

DUFFBALL16

ROCKET LEAGUE TOURNAMENT RULES

Subscriber Specials • Classic Tournaments • Duffine Chaos • Duffine Real Rules

Purpose	Fast, fair and easy-to-check rules for players and viewers.
Rule authority	Duffball16 is the host and final referee/judge for event rulings.
Version	Official Updated Rules Book • August 2026 Written by: Portal Master Of Games (@PMOG) and Duffball16 (Duffball16)

READ THE QUICK REFERENCE FIRST.
Use the detailed sections only when a specific situation needs checking.

@PMOG

D16SS

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READING TIP

Rules are written for fast checking. Blue “Example” boxes explain situations; purple “Why this rule exists” boxes give short context. These boxes help explain a rule but do not override the rule itself.

1. Quick Reference & Key Terms

If you only have one minute, read this page. Detailed wording appears later.

Question	Fast answer
Does typing first guarantee a tournament spot?	No. Duffball16 rotates players and decides who enters so more people get a chance.
Are all tournaments prize tournaments?	No. Only formats announced as prize-eligible carry a cash/gift prize.
Can I use another Rocket League account?	No. Alternate/second accounts are not allowed for tournament entry or play. If caught using one, you may be disqualified or banned.
Can players team up in Duffine Chaos?	Yes. Alliances, targeting and betrayals are part of the Chaos.
Can I demand a replay/VAR review?	Only in Duffine Real Rules may you ask for a replay/VAR review. Duffball16 decides whether a review is needed.
Who decides close or unusual situations?	Duffball16 is the final referee/judge for the event.

Key Terms

Event / Ceremony: One overall tournament event, even if it continues across multiple streams or days when Duffball16 says those streams belong to the same event.

Prize-eligible: A tournament that Duffball16 has announced will pay the listed cash/gift prize.

NULL: A player/entry treated as unavailable or missing for the affected match, normally resulting in a match loss.

Referee / Judge: Duffball16, unless he clearly appoints another person for a particular decision.

Event-specific ruling: A rule clarification, setting or adjustment announced for that event. Important changes normally apply from that point forward.

2. Joining & Player Selection

2.1 How to ask to join

Comment in the livestream and add/friend “Duffball16” in Rocket League when required. Asking to join is a request for a place; it is not an automatic guarantee that you are in the next bracket.

2.2 Player rotation and priority

Players may ask to join as many tournaments as they like, but Duffball16 will normally prioritise players who have played less during the event so more people get a chance. Typing first is only one factor and does not guarantee the place.

EXAMPLE

Player A has already played four tournaments and types first. Player B has not played yet and asks shortly after. Duffball16 may select Player B so the event stays open to more people.

2.3 Joining after a tournament has started

If you ask to join while a tournament is already in progress, you will normally be considered for the next tournament instead of being inserted into the active bracket.

2.4 Stay reasonably available

Once selected, keep an eye on the livestream/chat or otherwise remain reachable enough to respond when your match is called. You do not have to watch every second, but you are responsible for being ready. If you briefly need to leave, tell Duffball16 where reasonably possible.

3. Tournament Formats & Matchmaking

Classic tournament sizes

Mode	Classic	Long	Normal prize status
1v1	8 players	16 players	Prize-eligible when announced/listed
2v2	4 teams	8 teams	Prize-eligible when announced/listed

3.1 All ranks are welcome

Players of all Rocket League ranks may enter. Perfectly equal matches cannot be guaranteed, and some skill differences are expected.

3.2 Random draw first, balance when needed

Matchups and teams may initially be selected using a spin wheel, mystery hat, or another random method on stream. Randomness is part of the fun, but Duffball16 may redraw, swap or rebalance players when the result is obviously one-sided, heavily predictable or likely to be unfun. The aim is reasonable balance, not perfect mathematical equality.

EXAMPLE

If a 2v2 draw puts both clearly strongest players on one team and two beginners on the other, Duffball16 may swap players before the tournament.

3.3 Not enough players

If there are not enough players for the planned tournament, Duffball16 may delay it, run private/public games or other side activities while waiting, reduce the bracket, change the format, postpone it, or cancel it. A changed/smaller format is not automatically prize-eligible; Duffball16 must announce whether a prize still applies.

EVENT ATMOSPHERE

Streams may run for several hours, but their exact length depends on turnout and what happens during the event. Side games such as private matches, public team games or Duffine Chaos may be used while waiting for enough players.

4. Prizes, Prize Limits & Claims

Standard prize amounts

Tournament	Normal winner prize	Notes
Qualifying 1v1	£10	PayPal, gift card or agreed alternative
Qualifying 2v2	£5 per eligible winning player	Tracked per player individually

4.1 Only announced prize tournaments pay

Cash/gift prizes only apply to tournament formats Duffball16 has announced as prize-eligible. Classic 1v1 (8 players), Long 1v1 (16 players), Classic 2v2 (4 teams), Long 2v2 (8 teams), or larger/special versions may qualify when announced. Short practice brackets, waiting games, private matches, improvised mini-tournaments, Duffine Chaos, Duffine Real Rules or other side activities do not automatically carry a prize unless Duffball16 says they do.

4.2 Two paid tournament wins per event

A player may receive the normal tournament winner prize for their first two prize-eligible tournament wins during the same event/ceremony. If that player wins a third time, they still keep the tournament win/title, but the prize passes to the highest-finishing eligible player, normally second place. In 2v2 this limit is tracked separately for each individual player.

4.3 Gifting a prize

A winner may voluntarily give their prize to another person. The tournament win and prize-limit count stay with the original winner. Receiving a gifted prize does not count as a tournament win or use one of the recipient's two paid-win slots.

EXAMPLE

A wins a £10 tournament and gifts the £10 to B. A has used one paid-win slot. B has used zero because B did not win that tournament.

4.4 Claim your prize

Winners are responsible for contacting Duffball16 to arrange the prize. Claiming it in the same week is preferred and normally it should be claimed within about 1–2 weeks. If you cannot claim it yet, contact Duffball16 as soon as possible. Late claims may still be accepted, but the prize is not guaranteed to remain available indefinitely and the final decision is Duffball16's.

IMPORTANT

Entering the tournament means accepting responsibility for claiming your own prize within a reasonable time.

4.5 Payment method

Money is preferred first, normally through PayPal, with a suitable gift card as an alternative. If neither is practical, Duffball16 may offer another small gift of roughly equal value, such as a game or similar digital item, if reasonably available. A specific store, card, game, region or payment service cannot be guaranteed.

4.6 Duffball16 cannot claim prize money

If Duffball16 participates and finishes in a prize-winning position, his placement is recorded normally but he cannot claim the cash/gift prize. The prize normally passes to the next eligible finishing player.

5. Conduct, Genuine Play & Account Rules

5.1 Fun play is allowed

These are community entertainment tournaments, not strict professional esports. Intentionally losing, feeding goals, playful agreements between players, silly strategies and other voluntary choices are allowed unless they break another rule. In Duffine Chaos, temporary alliances and betrayals are explicitly allowed.

5.2 Cheats and external gameplay assistance are not allowed

Players must play genuinely themselves. Cheats, hacks, unauthorised scripts, automation, or other tools that provide an unfair gameplay advantage are prohibited. Another person secretly playing on your behalf is also prohibited.

5.3 Alternate accounts are not allowed

Alternate or second Rocket League accounts are not allowed for tournament entry or play. If a player is caught using another account, Duffball16 may disqualify the entry and issue a temporary or permanent tournament ban depending on the situation. Entering twice, pretending to be multiple people, or hiding account ownership is especially serious because it can take a place away from another community player.

WHY THIS RULE EXISTS

A previous event had one person enter through two accounts. That took a place another genuine player could have used and damaged the experience.

5.4 Behaviour, jokes and trash talk

Friendly trash talk, jokes, banter and competitive teasing are normally allowed. If behaviour becomes too harsh, targeted, offensive, repetitive or makes the event unpleasant, Duffball16 may warn or penalise the player. Serious behaviour may be acted on immediately. Tournament-related behaviour can still be reviewed if it happened in Rocket League chat, stream chat, Discord or another connected place and reasonable evidence is available.

5.5 Game-breaking glitches

Normal Rocket League mechanics and creative strategies are allowed unless a special mode says otherwise. If a bug, glitch or unintended interaction seriously breaks the map, match or tournament format, Duffball16 may stop/reset play or prohibit that interaction from that point forward.

6. Match Calls, Late Players & Technical Problems

6.1 Normal match call window

When a match is ready, players will normally be given around 1 minute to respond and join the lobby. This is also setup time for the match and keeps the event moving quickly. If a player responds during that window and is clearly trying to join but has a small temporary problem, such as a minor loading or connection issue, Duffball16 may allow a few additional moments depending on the situation and event pace.

6.2 No response / late player

If a player gives no response during the normal call period and cannot be confirmed as joining, Duffball16 may mark the player NULL and award the match loss. Once the tournament has officially moved on, arriving afterwards does not automatically restore the player's place.

EXAMPLE

A player responds quickly that Rocket League is restarting and is clearly joining: a short extra wait may be allowed. A player gives no response for the call period: they may be marked NULL so the bracket can continue.

6.3 Crashes and disconnects during a match

Players are expected to be able to complete the matches they sign up for. A crash, disconnect or technical issue must be reported as soon as reasonably possible. A claimed technical issue should appear genuine; Duffball16 may consider what was visible on stream/in-game or ask for reasonable evidence.

6.4 Technical incidents do not guarantee a restart

Duffball16 decides the fairest outcome based on the score, time remaining, how the match had progressed, the apparent advantage between the players and whether the result was still realistically undecided. An early verified crash in an undecided match is more likely to cause a restart. A crash near the end while one player holds a clear lead may result in the leading player being awarded the match. Other fair solutions may be used when appropriate.

EXAMPLE

A genuine crash at 0–0 after roughly 20 seconds will normally lean toward a restart. A crash near the end at 4–1 may be judged differently because the leading player already had a clear advantage.

6.5 Suspicious or repeated disconnects

Repeated, deliberately caused, suspicious or conveniently timed disconnects may be treated as misconduct rather than a normal technical problem.

7. 2v2 Substitutes

7.1 Keep 2v2 as 2v2 when possible

If one teammate cannot continue or does not appear, Duffball16 will normally try to find a substitute rather than automatically ending the team's run. A substitute may be an available player, a quick/designated substitute, Duffball16, or another player judged reasonably close in skill to the missing player.

7.2 Balance matters

The replacement should be as fair and balanced as reasonably possible with the players available. Teams may suggest a substitute, but Duffball16 approves the final replacement. A team cannot demand a much stronger replacement simply to upgrade its chances.

7.3 If no suitable substitute exists

Duffball16 may wait briefly, rearrange the match order, use another practical replacement, or choose another fair solution based on the situation. Perfect skill matching is not guaranteed.

7.4 Who receives the 2v2 prize

Prize eligibility normally belongs to the players who actually finish the tournament as the winning team. If a substitute permanently replaces a missing player and completes the remaining run, the substitute may take over that player's prize eligibility. If the replacement was only brief, Duffball16 decides whether the original player or substitute receives the prize based on contribution and circumstances. A player cannot demand a prize merely for a very short substitute appearance.

8. Duffball16 as Host, Referee & Player

8.1 Final event judge

Duffball16 is the main host, referee and judge for these events. He decides close calls, balancing, technical incidents, penalties, unusual situations and interpretations of the written rules unless another official is clearly appointed.

8.2 Duffball16 may fill a player slot

Duffball16 may join when an extra player is needed to complete or continue a tournament. If a newcomer or another community player becomes available for that place, Duffball16 will normally swap himself out so the community player can join. While playing, he follows the same match rules as everyone else. If he remains in the tournament and wins, he keeps the recorded placement but does not take the prize; it passes to the next eligible finisher, normally second place.

8.3 Referee decisions are situational

Many special-mode rules depend on intent and what actually happened in play. Duffball16 may use stream footage, replays, a second official/view or other reasonable evidence when needed, but a review is not required for every decision.

