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BFBS Pro League Season 2 Ft. Rocket League Official Ruleset – v1.1

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1. Introduction

This document outlines the rules governing all tournaments in the **BFBS Pro League Season 2 Ft. Rocket League**. It establishes a structured and consistent set of standards enforceable across all levels of competition for every player, team, and service participating in the league.

1.1 Acknowledgement and Acceptance of The Rules

By participating in any BFBS Pro League Season 2 Ft. Rocket League event, you agree you have acknowledged and accepted the following rules and standards (“Rules”):

BFBS Pro League Season 2 Ft. Rocket League Rules (this document), including any updates or amendments.

BFBS Pro League Code of Conduct, outlining acceptable behaviour for players, services, and representatives.

BFBS Pro League Terms and Conditions, covering platform access, security, data processing, and liability.

All players, team leaders, and representatives must read, understand, and agree to always comply with these Rules to participate in BFBS Pro League events.

1.2 Modification of The Rules

BFBS and Tournament Officials may amend or supplement these Rules, with or without prior notice, to uphold the Code of Conduct, protect the integrity of the BFBS Pro League, or comply with applicable law. They may also modify the league format or eligibility requirements with reasonable notice before changes take effect.

Updates will be communicated through a revised version of these Rules and via notification on the official BFBS Esports Discord server. You must always comply with these Rules to participate in BFBS Pro League events.

1.3 Upholding the Rules

Players are responsible for helping ensure all participants follow our Rules. Any rule infringement affecting a live match should be reported as soon as possible. Reports made hours or days later may limit or prevent Tournament Officials from applying sanctions in a timely fashion to help maintain competition integrity.

2. Eligibility and Team Composition

2.1 Player Eligibility

All players must be part of the eligible military community. The eligible military community is defined as:

- All UK Serving Military
- Direct family members of UK serving military and Veterans (including spouses, parents, children and siblings)
- Reservists
- Cadets
- Veterans
- MOD Civil Servants
- Royal Fleet Auxiliary personnel

The minimum age required to participate in any tournament is 13 years of age.

Players must add their Epic Games username, representing their main account, to their Profile within the bfbssports.com website to participate. Players may not use any alternate accounts not linked to their profile on the platform, unless explicitly agreed upon with a Tournament Admin.

Gamer Tags, aliases and usernames cannot be deemed offensive or otherwise in violation with these Rules or the Code of Conduct. This applies to all names used across tournament communications.

Players under 18 years of age will require the written permission of a parent or guardian to participate and compete in the BFBS Pro League Finals, should they qualify for that stage of the event.

Players may be required to submit ID to attend the BFBS Pro League Finals and claim any prizes. Failure to comply may result in disqualification from the tournament, and prizes made forfeit.

Gamer Tags cannot be changed whilst in progress of an active tournament.

2.2 Team Composition, Core Players and Substitutes

Teams must contain at least 3 eligible Core Players.

A Core Player is defined as a player who is expected by the Team to compete across the length of the season, within that Team.

A Substitute is defined as a Player who is not expected by the Team to compete across the length of the season, within that Team, but may compete to replace a Core Player in their absence.

Teams are permitted to compete using registered Substitutes, but only under the following conditions and circumstances:

- 1)** Substitutes may only compete in replacement of a Core Player if their Player MMR is, at most, 25 MMR above their teams Team Average MMR, and at most, 25 MMR above the Core Player that they are replacing.
- 2)** Substitutes are limited to representing a total of 3 or fewer Teams across the course of the season.
- 3)** Teams must field 2 or more of its Core Players at any given time. Under extenuating circumstances that prevent this, a Team may be permitted to compete, and accumulate Points, using at minimum, 1 of its Core Players. This must be discussed with and approved by a Tournament Admin at least 2 hours before the event begins.

Examples of valid extenuating circumstances may include:

- Unavoidable and unforeseen service obligations
- Serious illness or injury
- Significant personal crisis

Teams are permitted a Coach, but they will not be allowed to enter an in-game lobby. A Coach must have a registered BFBS Esports account, but they do not need to meet the Player eligibility criteria provided in this ruleset to support to their team.

Core Players and Substitutes may only compete and represent a single team on the day of a tournament.

Once the sign-up deadline is reached for a BFBS Pro League Season 2 Ft. Rocket League event, members of a Team are not allowed to make modifications to their Team, unless a Tournament Admin deems it necessary in the face of an extenuating circumstance.

