

Fair Play Manifesto

Dear Sloclop,

For over a year, my teammates and I have been enjoying your excellent game, **Rematch**. However, recent updates and the overall state of the game have left us with no choice but to write this appeal.

I am a team-oriented player who is focused on achieving the best possible results and reaching the highest rank my skill allows. Unfortunately, the current matchmaking system makes this goal increasingly unattainable due to its lack of transparency and the constant frustration caused by unfair team compositions. I would therefore like to highlight several fundamental issues that should not exist in a competitive game.

1. Lack of Visible Player Ranks

When a match starts, there is no way to see the current ranks of either your teammates or your opponents. As a result, it is impossible to understand the matchmaking spread. Am I, as a Master-ranked player, being matched with Bronze or Silver teammates? There is simply no transparency.

2. Unfair Matchmaking

Whenever I queue solo or as a duo, I am constantly matched against full five-player premade teams, while my own team often consists entirely of random solo players with no established coordination.

This creates a significant and obvious competitive disadvantage. A fully coordinated team naturally has a much greater chance of winning than five strangers.

Premade groups of four or five players **MUST ONLY be matched against other four- or five-player premade teams**. Anything else is fundamentally unfair.

3. Griefing, Match Abandonment, and Lack of Accountability

More and more frequently, I am matched with players who deliberately sabotage games. They play selfishly, constantly lose possession for no reason, abandon

the goal when playing goalkeeper, or simply leave the match altogether, forcing the rest of the team to continue in a 4v5 or even 3v5 situation.

This has become the biggest issue in the game because it creates a "ranking swamp" where honest and competitive players cannot reliably climb the ladder regardless of their own performance.

Even worse, losing a match while playing 4v5 results in **EXACTLY THE SAME rating loss** as losing a normal 5v5 match. This is fundamentally unfair.

Possible solutions include:

- Allow the remaining team to cancel the match if a player leaves, or significantly reduce the rating loss for the disadvantaged team.
- Apply increasingly severe temporary matchmaking bans (starting from one day and escalating further) to players who abandon matches.
- Allow players to avoid being matched again with teammates they have reported for griefing or unsportsmanlike conduct. Most competitive players would gladly wait a few extra minutes in matchmaking rather than immediately enter another game with known disruptive players.
- Introduce negative performance tracking. Reckless behavior such as abandoning the goal at kickoff, repeatedly giving away possession, and other objectively harmful actions should reduce a player's post-match score. Players with consistently negative performance should lose additional rating.
- Implement a player reputation system similar to the one used in **eFootball**, where players with poor reputations are primarily matched with others who have similarly poor reputations.

4. Goalkeepers Catching Deliberate Back Passes

In real football, a goalkeeper is not allowed to pick up the ball after receiving a deliberate pass with the foot from a teammate.

In **Rematch**, however, the opposite is true. The recent "red circle" mechanic is only a partial measure and does not solve the underlying problem.

This is especially problematic in 3v3 matches, where teams can repeatedly waste time by passing the ball back to the goalkeeper, creating an unhealthy and frustrating competitive environment at higher ranks.

5. Cheaters

Like every online game, **Rematch** has to deal with cheating.

Unfortunately, cheat menus ("mod menus") containing numerous exploits are still publicly available on GitHub. Their effects are often easy to recognize in-game: certain players display obviously broken movement animations and seemingly unlimited stamina, giving them an unfair advantage.

Conclusion

All of the issues described above have existed for more than a year, yet there has been little visible progress toward solving them.

Many competitive online games have already implemented effective solutions to similar problems. For example, **Faceit** has demonstrated how transparency, fair matchmaking, reputation systems, and strong anti-griefing measures can dramatically improve the competitive experience.

We sincerely hope you will listen to your competitive community and take meaningful action.

Make Rematch Great Again.