



2026 Titletown Esports League Official Rules

Table of Contents

- A. General Information
- B. League Eligibility
- C. Schedule
- D. Team Requirements/Roster
- E. Entry Fee + Prizing
- F. Group Play
- G. Playoffs
- H. Championship
- I. General Gameday Rules
- J. General Conduct
- K. Terms
- L. Contact Info

The following rules and regulations in this handbook ensure the success, safety and efficiency of the Titletown Esports League. All participants agree to comply with the rules and procedures when registering for the league. All decisions regarding the interpretation of these Rules, Player eligibility, scheduling and staging of the League, and penalties for misconduct, lie solely with Titletown, the decisions of which are final. These Rules may be amended, modified or supplemented by the Circuit, from time to time, to ensure fair play and the integrity of the League. Titletown may act with the necessary authority to preserve the best interests of the League. This power is not constrained by the lack of any specific language in this document.

A. General Information

- a. Game: Rocket League
- b. Group play and Quarterfinals of the Playoffs will be virtual.
- c. Semifinals of the Playoffs and the Championship will be in-person at Titletown (on Saturday, April 11). Each team competing in the Championship will need to be present at Titletown on April 11.
- d. Titletown Rocket League Commissioner: Forrest Pelky (WolfClock in Discord)
 - i. The Commissioner will guide the league along during its season and will be the main referee and decision maker regarding player disputes.



B. League Eligibility

- a. Age Requirement: Players must be at least 13 years old at the time of registration for the league. Players under 18 years old must have the permission of their parents or guardian.
- b. Equipment: Players can play on any gaming platform that Rocket League is available including PC, Xbox, PlayStation, and Nintendo. During the in-person event at Titletown, each team will be provided a PC including: a monitor, keyboard and mouse, headset, and Xbox One controller. Players can bring their own controller, headset, mouse, or keyboard for this in-person event. Make sure to bring any cables needed to hook up your equipment.
- c. Accounts: Players must have a Rocket League account in good standing, if your account is suspended you may not play in the Titletown league until the account is reinstated by Psyonix or the Commissioner. You must play on your submitted registration account. You may not change your in-game name without permission from the Commissioner.

C. Schedule

- a. Dates: Wednesdays, March 25 – April 8 + Saturday, April 11
- b. Timing: Matches will begin between the times of 7-9 p.m. CST
 - i. Broadcasted matches will begin at 7 p.m. CST
- c. Virtual Group Play: Wednesdays, March 25 & April 1
- d. Virtual Playoffs (Quarterfinals): Wednesday, April 8 (top eight from Groups)
- e. Playoffs (Semifinals) and Championship: Saturday, April 11 (top four) in-person at Titletown

D. Team Requirements/Roster

- a. Teams must have four registered players on their roster.
- b. Rosters may be changed until March 22 at 11:59 p.m. CST. After that they are locked in.
- c. Substitutions: Teams may bring in a substitute on their roster in between games. Substitutions may occur if a teammate has technical difficulties. Such as disconnection or average ping over 120. A full team roster of three players must be in attendance to play.



E. Entry Fee and Prizing

- a. Entry Fee: FREE
- b. Prizes: The winning team will be awarded Titletown gifts card of \$50 per player and medals. The second place team will be awarded \$25 gift cards.

F. Group Play - Swiss

- a. This season will use the Swiss format with groups up to eight teams. Each group will play three rounds. The goal is to pair teams with identical win-loss records in each round without eliminating anyone. For the first round, the eight teams are paired randomly or by seed. In the second round, the four winners from round one (1-0) play each other, while the four teams with losses (0-1) face off. By the third round, pairings continue based on performance: the two undefeated teams (2-0) play to determine the group winner, the winless teams (0-2) play each other, and the remaining teams with 1-1 records play. This makes it likely that every team plays three games and usually results in a clear hierarchy (one 3-0 team, three 2-1s, three 1-2s, and one 0-3).

G. Playoffs

- a. Top 8 teams from Group Play will advance to the Playoffs Quarterfinals (April 8). The 4 teams that win their Quarterfinals match will play live at Titletown (on April 11) for a chance to play in the Championship match.
- b. Playoffs will be formatted as a single elimination bracket.

H. Championship

- a. The winners of each Semifinals match will compete in a Championship match, live at Titletown on Saturday, April 11.

I. General Game Day Rules

- a. Start Time: Play begins at 7 p.m. CST.
The Commissioner will have match schedules posted in the Discord. There will be a 15-minute grace period for each team's captain to check in, after that your team will automatically forfeit the match.
- b. Match Format:
 - i. All Group Play games will be the best of three set.
 - ii. All playoff games will be the best of three set.



