AORUS Rocket League Cup x Intel

RULEBOOK

Selection process:

1. Any Team is Allowed to register for this Event .

2. All teams have to register themselves on
https://www.toornament.com/en_US/tournaments/4314885184347365376/information?fbclid=IwAR3hmwYdD0rLyblSonli0jbnreZEJvYBmwHhX0KaplGZjuwaHnzAMeS31nA

3. Players are required to provide their game IGN and platform.

4. Teams are required to report 15 mins before their match. Failure to comply will result in disqualification.

5. Hacking results will be permanently ban from all the Aorus Events and Rocket League Bangladesh Community. Moss will be required for this tournament.

Mappool :

● Aquadome

● Champions Field

● DFH Stadium

● Forbidden Temple (Standard)

● Mannfield

- Neo Tokyo

- Urban Central

- Utopia Coliseum

- Wasteland

Best-of-three Matches:

- Team A will ban a map.

- Team B will ban a map.

- Team A will pick a map.

- Team B will pick a map.

- Team A will pick a map

- Team B will pick a map.

- Team A will ban a map.

- Team B will ban a map.

Game Server Location:

SouthEast Asia/SEA servers

changes can be done if the admins decide to.

Number of Players:

Maximum number of 4 players will be allowed. No player other than that will be allowed to play.

Breaking this rule can bring heavy penalty like disqualification.

Rules Changes:

The Tournament administration reserves the right to amend, remove, or otherwise change the rules

outlined in this Rulebook, without further notice. The Tournament administration also reserves the right

to make a judgment on cases that are not specifically supported, or detailed in this Rulebook, or to make

judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship.