



UNIVERSITY ESPORTS

Complete Rules For The Valorant University Tournament 23/24

20th September 2023

NUEL Admin Team

We want games to go ahead as smoothly as possible for everyone, we try our best to make this happen but to ensure that everyone has a good experience we'd like to issue the following set of rules. Most of the time issues on the night can be resolved by talking to your opponent's team captain and informing a tournament admin of the situation. By communicating with each other we can try to keep everyone's experience positive without having to come down hard on enforcing rules. When there's a clear violation of the rules, respect for the tournament and the other players taking part, then we will enforce the rules appropriately. Tournament admins will always be present on the night if you would like to report an issue or require help.

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1. Player and Team Eligibility

1.1. University Eligibility

- 1.1.1. Any institution in the United Kingdom with degree awarding powers known as a 'recognised body' may compete in the NUEL.
<https://www.gov.uk/check-a-university-is-officially-recognised>
- 1.1.2. Any third level education institutions in Ireland may compete in the NUEL.
- 1.1.3. Institutes with students studying across multiple campuses with students studying in campuses which are geographically remote from the main 'parent' site may be required to compete as separate institutions.
- 1.1.4. Institutions must only offer FHEQ level 5 (Scotland: SCQF level 8, Republic of Ireland: NFQ level 6) qualifications or above. Each request will be handled on a case by case basis.
<https://www.gov.uk/what-different-qualification-levels-mean/list-of-qualification-levels>
<https://scqf.org.uk/about-the-framework/interactive-framework/>
<https://www.qqi.ie/what-we-do/the-qualifications-system/national-framework-of-qualifications>

1.2. Player eligibility

1.2.1. Eligible Players

To be eligible to compete in NUEL tournaments each player must have satisfied all of the following conditions at some point during the 2023/2024 academic year:

- 1.2.1.1. Be a registered student at an institution of Higher Education that is deemed eligible by list in [Section 1.1](#). 'Registered' would be deemed as being in accordance with the HESA (or equivalent) Student Records as submitted by said institution in relation to the receiving of individuals' fees, therefore identifying an individual with a specific 'parent' institution.
- 1.2.1.2. Be registered on a course that gives a FHEQ level 5/SCQF level 8/NFQ level 6 qualification or above that begins before the start date of the tournament and finishes after the start date of the tournament.

<https://www.gov.uk/what-different-qualification-levels-mean/list-of-qualification-levels>

- 1.2.1.3. Physically attend a campus, or study remotely whilst having residence in the UK or Ireland.
- 1.2.1.4. A student who changes universities can only represent the university where they are currently studying and cannot represent more than one university during a season.
- 1.2.1.5. Have verified their university email address on their NUEL account.
- 1.2.1.6. A player's account name must not be offensive and if the NUEL considers this to be the case that player will be required to change their name.
- 1.2.1.7. To participate, a player must have their Valorant in-game name added to their NUEL profile. The player must use this account to play any and all of their tournament matches.
- 1.2.1.8. The Valorant in-game name linked to your NUEL profile cannot be changed after the last week of the Swiss stage. Therefore, you must **NOT** change your Valorant in-game name after the last week of the Swiss stage otherwise you will not be allowed to play in the playoff stage of the tournament.

1.2.2. Special cases

Players do not need to satisfy conditions 1.1.1, 1.1.2 and 1.1.3 if they are either:

- 1.2.2.1. A student satisfactorily finishing their course of study between December and March or later until the end of the academic year provided his/her institution still classifies them as a registered student.
- 1.2.2.2. A student embarking on a Sandwich Course and/or Year Abroad course provided the duration of the course in industry is less than or equal to one year.
- 1.2.2.3. A student that has been granted leave by their university and is a registered student for the academic year with the intention of returning the next academic year.

1.2.3. Ineligible Students

The following students are ineligible to participate:

- 1.2.3.1. NUEL Valorant tournament admins. However other members of the NUEL team for example casters are eligible to participate.
- 1.2.3.2. Externally registered students, as determined by the University's Registrar.

1.3. Team requirements

- 1.3.1. Each team must have a designated captain who will be the primary contact for NUEL admins as well as other teams captains. If the captain is not playing another player needs to be designated captain for that week's games.
- 1.3.2. A team must consist of between 5 and 10 players from the same Institution.
- 1.3.3. A team can only play with players registered to their team on the NUEL website.
- 1.3.4. If a team splits up, the majority of the team has the right to ownership of the team and any seedings/qualification spots it has earned.
- 1.3.5. There may not be more than one member of a team with an in game name that is either visually or phonetically the same. I.e Fishing and Phishing or Fishing (uppercase "i") and Flshing (lowercase "L").
- 1.3.6. A team's name must not be offensive and if the NUEL considers this to be the case the team will be required to change their name.
- 1.3.7. Teams are required to report ineligible players to admins before the round starts, failure to do so will result in the final score of the fixture being upheld.