- iii. The Championship will be a best of five set.
- iv. Each team in the Semifinals and the Championship are required to play in-person at Titletown.
- c. Private Match Creation and Procedure:
 - d. Which team creates the lobby will be determined on the Discord server. Required private match name and password will be available on the Discord server.
 - e. Players are not allowed to join the match until all three players from each team have joined the lobby. If a player joins the match before all players are present, all players will leave the private match, and the designated team will recreate the private match.
- f. Private Match Settings
 - i. Game Mode: Soccer
 - ii. Default Arena: Champions Field
 - iii. Team Size: 3v3
 - iv. Bot Difficulty: No Bots
 - v. Team Settings: All Default
 - vi. Mutators: Series Length - 7 Games
 - vii. Match Time: 5 Minutes
 - viii. Joinable By: Name/Password
 - ix. Platform: Cross-platform
 - x. Server: US-East
- g. Score Reporting:
 - h. Each Team Captain will report the match outcomes of the set through the Discord server. It is recommended that players take a screenshot at the end of a match in case of any dispute.
- i. Rescheduling Play:
 - i. You must report a reschedule to the Commissioner on the Discord server. Teams are allowed to reschedule their set up to two days from the original play date. Teams scheduled for live broadcast must inform the Commissioner of rescheduling no later than 48 hours before the originally scheduled set.
 - ii. If a team is unable to reschedule, the original play date and time will be honored. If any team is unable to play during that date and time, it will result in a forfeit for that set. The team with less than three active players will take the loss. If both teams do not show, both will take a loss.
 - iii. If a team must call a forfeit, they will take an automatic loss, and the opposing team will gain an automatic win.



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- j. Pausing or restarting matches:
 - i. Pauses are allowed if agreed upon by both teams. Repeated pauses will be judged by the Commissioner. Teams are only allowed a total of 15 minutes of pause time for the set (max of seven games).
 - ii. Match restarts must be approved by the Commissioner. Scores would be reset if a restart is granted.

J. General Conduct

- a. All players are to play to the best of their ability and play fairly. Any collusion, hacking, exploiting, or cheating will result in an immediate ban. Any sort of smurfing behavior will not be tolerated. Remember, many eyes are on each player during the game.
- b. Profanity, insults, disruptive or abusive behavior will lead to a penalty as determined by the Commissioner.
- c. If a player leaves the game through intentional disconnection or a rage quit, that player's team will auto forfeit the match.
- d. In case of any ruling of any kind, the Commissioner will oversee resolving the ruling for the opposing group.
- e. You must have a full team to compete. You may not play without a full three (3) player team. In the event you cannot field a full team it will be counted as a loss.

K. Terms

- a. Titletown is not affiliated with Rocket League, Discord, or any gaming platform. Players must independently register and agree to those terms and policies as applicable.
- b. Titletown reserves the right to amend the rules at any time.
- c. Titletown and any companies affiliated with this event are not responsible for any technical or human error which may arise in the process of the tournament. Titletown reserves the right to cancel, adjust, delay, suspend, or terminate the event or tournament. By participation in Titletown Esports, each participant agrees to be bound by official rules.
- d. In exchange for the permission granted to me to participate in any way in Titletown Esports, the participant accepts and assumes complete and absolute responsibility for all risks encountered by participant as a result of their purely voluntary participation. The adult participant and/or minor participant(s) by and through his/her/their parent or guardian agrees to release, hold harmless and indemnify Titletown, Green Bay Packers, Inc., Titletown Sportservice, Inc.,



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Delaware North Companies, Inc., Delaware North Companies Sportservice, Inc., any instructor, facilitator, or operator of the Activity and its related equipment, and their respective employees, agents, assigns, owners, affiliates, contractors, officers, directors, sponsors, and insurers (collectively, the “Releasees”) from any actions, suits, damages, claims, or judgments that may result from any personal injury, property damage, or death which the participant may sustain while participating in Titletown Esports, even if the injury or damage is caused by the negligent act or omission of the Releasees or its agent. This release of liability shall be a full and final compromise and settlement of any claims for any injury or damage suffered by the Participant as a result of the activity. Nothing in this Release shall be construed as a release, discharge, or waiver of any claim that Participant may have for reckless or intentional acts of the Releasees or their respective agents.

- e. Participant further agrees to indemnify the Releasees, and their respective employees, agents, assigns, owners, corporate subsidiaries, affiliates and parents, officers, directors, and insurers, from any and all actions, suits, damages, claims, or judgments that may result from any personal injury or property damage which any other persons may sustain as a result of the Participant’s conduct during or relating to the activity.
- f. Participant further authorizes the Releasees and anyone authorized by them, to retouch or alter any photographs, video, audio, or other media taken of the participant and the participant’s property and use it, in whole or in part, with or without the participant’s name, signature, and/or biographical information or other identification of any other fictitious or real person, in any and all media, for advertising, publicity, sales or other commercial purpose, in perpetuity, and to claim and register its copyright in same; and further, release and hold harmless the Releasees and their respective employees, directors, officers, agents, successors, and assigns from any and all liability (including but not limited to claims for invasion of privacy or defamation) arising from the use of the participant’s photograph, video, picture, image, likeness, voice, audio, and any other media, and from any blurring, distortion or optical illusion which may occur or be produced, as well as from the use of the participant’s name, signature, and/or biographical information; and further relinquish all right, title and interest in and to the negatives and prints and their reproduction, including the right to approve their final form, context and use.



L. Contact Info

- a. For any questions prior to registration please contact:
 - i. Titletown
titletown@packers.com
- b. For any technical questions during league play please contact:
 - i. Forrest Pelky
Discord: WolfClock;
Email: fpelky@gmail.com