Team Logos, Avatars and Sponsors for each team must not display or represent any offensive imagery or anything otherwise in violation of these Rules or the Code of Conduct.

A Player will have a Player MMR score assigned to them before sign-ups close for the event that they have entered. This score is defined as their highest achieved MMR in Competitive Doubles OR Competitive Standard Rocket League playlists, over the last 10 in-game seasons (as determined by RLTracker).

A Team will have a Team Average MMR score assigned to them before sign-ups close for the event that they have entered. This score is defined as each Core Players highest achieved MMR in Competitive Doubles OR Competitive Standard playlists, over the last 10 in-game seasons (as determined by RLTracker), added together and divided by 3.

2.3 Service Representation

Teams must not represent or claim affiliation with a military service or associated group without official written approval from a service's or associations official esports representative.

Teams representing a military service must include at least one official service representative registered on the BFBS Esports website for each competition.

Teams must not misrepresent services or associations by modifying official names or acronyms in any capacity that is not approved by a service's or associations official esports representative (e.g., Team names like "RAFlyers" are not permitted).

2.4 Qualification Points

Teams accumulate Qualification points based on their final placements across a Main Event, consisting of 2 distinct tournament stages: Swiss and Playoffs.

The following table shows the Qualification Points ("Points") awarded for a final placement ("Placement") across each Main Event Stage.

Placement	Points	Rewarded by
1st	16	1 st in Playoffs
2nd	12	2 nd in Playoffs
3rd-4th	9	Semi Finals in Playoffs
5-8th	6	Quarter Finals in Playoffs
9-11th	4	2-3 record in Swiss
12-14th	2	1-3 record in Swiss
15-16th	1	0-3 record in Swiss

A Team may only accumulate Qualification Points for that respective event if the competing team follows the rules outlined in Team Composition (2.2).

At the end of the 4th week of Main Event – Playoffs, all tallied points will be totaled. The Top 8 teams on Qualification Points after this event will have qualified and thus be extended invites to compete in the BFBS Pro League Ft. Rocket League Grand Finals.

The BFBS Pro League Ft. Rocket League Grand Finals will be hosted live in-person in September, with more details to be revealed through the course of the BFBS Pro League Ft. Rocket League season.

Teams are advised to compete in all 8 qualifiers to maximise their points across the qualification period. However, Teams are not required to participate in all qualifiers across all dates. (e.g. a team may wish to only compete in Qualifier 2, 4 and 7)

If a qualified team is invited to the BFBS Pro League Ft. Rocket League Grand Finals but is unable to participate for any reason, the invite will be forfeited and given to the next team down in the Points Leaderboard without an invite.

2.5 Verification

You may be required to provide verification of your eligibility at any point during participation of any BFBS Esports competition. This includes but is not limited to your Epic Games account name and/or Eligibility status and/or age. If your Military status needs verifying, you may be asked to provide information to a BFBS Staff member:

Service Personnel:

MOD90

Email Verified through mod.gov.uk

Vouched by the chair of your esports club/Service Representative.

Veterans:

Veteran ID card

Service number (Independently verified)

Vouched by a chair of an esports club/Service Representative

Certificate of service

Service Family:

Relation to be disclosed and proof of service from said family member i.e. MOD90,

Certificate of service etc.

Cadets:

An adult point of contact from whom detachment could be provided with a MOD email address

2.6 Communication

When a Team registers to any competition, that Team agrees to be active in communication with Tournament Officials through the official BFBS Esports Discord server in accordance with any stipulations of competition play, or the Code of Conduct. Players must join the BFBS Esports Discord from [this link to participate](#)

Support communication or Admin communication with individual participants must be conducted through either the Discord linked above or the Support Ticket system on the BFBS Esports website. Any correspondence attempts through DM may be ignored or any actions stated in private messaging may not be binding. This is to ensure all Tournament Officials have access to ongoing discussions and that transcripts can be generated of said discussions, which can be provided to both the Tournament Officials and the user(s) involved for clarity.

2.7 Confidentiality

All contents of tickets, support requests, and correspondence with the Admins or Tournament Officials, or BFBS in any BFBS Esports competition are to be treated confidentially and may not be published in picture, text or in analogous reproduction. Publication requires agreement from BFBS.

