ROCKET LEAGUE VIEWER TOURNAMENT

PLAYER GUIDE

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www.slenderrlvt.com

TABLE OF CONTENTS

OVERVIEW 3
HOW TO JOIN 4
FORMATS 5
RULES 6
CONTACT 8

OVERVIEW

Slender's Rocket League Viewer Tournament (SLRVT) is a recurring series of community-driven Rocket League tournaments where players of all ranks compete against each other, hosted by Slender. Events are streamed live on Slender's Twitch and YouTube channels every Friday at 5 PM ET.

HOW TO JOIN

Joining is free and open to all viewers, with the exception of pro players (see Rule 1.2). To enter, participants must go to Slender's Twitch or YouTube, join the live chat during the registration window and do one of the following, ordered by the most reliable method:

a) Type **!join** in the live chat. A bot will reply directly to them to confirm their entry.

b) Posting a message in chat requesting to join, and either Slender or a moderator will add them manually.

FORMATS

Many formats are available during a tournament. The following are all the possible formats:

- **Single elimination:** Participants are placed in a bracket and play head-to-head matches. The winner of each match moves forward to the next round, and the loser is eliminated from the tournament. This continues until only one participant remains, who will be the champion.

- **Double elimination:** All participants begin in the upper bracket with two lives and play head-to-head matches. The winner moves forward and the loser drops down to the lower bracket instead of being eliminated. A loss in the lower bracket eliminates the participant from the tournament. This continues until one participant remains in each bracket and meet in the grand final. The grand final is played in one of two ways:

    a) **Bracket reset:** If the lower bracket winner beats the upper bracket winner, a second match is played to decide the champion.
    b) **Game advantage**: The upper bracket winner starts the match with a 1-0 lead, and the lower bracket winner must win the series outright.

- **Round robin:** Participants are divided into one or more groups and must play the other participants within their group once. The top specified number of participants with the best win-loss record move forward to the next stage and the other participants in that group are eliminated from the tournament. In the event of a tiebreaker. Participants must play an additional match. The winner will move forward, and the loser will be eliminated from the tournament.

- **Swiss:** Participants are divided into one or more groups. In the first round, the matches are paired by seed. After that, the participants play against other participants with the same win-loss record as them (or the closest available). Two participants will not play against each other more than once. A participant that reaches 3 match wins advances to the next stage, and one that reaches 3 match losses is eliminated.

RULES

The following are the Official Rules of Slender's Rocket League Viewer Tournament.

1. **General**

   1.1 Username: Participants are encouraged to have an Epic Games username that is similar of their Twitch or YouTube username. This allows casters to properly identify the player on the field and avoid confusion.

   1.2 Eligibility: Professional players are not eligible to enter. A professional player is anyone who currently plays for an esports organization or has competed in the Group Stage or Playoffs of the Rocket League Championship Series (RLCS), Collegiate Rocket League (CRL) or any other officially organized tournaments. If a participant is suspected to meet this condition, Slender will investigate and will make a final decision on eligibility.

2. **Attendance**

   2.1 Advance notice: Participants who are unavailable to play their next match must notify Slender or a moderator as soon as possible. Once advised, their match may be moved later in the round at the host's discretion.

   2.2 No-shows: If a participant's match is about to begin and they do not give prior notice of their absence, the tournament will wait no more than 5 minutes from the moment the intermission is over. Failure to show up or give prior notice beyond this point will result in them forfeiting the match and making their opponents advance.

3. **Player Sportsmanship and Behavior**

   3.1 Conduct: Slender's Rocket League Viewer Tournament is meant to be a positive and enjoyable experience for everyone. Every participant is expected to conduct themselves in a respectful manner during the tournament. While a degree of toxicity may be tolerated, it must remain within reasonable limits. Players who persistently engage in toxic behavior and/or poor sportsmanship after several warnings from Slender or a moderator may be disqualified, suspended and/or banned from future events.

4. **Competitive Integrity**

   4.1 Cheating: Any form of cheating, including but not limited to hacking, use of unapproved clients or modifying the game in any way to gain an unfair advantage or for any other purpose is strictly forbidden.

   4.2 Lobby Access: Participants may only join the matches they are assigned to. Anyone else, including other participants and viewers, must not join a match unless they have been approved by Slender or a moderator beforehand.

5. Game Procedures

5.1 Forfeits: During any match, a participant may choose to forfeit at any time. A forfeit can be triggered when all members of the team leave the game, or they request to forfeit via the live or game chat. This will stop the game with the current score and will result in a win for their opponents, and the tournament will proceed to the next game if applicable.

5.2 Substitute players: Substitutions are not allowed and participants are not allowed to join an ongoing tournament.

5.3 Disconnections: A disconnection counts when the match log shows "[Player] has lost connection", or when Slender or a moderator confirms it. The game will be paused and will wait up to 5 minutes for the participant to return. The participant must tell Slender or a moderator what is happening. Once a participant reconnects, the game will resume from kickoff with the score at the time of the disconnect. If a goal was scored moments before or during the disconnect, the play will be reviewed, and a decision will be made whether to keep or revert it.

5.4 Pause requests: During a game, a participant may ask to pause if they are having problems with their equipment or other technical issues. Pauses are not guaranteed, and each request must be approved by Slender or a moderator. Once a pause is approved, the game stays paused until the issue is resolved, then resumes from kickoff with the score at the time of the pause. If a goal was scored just before the pause, A review will be made with a decision to whether keep or revert the score.

6. Rule Changes

6.1 Rule Updates: Slender may update these rules at any time. Any changes made will be updated in this player guide.

CONTACT

If you have any questions about Slender's Rocket League Viewer Tournament, feel free to contact Slender using any of the following methods:

- **Discord:** slenderpro8
- **Slender's Community Server:** https://discord.com/invite/EpQq9Cs8HJ