9. Awards & Statistics

Possible event titles include:

- Most Goals
- Most Shots
- Most Saves
- Most Assists (2v2)
- Best Car
- Clip of the Day
- Player of the Day
- Play of the Day (2v2)

9.1 Titles and prizes are separate

Awards/titles are mainly for fun and recognition. They do not automatically include cash, gift cards or another prize unless Duffball16 specifically announces one.

9.2 Ties

If two or more players tie for a numerical stat award, Duffball16 may declare joint winners or choose a winner based on the overall event. Subjective awards such as Best Car, Player of the Day and Clip of the Day are chosen by Duffball16.

9.3 Stat corrections

Stats are tracked as accurately as reasonably possible while the event is being streamed, refereed and organised, so small mistakes can happen. A player may point out a possible error and provide a clip, replay or screenshot. Duffball16 decides whether the stat is corrected; his event ruling is final.

10. Duffine Chaos

WHAT IS DUFFINE CHAOS?

A four-player 1v1v1v1 special mode played only on the Double Goal Rocket Labs map, built around four assigned goals, survival through elimination rounds, and deliberately chaotic alliances. Strategy can change at any moment.

10.1 Double Goal Rocket Labs map & assigned goals

Duffine Chaos is played only on the Double Goal Rocket Labs map. At the beginning, each player is assigned one of the four goals. A player can only earn a point by scoring into their own assigned goal. Scoring into another player's goal or an unused goal gives that player no point. Assigned goals remain the same through the later rounds, final and any third-place match.

10.2 Round 1 - four players

All four players compete. The player with the lowest valid score is eliminated from the main bracket.

10.3 Round 2 - top three

The remaining three players compete. Again, the player with the lowest valid score is eliminated from the main bracket.

10.4 Round 3 - final

The final two players compete 1v1 in the same style/area. The winner is 1st place and the loser is 2nd place.

10.5 Optional Round 4 - third-place match

A third-place match does not always have to happen. When one is played, the player eliminated in Round 1 faces the player eliminated in Round 2. The winner takes 3rd place and the loser takes 4th place.

10.6 Overtime / tied last place

If two or more players are tied for the lowest score when an elimination must happen, overtime is used. The same assigned-goal rule continues. With two tied players, the first tied player to score a valid goal survives and the other is eliminated. With three or more tied players, overtime continues or is repeated as needed until one tied player is determined as the eliminated player. Duffball16 may reset or adjust an overtime if a technical or unusual problem prevents a fair result.

10.7 Alliances are allowed

Temporary alliances, teaming against a current leader, protecting another player, changing sides and betraying an alliance are allowed. This is an intentional part of Duffine Chaos.

EXAMPLE

If you are in danger of being eliminated, you may cooperate with another player to pressure whoever is currently safest. They are also free to turn against you later. That is part of the mode.

11. Duffine Real Rules

WHAT IS DUFFINE REAL RULES?

A Rocket League special mode inspired by real-world football. Duffball16 plays as the referee, calls fouls, manages restarts/cards, and adapts football ideas to situations that make sense inside Rocket League.

11.1 Football-style, not every real-world law

Real-world football rules are inspiration, not a promise that every official football law applies exactly. The rules in this document and event-specific announcements take priority. When something is not covered, Duffball16 may use football principles as guidance and decide the fairest Rocket League equivalent. This game mode is also done in “Boomer ball mode”.

Cards & discipline

11.2 Warning/card ladder

Minor issues may receive a verbal warning first. Yellow is the normal first official card, Orange is a stronger/repeated warning, and Red normally disqualifies the player from the current match. Cards do not always need to be given in order; a serious incident may receive Yellow, Orange or Red immediately.

11.3 Cards reset every match

Yellow, Orange and Red cards reset at the start of each new match. Within a match, repeated refusal to follow instructions, dissent, deliberate disruption or unsportsmanlike behaviour can move a player to a stronger card. Resetting match cards does not erase serious conduct issues: major or repeated misconduct can still lead to removal from the tournament or a ban under the general conduct rules.