1.4. Substitutions

1.4.1. Change of Captain

- 1.4.1.1. A captain may step down at any point during the season in order to do this they must appoint a new captain using the team page on www.thenuel.com.
- 1.4.1.2. If the majority of a team wishes to replace their current captain, they should contact a tournament admin.

1.4.2. Roster Lock

- 1.4.2.1. Rosters will be locked on the first day of the tournament.
- 1.4.2.2. Any changes to a roster must be approved by an admin.

- 1.4.2.3. Players may still be kicked from a team during roster lock without restriction.
- 1.4.2.4. After the final game of the season has been played rosters will be unlocked.

1.4.3. Substitutions in a Series

- 1.4.3.1. Teams may substitute players between matches in a series.

1.4.4. Emergency Substitutions

- 1.4.4.1. When a team's roster is locked they may request an emergency substitution from an admin. Said player will not be eligible to play until they are added to the roster on the website.
- 1.4.4.2. Emergency Substitutions must be requested and eligible to play before the no show time of the game they wish to play in.
- 1.4.4.3. An emergency sub may not increase a team over the size limit of 10 players. However, by Rule 1.4.2.2. Captains can kick a player to reduce their team size to 9 before requesting a substitution.
- 1.4.4.4. A player may not play for more than one team within the same tournament on the same matchday. Tiebreaker restrictions are outlined in 1.4.5.1.
- 1.4.4.5. Teams are not allowed to substitute players once the champion draft has started. If a substitute is needed for technical reasons then they may get in the new player, but the draft must be restarted.

1.4.5. Playoff Substitutions

- 1.4.5.1. A player that has participated in any prize playoff or tiebreaker match may **not** substitute for another team in the same or any other playoffs.

1.4.6. The Spirit of Substitutions

- 1.4.6.1. Teams may replace any number of players between weeks of a tournament. However, teams are expected to manage their roster with the intent of trying to create competitive and enjoyable games for themselves and their opposition. If we believe rosters are being changed for unsporting reasons - for

example, swapping all players between two teams to manipulate seeding - penalties will be placed upon participating players and teams. If unsure about this rule please contact tournament admins before making substitutions.

1.4.7. Check in

1.4.7.1. Teams are required to Check in on our website before each week's games or will not be able to compete in that night's games. Check in will be open all day Thursday and close at 6:45pm (30 minutes before the first round of the evening begins).

2. Match Rules

Players must use the account associated with their NUEL profile. If a team is found to be playing with a player that does not have a linked NUEL account, it may result in a forfeit of said team's game or suspension from the tournament.

Both teams must have 5 players each in the game lobby before the game can start.

2.1. Player and Team Representation

Player and team names can not contain any offensive or racist content. We reserve the right to moderate team and player names during the tournament and/or for the NUEL tournament broadcast.

2.2. Game Settings

2.2.1. The match lobby is to be held on the Europe server with the following settings.

- Mode: Standard
- Server: London
- Allow Cheats: Off
- Tournament Mode: On
- Overtime Win By Two: On
- Play Out All Rounds: Off
- Hide Match History: Off

2.2.2. In the event of server or wide spread network issues, Tournament Officials may approve a different server at their discretion.

2.3. Map Pick/Ban

In the pick/ban phase the team on the left hand side on the match page will pick if they wish to be Team A or Team B.

2.3.1. Map Pool

- Ascent
- Bind
- Breeze
- Haven
- Lotus
- Split
- Sunset

2.3.2. Best of 1 Pick/Ban

In a best of 1 series teams will pick and ban maps in the following order:

Team B bans one of the 7 maps.
Team A bans one of the 6 remaining maps.
Team B bans one of the 5 remaining maps.
Team A bans one of the 4 remaining maps.
Team B bans one of the 3 remaining maps.
Team A picks one of the 2 remaining maps.

2.3.3. Best of 3 Pick/ Ban

In a best of 3 series teams will pick and ban maps in the following order:

Team B bans one of the 7 maps.
Team A bans one of the 6 maps.
Team B picks one of the 5 maps (1st map)
Team A picks one of the 4 maps (2nd map).
Team B bans one of the 3 maps.

Team A picks one of the 2 remaining maps (3rd map if required).

2.3.4. Best of 5 Pick/Ban

In a best of 5 series teams will pick and ban maps in the following order:

Team B bans one of the 7 maps.

Team A bans one of the 6 maps.

