

# Rocket League Tournament Guide

## How to create and join private matches in Rocket League

Rocket League is cross play enabled, so all platforms can play together in the same private match!  
The gamertag you use in the game does not have to match.

Start by launching Rocket League on your preferred platform, then click the 'Play' button.



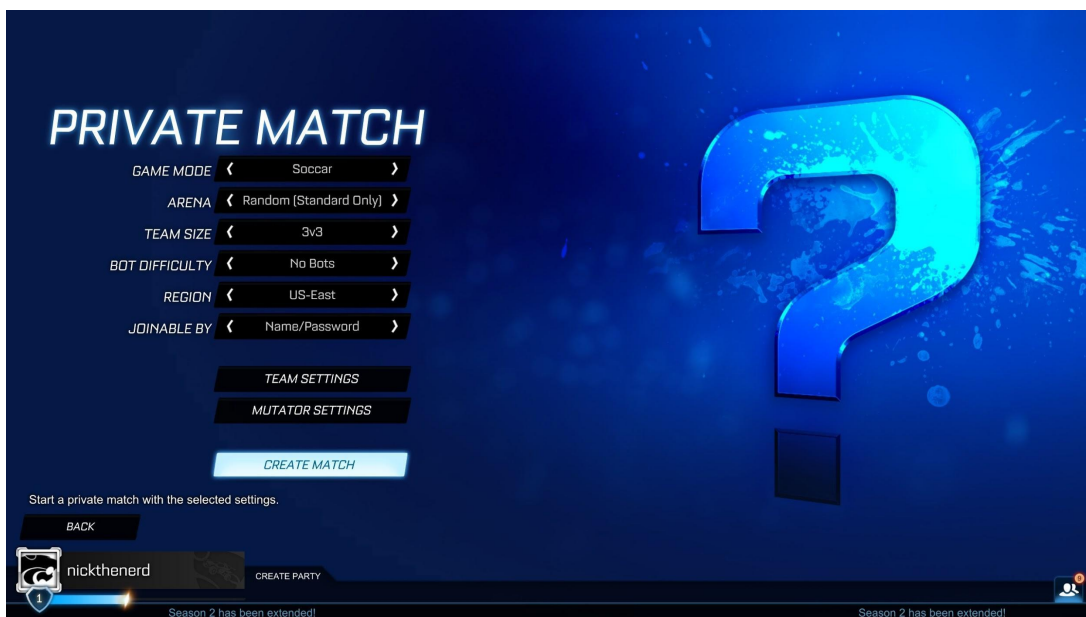
Next, click the 'custom games' button (shown below) to get started creating your private match.



Next, click 'Create Private Match' -- If you are wanting to join a match, click 'Join Private Match'



Please make sure these are the default settings (shown below) you are using for the match:  
Soccer, Random (standard only), 3v3, no bots, US-East and Name/Password.  
Keep the other Team and Mutator Settings the default settings.  
Now click 'Create Match'



The game will now ask you for a name and password for your game.  
Please use the home team name (creators company name, no spaces or capitals) **ex. Honeywell1**  
The password everyone should use is '**esportscup**' - this will simplify connection issues for all.

If you are joining a game, you will see the same prompt, insert the company name (provided by captain of home team) and use password '**esportscup**' to join.



Once you join the game lobby (below), DO NOTHING - JUST WAIT.  
We will have weekly RL match up [discord channels](#) for your use - direct everyone to say **'ready'** in chat after they are in the game, ready to play.

After the sixth person says **'ready'** everyone should join your team.

The match will begin 5 seconds after the first person joins a team.

**HOME = Blue, AWAY = Orange**

GLHF



Thanks for being part of the KC Corporate Esports Cup!

Disclaimer: Rules and Tournament structure are subject to change without notice. Please pay attention to discussions via email and discord for the most up to date information.



**KCGameOn**