



LASEF RULEBOOK

Rocket League

Format & Settings

Match Format	Regular Season: Best-of-3 (Bo3) Playoffs & Finals: Best-of-5 (Bo5)
Grade Levels	Two divisions: Elementary & Middle School, and High School
Platform	PC, Xbox, PlayStation, Switch (cross-platform)
Game Mode	Soccer
Team Size	Varies by tournament: 3v3 or 2v2 (subs allowed for both); Solo (1v1, no subs)
Lobby Settings	Arena: Random Bot Difficulty: No Bots Region: lowest mutual ping, otherwise US Central Mutators: Off
Game of Record (GOR)	The in-game countdown timer ends and the game states "GO."
Tiebreaker	Each game tied at time expiry goes to overtime; the first goal (golden goal) wins the game.
Disconnections	Play continues through a disconnect. The disconnected player may attempt to rejoin mid-game. If they cannot rejoin during the game, the team has 5 minutes before the next game to return the player to the lobby or replace them with a substitute — a substitute may not replace them mid-game. Otherwise, the match will proceed to the next game with the players present. If a full team disconnects, they have 5 minutes to return or forfeit that game.
Additional Rules	Controllers: players may use a controller or mouse & keyboard. Content Updates: any cars or items disabled by the publisher are not allowed; matches run on the current patch.

Louisiana Scholastic Esports Federation (LASEF) — this document is part of the living LASEF Rulebook and is subject to update. See the official LASEF rules page for the current version and Change Log.