Demos, bumps & tackles

11.4 Demos are on, deliberate demo plays are normally fouls

Demos may be enabled in-game, but deliberately targeting an opponent mainly to demo them is normally not allowed. If a demo happens accidentally or naturally during a genuine challenge for the ball, Duffball16 may judge it as a fair tackle and allow play to continue. Bumps are judged similarly and may be less severe depending on the situation.

11.5 Intent is a referee judgement

Duffball16 decides whether contact looked accidental, like a fair challenge, or like a deliberate tactical foul. Replays may be used for close incidents. Obvious demo air plays/tactical demo plays may be called as fouls.

Free kicks & penalties

11.6 Where the restart happens

A foul outside the defined penalty area normally results in a free kick. A foul clearly inside the penalty area may result in a penalty. Duffball16 places/repositions the ball at a fair location based on where the foul happened and the map being used.

11.7 Penalty area changes by map

The penalty box/semi-circle is not identical on every Rocket League map. Duffball16 may identify or explain the relevant area for the map. Borderline, side-of-goal or curved-area incidents are referee judgement calls.

11.8 Standard free-kick/penalty setup

For free kicks and penalties, the attacker must have 12 boost and the defender/keeper must have 24 boost. The attacker starts about 1 car flip behind the ball and the defender/keeper starts about 3 car flips behind the ball. Pinches may be allowed. For penalties, defenders cannot start on the walls/backboard. Duffball16 may make small placement adjustments when the map or situation requires it, but the same setup should be used consistently throughout the tournament where possible.

Offside & Rule 1

11.9 Offside in 2v2

Offside may be called when the situation is clear and obvious. Duffball16 judges whether an attacking player gained an unfair forward position before the attacking play developed. Borderline or unclear situations may be allowed to continue; replay may be used if needed.

11.10 Rule 1

Normal Rocket League Rule 1 should be respected, but it may only continue for roughly 10 seconds before Duffball16 can break it up to prevent excessive time-wasting. The restart may be a drop ball or another fair restart. Deliberately forcing/maintaining Rule 1 purely to waste time is not protected. A player who intentionally breaks it early may receive the next appropriate warning/card unless the referee sees a fair reason.

Referee contact, VAR & kick-offs

11.11 Referee interference / drop ball

If Duffball16 accidentally touches the ball or a player and it has no meaningful effect, play can continue. If the contact clearly changes possession, prevents/creates a scoring chance, prevents a likely goal, or otherwise significantly affects play, he may stop the match and restart with a drop ball from the ceiling. Accidental double collisions/double demos may also lead to a drop ball when judged fairest.

11.12 VAR / replay reviews

Duffball16 may use a replay/recording or a second official/view when a decision is genuinely close or important. Players may ask for a review, but a request does not guarantee one. Duffball16 decides whether review is needed and makes the final ruling.

11.13 Kick-off contact

Normal contact and bumps that happen naturally while challenging for the first touch are generally allowed. Accidental side pushes may also be allowed. Deliberately ignoring the ball mainly to demo/take out an opponent is normally a foul. The same intent/referee logic used for other tackles applies.

11.14 Referee quick-chat calls

During Duffine Real Rules, Duffball16 may use Rocket League quick chat as referee signals. These calls mean:

Quick chat	Referee meaning
"This isn't Rocket League"	Foul - stop/prepare for the referee decision.
"Leaving."	Leave the ball / stop playing the ball.
"No problem"	No foul worth calling - play can continue.
"In position"	Start or restart play; used for kick-offs, penalties, free kicks and similar restarts.
"You have time"	Added time is being announced/applied.

Kick-off countdown: When the normal Rocket League kick-off countdown reaches 0, players do not need to wait for an "In position" call. They may start immediately. Duffball16 will normally time the match/restart alongside the countdown. "In position" is mainly used for manual starts and restarts such as penalties, free kicks and other referee-controlled situations.

Time, stoppages & boost

11.15 Match time and stoppage time

Duffine Real Rules matches normally use a 5-minute match time. Fouls, VAR/replay checks, drop balls, technical interruptions and other significant stoppages may cause time to be added. Duffball16 will track significant stoppage time and announce/apply it using the method chosen for the event.