3. Competition Format

Listed below are the competition formats used for each stage of the events contained within BFBS Pro League Season 2 Ft. Rocket League

3.1 Community Qualifiers

This qualifier uses a scaling format to allow for a flexible number of registered teams. Exact group and bracket sizes will be determined by the number of registered and checked in teams. From this stage, 8 teams will Qualify for the Main Event linked to the Qualifier participated in. The graphic below indicates the format used for a given number of registered teams:

# of Teams	Format	Series Length est.	# of Series	Event time est.	Qualified
< 4	Round Robin	35 minutes	1-3	2 hours	All teams
5-8	Double Elim	25 minutes	6	2 hours 30	Top 4
9	Double Elim	25 minutes	4	2 hours	Upper 4, Lower 4
10	Double Elim	25 minutes	4	2 hours	Upper 4, Lower 4
11	Double Elim	25 minutes	4	2 hours	Upper 4, Lower 4
12	Double Elim	25 minutes	4	2 hours	Upper 4, Lower 4
13	Double Elim	25 minutes	5	2 hours 30	Upper 4, Lower 4
14	Double Elim	25 minutes	5	2 hours 30	Upper 4, Lower 4
15	Double Elim	25 minutes	5	2 hours 30	Upper 4, Lower 4
16	4x Group of 4	35 minutes	3	2 hours	Top 2 of each group
17-28	4x Groups of 4-7	25 minutes	3-6	3 hours	Top 2 of each group
29-64	Single Elim (Bo3)	25 minutes	5-6	3 hours	Top 4

3.2 Main Event – Swiss Stage

8 Teams will qualify for each individual Main Event via the relevant Community Qualifier preceding it, with a further 8 teams qualifying through direct invitations extended to affiliated UK Armed Forces Esports Community groups.

UK Armed Forces Esports Community groups include the RAF Video Gaming & Esports Association, Royal Navy Esports, British Army Esports and UK Veterans Gaming. These groups will be given the opportunity to select 2 Teams of active service personnel representing their association, to draft into each BFBS Main Event stage.

These invite slots must be filled, at latest, 48 hours before the season begins, and will apply for the entire season. Invites cannot be granted or changed during the BFBS Pro League Ft. Rocket League Season.

Should any Invite slots remain unfilled before the season starts, Tournament Admins will offer additional slots to UK Armed Forces Esports Community group Team(s) with the highest Team Average MMR in place of the unfilled invite slot(s).

These Invited teams (8) and Qualified teams (8) will compete in the Main Event through 5 rounds of a Swiss format.

Through this stage, teams will compete until their win record reaches 3 series losses, or 3 series wins. 3 losses will eliminate a team from the Main Event. 3 wins will progress a team to the next weeks' Main Event Playoff stage.

For every round of this format, a team will be paired against another that has an identical series win record. Individual game difference is factored to pair matches, ensuring that teams can be rewarded for strong performances relative to their peers, even in defeat.

To minimise the likelihood of repeat matchups through the weeks of competition, round 1 seeding pairs in Swiss will be adjusted week by week.

For example:

Main Event 1: 1 v 16 (First Pairing in Round 1 of Swiss)

Main Event 2: 1 v 15 (First Pairing in Round 1 of Swiss)

Main Event 3: 1 v 14 (First Pairing in Round 1 of Swiss)

Main Event 4: 1 v 13 (First Pairing in Round 1 of Swiss)

Teams eliminated through this Swiss Stage, with 3 series losses, will be awarded the following qualification points for their performances:

Placement	Points	Rewarded by
9-11th	4	2-3 record in Swiss
12-14th	2	1-3 record in Swiss
15-16th	1	0-3 record in Swiss

Teams qualified through this Swiss Stage, with 3 series wins, will qualify for the Main Event – Playoff stage.

3.3 Main Event – Playoff Stage

8 teams that have qualified through the Main Event – Swiss Stage will compete in a hybrid elimination playoff bracket. This format places the Top 4 performing teams from the Main Event – Swiss Stage into the Upper Bracket of the Playoff stage, and the Bottom 4 performing teams into the Lower Bracket of the Playoff stage.

Once the event has concluded, teams will be awarded the following qualification points for their performances across the Swiss and Playoff stages:

Placement	Points	Rewarded by
1st	16	1 st in Playoffs
2nd	12	2 nd in Playoffs
3rd-4th	9	Semi Finals in Playoffs
5-8th	6	Quarter Finals in Playoffs
9-11th	4	2-3 record in Swiss
12-14th	2	1-3 record in Swiss
15-16th	1	0-3 record in Swiss

3.4 Accounts and Seeding Methodology

Each BFBS Pro League Ft. Rocket League event will be independently seeded, based on a combination of factors listed below.

