



## Rocket League - Online Match Guide

Pending the number of teams and available PCs at a host site, preliminary rounds of Rocket League may be required to be played online prior to the in-person Sectional tournament. Online preliminary rounds will be played until 16 teams remain. The remaining 16 teams will complete the tournament in person at the Sectional site. Sectional hosts must notify the IHSA if online play is necessary.

In the event that the number of entries in a given game requires preliminary rounds to be played, those shall be played on Wednesday, Thursday, and Friday of Week 42 in the IHSA Standardized Calendar. Participating schools will schedule a date and time to play the online match. If the schools involved cannot agree on a date and time to play, the IHSA office will determine when the match will be played. Tournament sites and school assignments will be posted online.

All match results must be communicated to the Sectional host manager and the IHSA office. The winning school must email the Sectional tournament manager and Chris Schwarz ([cschwarz@ihsa.org](mailto:cschwarz@ihsa.org)).

### *Online Rocket League Set Up*

1. Coaches of competing schools in each pairing must contact each other and determine a date and time for the match. Coaches' emails can be found through the IHSA Directory. A Google search of **[school name] IHSA** will take you to that school's directory.
2. The team listed on top of the bracket pairing will be Team 1. The team listed on the bottom will be Team 2.
3. Team 1 is responsible for creating the lobby, using the School Name and game number on the official tournament bracket. Example: Danville Game 1
4. Matches must be played using the settings as written in the [IHSA Esports Game Summaries](#). Some of these settings include:
  - a. Team Size: 3v3
  - b. Bot Difficulty: No Bots
  - c. Match Length: 5 minutes

\*\*All online matches are best of 3 games.