11.16 0-second goals count

Reaching 0:00 does not instantly end normal play. As in Rocket League, play continues while the ball remains off the ground. A goal scored during this 0-second play counts. The normal period ends once the ball touches the ground and the play is considered finished. Added/stoppage time is then handled as announced.

11.17 Normal boost setting

The event may use normal boost or a reduced boost setting if testing shows that it better fits the football-style mode. Any special boost setting should be announced before the tournament and kept consistent for the event unless a clear gameplay or technical problem requires a change. Free-kick/penalty boost limits are separate from normal match boost.

Own goals

11.18 Own-goal judgement

A goal may be recorded as an own goal if Duffball16 judges that a defender deliberately, or through a major uncontrolled touch, sends the ball into or strongly toward their own goal. Small defensive touches, deflections or failed saves do not automatically make it an own goal. The referee decides scoring credit and whether the play remains eligible for awards such as Best Goal.

12. Event Interruptions, Multi-Day Events & Live Rulings

12.1 Multi-day events are still one event when announced

An event/ceremony may continue across multiple livestreams or days. If Duffball16 says those streams belong to the same event, prize-win limits, event records and event-specific rulings continue across them. Starting a new stream does not automatically reset those limits. Match cards still reset at the start of each new match under Rule 11.3.

12.2 Unexpected event interruption

If the livestream, Rocket League, internet connection, tournament setup or another essential part of the event fails, Duffball16 may pause, delay, restart, reschedule or end the affected tournament. Current bracket progress, scores and placements should be preserved when practical. If that cannot be done fairly, he may restart a match/part of the bracket or choose another reasonable solution.

12.3 An interruption does not automatically decide the winner

Players should not assume a stream/game failure means the tournament is cancelled or that the current leader automatically wins. Duffball16 judges unfinished matches, placements and affected prizes based on what can fairly be preserved.

12.4 Live clarifications and adjustments

Unusual situations will happen. Duffball16 may clarify a rule, adjust a setting, or make a temporary ruling when something does not work as intended, creates an unfair situation, or was not reasonably covered beforehand. Important changes should be announced clearly where possible and normally apply from that point forward rather than retroactively punishing something that was permitted before the change.

12.5 Consistency after a change

Once an event-specific adjustment is made, Duffball16 should try to use it consistently for the rest of the event unless another genuine problem requires a further change. Event-specific referee rulings take priority when the written document does not clearly cover the situation.

13. Fast Answers / FAQ

I typed first. Am I definitely in?

No. Duffball16 chooses the bracket and may prioritise someone who has played less.

I arrived a few seconds after the 1-minute call. Am I automatically out?

Not automatically. Duffball16 considers whether you were responding, whether the bracket already moved on, and how much extra time is reasonable.

My game crashed. Do we restart?

Not automatically. Report it immediately. Duffball16 judges the score, time, match progress and whether the issue appears genuine.

Can I use another/second account?

No. Alternate/second accounts are not allowed for tournament entry or play. If caught using one, you may be disqualified or banned.

Can I team with someone in Duffine Chaos?

Yes. Alliances and betrayals are allowed.

I scored in someone else's Duffine Chaos goal. Do I get a point?

No. Only your assigned goal gives you a point.

Can I claim a prize months later?

You can ask, but it is not guaranteed. Same-week claiming is preferred and about 1–2 weeks is the normal window.

If Duffball16 wins, does he take the money?

No. His placement still counts, but the prize passes to the next eligible finisher.

Can I demand a VAR/replay review?

Only in Duffine Real Rules may you ask for one. Even there, Duffball16 decides whether a replay/VAR review is needed.

What if a rule is not in this document?

Duffball16 makes the event ruling, using the written rules, event announcements, fairness and the intended format as guidance.

FINAL REMINDER

These tournaments are designed to be fun, inclusive community events. The written rules exist to reduce confusion and arguments, not to remove the personality or chaos. When something genuinely unusual happens, communicate with Duffball16 and let the referee make the event ruling.

END OF RULES