Seeding relies on player data and records being available. Players must add their Epic Games profiles to their BFBS Esports Account to be seeded accurately, or else risk disadvantage in competition.

Community Qualifier Seeding – Priority Factors

BFBS Qualification Points

Team Average MMR

Main Event – Swiss Stage Seeding – Priority Factors

BFBS Qualification Points

Preceding Community Qualifier Performance

Team Average MMR

Main Event – Playoffs – Sole Factor

Preceding Swiss Stage Performance

Teams who have BFBS Qualification points will have seed priority and be seeded above teams without. If 2 teams have the same BFBS Qualification points, the team with the highest Team Average MMR will have a higher seed.

If a Player's registered Epic Games Name is incomplete, invalid or changed, their Player MMR value will be set to 0 and factored into their Team Average MMR

Players or Teams that try to falsify their records to improve their seed for any given Qualifier will be sanctioned.

Players or Teams that play under Epic Games accounts that are not listed on their BFBS Esports profiles may be sanctioned.

If a team signs up to an event less than 1 hour prior to check-in and/or signups being closed, they risk inaccurate seeding.

3.5 Match Setup and No Shows

Lobby settings should be as follows:

Server: Europe

Game Mode: Private Match – 3v3 Standard

Match Time: 5 minutes

Arena: DFH Stadium

Mutators: None

The team listed as the “Home” team in a given fixture must host the custom lobby.

Teams may only start the match once: the minimum number of players (3 players) from both teams are in the lobby, maps have been selected and both teams have confirmed they are ready to start.

Should both Teams agree, the Arena featured may be changed to any Arena within the active map pool for standard competitive maps, which currently includes:

Players may request a map change, should their FPS struggle on Arenas selected. In these cases, the Host team must oblige.

DFH Stadium
Urban Central
Beckwith Park
Utopia Coliseum
Mannfield
Wasteland
Aquadome
Neo Tokyo
Champions Field
Farmstead
Salty Shores
Forbidden Temple
Neon Fields
Deadeye Canyon
Sovereign Heights
Estadio Vida
Drift Woods
Futura Garden

Teams have 5 minutes from the start of their round start (matchup) to engage with their opponents and a further 5 minutes to enter and begin their match.

If both teams do not have at least 2 team members in the match lobby and are ready to play then the team with the fewest number of players will forfeit the match. If both teams have the same number of players in the lobby and are not ready, the away team will forfeit the match.

If a team forfeits 2 matches in a series they forfeit the whole series.

Tournament admins reserve the right to change these timings if circumstances require.

3.6 Match Remakes

In the first 2 minutes of the match either team can request a match remake provided the following criteria are met:

- The match has been played for less than 90 seconds
- No goals have been scored.
- At the time of the remake request, there was not a reasonable chance for a goal from

the opposing team. If there is disagreement over this, the replay must be sent to the tournament admin for review.

No team can request for more than 1 remake per series, outside of mutually agreed instances for issues affecting both teams.

Teams may request a late remake from the admin team if they believe there is a bug that is affecting the competitive integrity of the match. It is then for the tournament manager to decide if the match should be remade or not.

3.7 Group Tiebreakers

In case teams are on the same score within the group stage, these tiebreaker methods will be applied in the order below:

- Head 2 Head
- Game Difference
- Goal Difference
- Tiebreaker Match

3.8 Qualification Points Tiebreakers

In case teams are on the same Qualification points after all 4 Main Events have completed, these tiebreak methods will be applied in the order below:

- Higher overall finishing position average
- Direct Head 2 Head record
- Game Difference
- Tiebreaker Match

3.9 Check-in period

Check-ins will begin at 15:00 BST through to 19:00 BST for each competition day. Check-ins are required by each Team to compete.

If a team does not check-in during this period they will not be granted admission to the tournament, as it is assumed that the team is unable to play.

All times on the website are BST, except for view on the “Calendar” specifically, which will display timings in your local time.

3.10 Broadcasting

Players bear full responsibility for their conduct when broadcasting themselves competing in a BFBS Pro League tournament and do not represent the views or opinions held by BFBS or affiliated UK Armed Forces Esports Community Groups.

