

ROCKET LEAGUE TOURNAMENT

BALTICS
GAMING
EXPO | 1

Sponsored by
SAMSUNG

PRESENTED BY



RULE BOOK

Foreword	3
General Terms & Conditions	4
Prize Pool	4
Tournament Format	5
Registration and Participation	6
Tournament Flow	6
Substitute Player and Coach	6
Roster Changes	7
Broadcasting	7
Code of Conduct.....	7
Penalties	8
Force Majeure.....	8
Support	8
Useful Resources.....	8

Foreword

This document outlines the regulations of the 2026 Rocket League tournament organized by Baltics Gaming Expo.

These rules are applicable to all stages of the tournament. Any breach of the outlined rules will result in penalties for a player and/or team, up to and including disqualification.

Baltics Gaming Expo reserves the right to modify the rules and resolve any situation at their own discretion and judgement if it is not described in the rulebook. Any decisions by the tournament staff will be guided by the principles of fairness and sportsmanship, and, above all, the integrity of the tournament.

Regardless of outcome, our objective is to ensure that the tournament remains an enjoyable and positive experience for everyone, therefore all participants are expected to conduct themselves in a respectful and professional manner towards fellow participants, staff, and all other parties involved.

**Cheers,
Baltics Gaming Expo Team**

General Terms & Conditions

- All individuals who are eligible, willing and able to travel to Vilnius, Lithuania, are allowed to participate in the tournament.
 - The Grand Finals will be held on May 23rd, 2026, in Vilnius, Lithuania.
 - Participating teams may be vetted in advance to ensure they are eligible.
 - Individuals who are nationals of the **Russian Federation** or **Republic of Belarus** are **not eligible** to participate in the tournament.
 - Upon request, players must provide their personal information with proof to tournament staff, such as full name, address, date of birth, current residence, and any other requested information.
 - All finals participants are required to be on-site during the Grand Finals.
 - Playing the Grand Finals remotely is not allowed.
 - Travel expenses will not be compensated by the tournament officials.**
- The **minimum age requirement** of the participants is limited by the Competitive (RLCS) minimum age requirement for Rocket League – **13 years or older**.
 - All minors (under the age of 18) participating in the Grand Finals **must have written** consent from their parents or guardians. This consent must be provided to the tournament officials in advance. The form may be found [here](#).
- The cash prize shall be paid out via bank transfer no later than 90 days after the conclusion of the tournament**
 - By default, the cash prize is paid out to the team captain, but if requested it can be distributed across all 3 players of a team in equal parts.
 - If requested, the cash prize may also be additionally distributed to the team's substitute players and/or coach.
 - To receive the cash prize, each recipient must provide a valid bank account number and the SWIFT code of their bank.
 - If the recipient does not have a valid bank account, their share of the cash prize may be transferred over to a representative specified by the recipient.
- A **team** may consist of **no more than 3 main players, 1 substitute player, and 1 coach**.
 - Changing the team's roster** (adding or removing team members) **is not allowed after the start of qualifier**. Therefore, we strongly suggest each team to add at least one substitute player and/or coach before the start of the qualifier.
 - This rule also applies to teams participating in the Grand Finals. The roster that was registered in the qualifier must be maintained up to, and including, the Grand Finals.
 - Substitute players can be swapped into the main roster before the start of each game.
 - The coach may also be registered in the role of a substitute player.

Prize Pool

The total prize pool of the 2026 Rocket League Tournament by Baltics Gaming Expo consists of €3,000, which is distributed in the order below:

- 🏆 1st place – €1,500
- 🥈 2nd place – €900
- 🥉 3rd place – €600

Tournament Format

Open Qualifier:

- Date: April 26th, 2026, 16:00* EEST (GMT+3)
- Format: Best-of-5, Double-Elimination
- Registration: https://cutt.ly/CCB_RL-2026
- Online
 - The qualifier is carried out via the ChallengerMode platform.

1. The Tournament is carried out online until 3 teams remain in the standings:
 - 2 teams in upper bracket and 1 team in lower.
2. Then the Tournament is paused and the remaining teams are invited to participate in the live event Grand Finals, held on the LAN stage in Vilnius, Lithuania on May 23rd, 2026.

Grand Finals:

Date: May 23rd, 2026, 10:00* EEST

Format: Best-of-7.

Offline (LAN):

LITEXPO (Address: Laisvės pr. 5), Vilnius, Lithuania.

1. All Grand Finals participants must be present at the specified location no later than 1 hour before the scheduled start of the Grand Finals.
2. All minors participating in the Grand Finals must provide a consent and agreement form signed by their parent or guardian. You may use the form provided [here](#).
 - 2.1. This form must be provided to the tournament organizer as soon as possible after the conclusion of the qualifiers.
3. The organizers oblige to provide necessary equipment for all finals participants, including:
 - Table
 - Chair
 - Computer
 - Monitor
 - Keyboard
 - Mouse
 - Headset
 - Mousepad

However, it is strongly advised for players to bring their own peripherals.

