the most points at the end of the Qualifying Series will advance to the Championships event.
- Competition Type: 3v3
- Seeding for the Championships bracket will be based on teams' overall standing after the Qualifying Series.
- Tiebreakers will be used in the event of a seeding tie. They are used in the following order: Overall Game Differential (The total number of games won by a team minus the total number of games lost by such team), Head to Head (Game differential in games between tied teams), Game Differential against common opponents and highest goal differential in games between tied teams.
- The Championships will be played on the latest patch.
- Format: Single-Elimination
 - Semis-Finals: Best-of-seven (BO7)
 - Bronze Medal Match: Best-of-five (BO5)
 - Grand Finals: Best-of-seven (BO7)
 - All matches will be livestreamed

2.5 Schedule and Match Set-up

- Open Qualifier - WEEK 1 - Sunday, July 31 (4:00p EST - approx. 9:00p EST)
- Open Qualifier - WEEK 2 - Sunday, Aug. 7 (4:00p EST - approx. 9:00p EST)
- Open Qualifier - WEEK 3 - Sunday, Aug. 14 (4:00p EST - approx. 9:00p EST)
- Open Qualifier - WEEK 4 - Sunday, Aug. 21 (4:00p EST - approx. 9:00p EST)
- Championships - Sunday, Sept. 18 (2:00p EST - approx. 8:00p EST)

- The schedule for the entire series will be posted on the [Tournament Website](#).
- All weeks will be streamed live on [Twitch](#) and [Facebook Gaming](#)
 - The broadcast during the qualifier weeks will begin at 4:00p EST
- Match times will be communicated to players through [Discord](#).
- Each player is responsible to be aware of and ready for their scheduled match time.

- Changes to the schedule are at the discretion of the Tournament Administrators and will be announced to players in Discord.

Challengermode Check-In:

- All players must check-in sixty (60) minutes before the tournament start time to confirm their participation. Check-in will be open from 3:00p - 3:45p EST.
- **If more than eight (8) teams have registered to compete, the first eight (8) fully registered teams to check-in will be the teams seeded in the bracket.**
- All three (3) players on the Team needs to be checked-in in order for that Team to be considered “checked-in” and seeded.
- Each player from each team must be in the game lobby and ready-up fifteen (15) minutes prior to the match start time.
- If a player is not in the game lobby and ready for their match time, they will forfeit their match resulting in their opponent automatically advancing to the next round.
- Teams that appear on the left side of the matchup will be responsible for hosting the lobby.

Game Settings:

- Game Settings
 - Default Arena: DFH Stadium
 - Team Size: 3v3
 - Bot Difficulty: No Bots
 - Mutators: None
 - Match Time: 5 Minutes
 - Joinable By: Name/Password
 - Platform: PS4, PS5, Nintendo Switch, Steam, Xbox One or Xbox One X
- Server Selection
 - Default server is US-EAST unless both teams decide to go to another server.
- Game Start
 - Players may not join their designated side until three Players from each Team have joined the Game.

2.6 Reporting Results

- Both teams will be responsible for submitting and verifying the results of their match.
- Teams should take screenshots of the end game leaderboard and upload them to Challengermode or Discord.
- On Discord please use the **#score-submissions** channel under the ROCKET LEAGUE category to upload match results.

- On Challenger mode please use the match page to upload the match results.

3. COMPETITIVE INTEGRITY

3.1 Cheating Prevention & Player Code of Conduct

- Any form of cheating will not be tolerated for the entirety of the Tournament Series.

Examples are as followed:

- Collusion (e.g., any agreement between two or more Teams or Players on different Teams to predetermine the outcome of a Game or Match), Match fixing, bribing a referee or Match official, or any other unfair or illegal action or agreement to intentionally influence (or attempt to influence) the outcome of any Game, Match, or Tournament.
- Hacking or otherwise modifying the intended behavior of the Rocket League game client.
- Playing or allowing another Player to play on a Tournament Account registered in another person's name (or soliciting, encouraging, or directing someone else to do so).
- Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.
- Intentionally exploiting any game function (e.g., an in-game bug or glitch) in a manner not intended by Psyonix in order to gain a competitive advantage.
- Using distributed denial of service attacks, swatting, or similar methods to interfere with another Player's connection to the Rocket League game client.
- Using macro keys or similar methods to automate in-game actions.
- Intentionally disconnecting from a Match without a legitimate reason for doing so.
- Accepting any gift, reward, bribe, or compensation for services promised, rendered, or to be rendered in connection with unfair play of Rocket League (e.g., services designed to throw or fix a Match or Game).
- This includes, but not limited to, all kinds of scripters, or any software that gives a player an unfair advantage.
- All tournament weeks will be broadcasted and streaming of Rocket League matches will be allowed.
- Tournament Broadcasters and Administrators are allowed to spectate and/or join voice comms for any game at any given time.
 - All players are expected to exhibit good sportsmanship and maintain respect for one another, players, the community, and the staff. This sportsmanship must be upheld during the entirety of the Tournament Series and across all

platforms; in-game, on Social Media, in Discord, and in Twitch chat. Any behavior that is considered to be inappropriate and in violation of the Player Code of Conduct includes, but is not limited to, the following:

- Non-fair-play behavior, physical or verbal abuse towards players, staff, or any participant.
 - Acting in an unsportsmanlike or disruptive manner, or with the intent to disrupt or undermine the legitimate operation of the Tournament, or to abuse, threaten or harass any other person.
 - Engaging in collusion, which is an agreement between two or more teams or players on different teams to predetermine the outcome of a game.
 - Hacking, exploiting, the use of any kind of cheating device and/or cheat programs, or any similar cheating method.
 - Intentionally using any in-game bugs or so-called “hacks” to seek an advantage.
 - Cheating, manipulating game files, using unapproved game modifications, or any other method by which one may gain an unfair advantage over another player.
 - Engaging in violence or any activity which is deemed in the judgment of the Tournament Administrators to be immoral, unethical, disgraceful, or contrary to common standards of decency.
- **ROLE OF COACHES:** Coaches may be present in voice channels during the game, but **must stay manually muted in Discord during gameplay.**
 - Teams that attempt to gain an unfair advantage will be subject to penalties.

3.2 Disciplinary Action for Misconduct

- Any player who violates these rules may be warned, disqualified from the tournament, or banned from the Tournament Series entirely. This decision will be at the sole discretion of the Tournament Administrator depending on the severity of the action and the number of times that player has been reported. You can talk to your Tournament Administrator to report improper or suspicious behavior.

3.3 Disconnections

- If a disconnect occurs, the shorthanded Team must 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 subsequent Games in the series. After a disconnect, if the Player cannot rejoin during the same Game, the Player will have five 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 if this is the first disconnect for the Team during the series.

- No pauses will be permitted.