



# ESL Australia And Psyonix Partner For New \$225,000 USD Rocket League Tournament

With a robust and innovative new format, the ESL Rocket League Oceanic Championship is set to encourage maximum team participation in competitive play

Sydney, Australia – Wednesday, July 29 - Today ESL Australia and Psyonix announced the ESL Rocket League Oceanic Championship, a new online tournament series that will offer players across the Oceanic1 region the chance to compete for hundreds of thousands of dollars. Set to run until April 2021, each match of the tournament will be broadcast live from the ESL Studios, Sydney, to Rocket League fans across the world.

The tournament will be broken up into three 'splits' ('stages') played across August 2020 - April 2021, with each split offering up a prize pool of \$75,000 USD between the top 8 teams of each event. The top teams from each split will also earn qualification points towards the Rocket League Championship Series (RLCS) X Majors and the Rocket League World Championship, the pinnacle of Rocket League competition involving the world's best Rocket League teams.

"Rocket League has always been a leader in the esports space, so the opportunity for us at ESL to partner with Psyonix here in the Oceanic region was something we jumped on." said Ben Green, Publisher Development Manager at ESL Australia. "As the future of sport turns towards online platforms, we will look to deliver the evolution of digital competition, starting with the ESL Rocket League Oceanic Championship."

Players will be able to sign up to the ESL Rocket League Oceanic Championship from early next week, on ESL Play.

1. 'Oceanic' Countries include: Australia, Fiji, Indonesia, New Zealand, New Caledonia, French Polynesia, Wallis and Futuna, Norfolk Island, Papua New Guinea, the Philippines, Solomon Islands, Vanuatu, Micronesia, Kiribati, Marshall Islands, Nauru, Palau, Samoa, Tonga, and Tuvalu.

Media Contact:

Alex Blaikie, PR & Social Manager, ESL Australia  
press.aus@eslgaming.com

ESL is the world's largest esports company. Founded in 2000, ESL has been shaping the industry across the most popular video games with numerous online and offline esports competitions. The company operates high profile, branded international leagues and tournaments under the ESL Pro Tour including ESL One, Intel® Extreme Masters, ESL Pro League, and other premier stadium-size tournaments, to more clearly define the path from zero to hero. ESL also produces the ESL National Championships, grassroots amateur cups, and matchmaking systems, creating a world where everybody can be somebody. With offices all over the world, ESL is leading esports innovation on a global scale through the combination of global ESL competitions, amateur leagues, publisher activations, and more. ESL is a part of MTG, the leading international digital entertainment group <http://about.eslgaming.com/esl-australia/>.

Press assets: [https://drive.google.com/drive/u/1/folders/1w\\_af1vZsNryh0p2VElph8Pbu-o7jMbn\\_](https://drive.google.com/drive/u/1/folders/1w_af1vZsNryh0p2VElph8Pbu-o7jMbn_)

## Contacts

Alex Blaikie  
0401947878  
mailto: press.aus@eslgaming.com