Platform: Rocket League (PC, Xbox, Playstation, Nintendo Switch)

Roster Size: Starters 3 per roster (2 athletes / 1 partner) | **Subs** up to 2 per roster (1 athlete / 1 partner or 2 athletes)

Schedule: Weekly as scheduled with opposing coach (following schedule)

Streaming Limitations: Let the other coach know and stream with a 3 minute delay.

Format: Standard 3v3 (Best of 5)

Match Settings:

+ Arena: DFH Stadium
+ Team Size 3v3
+ Bot Difficulty: No Bots
+ Mutators: None
+ Match Time: 5 Minutes
+ Joinable By: Password/Name
+ Platform: Steam, PS4, Xbox, or Nintendo Switch (Must have cross compatibility enabled)
+ Server: US-East

Quick Joining/Hosting Procedure:

1. If you are the team hosting the lobby (please coordinate with the opposing coach to see who will be hosting the lobby) have your students create a custom lobby with the above settings.
2. Give the username/password to the opposing coach.
3. Once both teams have joined coaches can agree to start and play the best of 5 set.
4. First to win 3 games wins the match.

[Link to Full Ruleset](#)