BFBS Esports will have an official broadcast to follow each individual competition stage. Players are not guaranteed to be represented on these broadcasts, however, the Tournament Organiser will make an effort to showcase a variety of participating teams.

Teams will be required when asked by a Tournament Admin to enter a Broadcasted lobby, hosted by BFBS Esports, as opposed to a private match hosted by a host team. Teams will be notified of this in advance of their match up by a BFBS Esports member of staff via Discord.

3.11 Result Disputes

Teams are encouraged to take screenshots of the scoreboard at the end of each match for submission to the tournament platform along with the score.

In the case of any conflict in result, screenshots, recordings and in-game replays will be referred to. If neither team can provide proof of the match result, the team's match histories will be reviewed.

When reporting rule infractions to admins it is necessary for teams to provide proof of the incidents in the form of a screenshot or preferably a recording of the whole incident.

Editing any form of screenshot or recording of a match that is to be submitted to admins as evidence is strictly forbidden.

3.12 Competitive Integrity

Players and Teams always agree to uphold the competitive integrity of the competition and compete under the spirit of the rules. Unfair play can and will result in sanctioning under any of the following circumstances:

- Match Fixing or Throwing
- Agreement made between Teams or Players to intentionally influence match results
- Hacking, DDOSing, Botting
- Account sharing
- Use of macros

3.13 Sanctions

If a Player, Team, or Representative are found to be in violation of the Rules or any accompanying documentation such as the Code of Conduct, Tournament Officials reserve the right to apply any of the following penalties that they deem fit for purpose based off the severity of the infraction:

- Verbal Warning
- Written Warning
- Communication Suspension
- Communication Ban
- Game Forfeiture
- Match Forfeiture
- Disqualification from a specific Tournament
- Disqualification from a Tournament Series
- Undefined time – temporary suspension from any BFBS Esports competitions or activities
- Permanent ban from any BFBS Esports competitions or activities
- Reduction and/or removal of accumulated points in any given points system or structure
- Reduction and/or withholding of all prize earnings either monetarily or otherwise.

3.14 Spirit of the Rules

It is at the discretion of the Tournament Manager to modify any of the rules above for any reason. The rules are most likely to be amended in the following cases (without limitation):

If a different patch/version release is used and modifications to the rules are necessary to ensure fair play.

If a game-breaking bug is discovered during the course of the tournament.

If players are suspected or proven to be engaging in unfair play or collusion to fix the results of a game.

If changes to game settings and/or operations guidelines are necessary due to differences between online and offline tournaments.

If there are substantial delays to a tournament that would prevent it from concluding in a timely fashion.

In the event that a rule amendment is made, teams will be informed immediately of the changes made and the reasons why, via the tournament's main communication channels.

All decisions regarding the interpretation of these rules lie solely with the Tournament Manager, the decisions of which are final.

3.15 Full Schedule

This is the complete schedule of the 2026 BFBS Pro League Season 2 Ft. Rocket League

19:30 Thursday 2nd July – Community Qualifier 1 (Group Stage)

19:30 Wednesday 8th July – Main Event 1 (Swiss Stage)

19:30 Wednesday 15th July – Main Event 1 (Playoffs)

19:30 Thursday 16th July – Community Qualifier 2 (Group Stage)

19:30 Wednesday 22nd July – Main Event 2 (Swiss Stage)

19:30 Wednesday 29th July – Main Event 2 (Playoffs)

19:30 Thursday 30th July – Community Qualifier 3 (Group Stage)

19:30 Wednesday 5th August – Main Event 3 (Swiss Stage)

19:30 Wednesday 12th August – Main Event 3 (Playoffs)

19:30 Thursday 13th August – Community Qualifier 4 (Group Stage)

19:30 Wednesday 19th August – Main Event 4 (Swiss Stage)

19:30 Wednesday 26th August – Main Event 4 (Swiss Stage)

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"BY PARTICIPATING IN THIS EVENT, TO THE EXTENT PERMITTED BY APPLICABLE LAW, PLAYERS AGREE TO RELEASE AND HOLD HARMLESS EPIC GAMES, INC., ITS LICENSORS, ITS AND THEIR AFFILIATES, AND ITS AND THEIR EMPLOYEES, OFFICERS, DIRECTORS, AGENTS, CONTRACTORS, AND OTHER REPRESENTATIVES FROM ALL CLAIMS, DEMANDS, ACTIONS, LOSSES, LIABILITIES, AND EXPENSES RELATED TO THE EVENT.