4. The Grand Finals will be played out on LAN Match.
5. Additional information about the Grand Finals will be provided separately to the Finals teams at a later date.

Registration and Participation

1. To register in the qualifier, each participant must take the following steps:
 - 1.1. Register an account in ChallengerMode (or login to an existing account).
 - 1.2. Connect your Epic Games or Steam account to the ChallengerMode
 - 1.2.1. All tournament games must be played on the associated Rocket League game account. Playing on a different account is not allowed.
 - 1.3. Create a team in ChallengerMode and invite the other team members to join.
 - 1.4. Join the Comic Con Baltics Discord channel:
<https://discord.gg/ccbaltics>
2. The team is added to the list of participants only when there is a minimum of 3 players in the team's roster, however entry to the qualifier is guaranteed only after completing the check-in phase.
3. All participants must check-in to the qualifier 30 minutes before the start in ChallengerMode, otherwise they will not be seeded into the bracket.
 - 3.1. During the check-in phase, registration to the qualifier is still open – a team may both register and check-in to the qualifier at the same time, before the start of the qualifier.
4. A player may only belong to one team.

Tournament Flow

1. After the check-in phase, all teams are seeded into the qualifier.
 - 1.1. After the bracket has been seeded, re-seeding is no longer possible, and no adjustments will be made to the bracket. Any teams that have missed the check-in phase will not be accommodated.
2. A 10-minute preparation period is granted before each game, during which:
 - 2.1. All players must press the Ready button in the ChallengerMode lobby.
 - 2.2. When all players are present in the Game lobby, the game must start as soon as possible.
 - 2.2.1. No other people may be present in the Game lobby, except for the registered roster of both teams.
3. After the game has finished, the teams must screenshot the end game screen and report the result in ChallengerMode manually.

Substitute Player and Coach

1. Every team may have at most one substitute player and one coach.
 - 1.1. The substitute player and coach must be registered into the roster before the start of the qualifier.
 - 1.2. The coach may also be registered on the role of a substitute player.
2. Substitute player may be swapped into the main roster before the start of each game.

Roster Changes

1. Team Captains are not allowed to change the team's roster (add/remove team members) after the start of the qualifier
 - 1.1. This includes adding or removing substitute player.

Broadcasting

1. All participants are allowed and encouraged to broadcast any stage of the qualifier from their perspective.
 - 1.1. For the Grand Finals, broadcasting of the participant point-of-view is allowed only with prior notice and explicit permission from the tournament organizer.
 - 1.2. Third parties are allowed to co-broadcast all stages of the tournament by using the official broadcasting feed provided by Comic Con Baltics.

Code of Conduct

1. All participants must at all times observe the highest standards of personal integrity and sporting conduct at all parties involved:
 - 1.1. Participants are required to behave in a respectful manner in all interactions with other competitors and tournament officials.
 - 1.2. Participants must comply with the decisions and instructions of tournament officials in a respectful and non-combative manner. Any objections or concerns should be raised to tournament officials privately after compliance.
 - 1.3. Any communication between participant and tournament officials shall remain confidential. Publication of such correspondence without the consent of tournament officials is strictly prohibited.
 - 1.4. Participants may not use words, gestures, or digital or physical objects, or any other means to transmit, allow, or facilitate messages that are obscene, vulgar, provocative, hateful, racist, insulting, threatening, abusive, slanderous, defamatory, or otherwise offensive or objectionable. Participants may also not use any expressions that are discriminatory on the basis of race, skin color, ethnicity, national or social origin, gender, language, religion, political or other opinions, sexual orientation, medical condition, or any other characteristic or status, towards any party involved.
 - 1.5. Participants may not match-fix or manipulate the outcome of any match or request others to do so. Participants may also not place any bets or wagers on the tournament.
 - 1.6. Participants may not engage or find themselves in any conflicts of interest that could harm the integrity of the tournament.

Penalties

By breaking any of the rules, the participants are subject to the following penalties, depending on the severity of the violation:

- Verbal warning
- Reduction of prize winnings
- Player disqualification
- Team disqualification

Force Majeure

Any acts, events, or circumstances that constitute a breach of the rules but occur beyond the reasonable control of the participant may be exempt from penalization. Such cases include, but are not limited to, natural disasters, widespread communications outages, and health emergencies, as well as any other events that render performance by the participant impossible.

Any such case must be notified to the tournament organizer immediately and will be handled on a case-by-case basis. In such cases, the organizer may act outside the standard rules as it deems appropriate.

For the avoidance of doubt, the following shall not constitute such an event: personal internet outages, hardware malfunctions, or power outages affecting a single participant or team.

Support

Should any issues or additional questions arise, you may contact the tournament staff using the link below:



Comic Con Baltics Discord:
<https://discord.gg/ccbaltics>

Please use the dedicated channels in the Comic Con Baltics Discord server to ensure fastest response times from the tournament staff

Useful Resources

1. How to register a new account on ChallengerMode: [link](#)
2. How to link your Rocket League game account to your ChallengerMode account: [link](#)
3. How to register to a tournament: [link](#)
4. How to swap in substitutes to the main roster: [link](#)