Team B picks one of the 5 maps (1st map)

Team A picks one of the 4 maps (2nd map).

Team B picks one of the 3 maps (3rd map)

Team A picks one of the 2 maps (4th map).

The remaining map will be map 5 if required.

2.4. Agent Pool

Allowed agents: Astra, Breach, Brimstone, Chamber, Cypher, Deadlock, Fade, Gekko, Harbor, Jett, KAY/O, Killjoy, Neon, Omen, Phoenix, Raze, Reyna, Sage, Skye, Sova, Viper, Yoru

2.5. Side Selection

2.5.1. A team's side for a given match should be determined using the in-game chat.

2.5.2. The choice of side will go to the team that did not pick the map on which they will play on.

2.6. Coaches

Coaches are allowed, however they must be eligible members of the team roster and must only use the in-game coaching feature.

2.7. Spectators

Spectators are allowed if both teams agree. In the case of both teams wanting to have spectators, 2 spectator slots are allocated per team.

2.8. Rehost

2.8.1. Teams can agree to a rehost if it is believed to be necessary to play a fair and balanced match or to solve technical problems.

- 2.8.2. If a rehost is called part way through a game, the match will be remade from 0-0.
- 2.8.3. A rehost has to be played with the same settings and agents they picked at the start of the original match.

2.9. Disconnections

- 2.9.1. If a player or players disconnect from the game, the disconnected player may rejoin during the game that the disconnect occurred in.
 - 2.8.2. If a player or players disconnect from the game within the first 45 seconds a rehost is allowed, but the match must be played with the same map and side selection and agents.
- 2.9.2. After a disconnect, if the player cannot rejoin during the same game, the player will have five minutes to rejoin before the next game of the series begins. If the disconnected player is unable to join the next game in the series, the player's team may substitute in another player from their roster.

2.10. Pauses

2.10.1. Technical

- 2.10.1.1. In the event of a player disconnecting or other technical issues, the team can call a pause in order to try to fix the issue.
- 2.10.1.2. You must state the reason for the pause to the opposing team before or immediately after the pause is called and provide an estimated duration.
- 2.10.1.3. Pauses must be made during the buy period.
- 2.10.1.4. Teams will only have 10 minutes of tech pause time per map and can call no more than 3 separate pauses per map.
- 2.10.1.5. Only the team that called the pause may unpauses the game, but must confirm that the opposing team is ready to unpauses first.
- 2.10.1.6. If the pause time limit (defined in 2.10.1.4) is reached the team that did not pause the match can unpauses the game. Before a team unpauses a game in this scenario they must inform the opposing team that they are unpausing the game due to reaching the

pause time limit.

2.10.2. Tactical

Each team is allowed 2 tactical timeouts per game by using the "Timeout" button in-game. In the event of overtime, each team will be granted an additional Timeout.

2.11. Fair Play

2.11.1. Illegal Actions¹

- 2.11.1.1. Any actions that result in an unfair advantage are illegal. This includes bug and glitch use of any kind. If a team uses any bug or glitch, the punishment will result in either a round, game or series loss.
- 2.11.1.2. All Cypher cam placements that afford an unfair competitive advantage via abusing map textures and/or geometry to prevent the Cypher cam from being destroyed or seen are considered banned exploits. All Cypher cam placements must result in a Cypher cam that is destructible, that is viewable by both teams, and that does not exploit map textures and/or geometry to create a one-way view that provides an unfair advantage.
- 2.11.1.3. All uses of agent utility that afford an unfair competitive advantage via abusing map textures and/or geometry to prevent the agent utility from being destroyed or seen are considered banned exploits. Agent utility cannot be used in areas that are outside of map boundaries while potentially providing any useful information or advantage at any point.
- 2.11.1.4. Areas that are within map boundaries are defined as areas where all utility is (1) destructible as intended for that utility, (2) has the ability to be seen by both teams as intended for that utility, and (3) does not exploit map texture and/or geometry to provide an unfair competitive advantage.
- 2.11.1.5. A player shall not alter the utility's intended purpose and scope of usage by abusing map textures and/or geometry, abusing unintended interactions with other utility, unintended interactions with weapons, or other types of unintended

¹ Source: [2023 VCT EMEA Challengers Rulebook, Chapter 13](#)

interactions to gain an unfair competitive advantage. Any other uses of an agent's utility that are determined by a Tournament Official to provide an unfair competitive advantage will also be considered banned exploits.

- 2.11.1.6. KAY/O's ZERO/POINT ability is allowed to be placed outside of map boundaries, and at other locations that cause KAY/O's ZERO/POINT ability to be indestructible and/or unviewable by the enemy players. However, the knife model of KAY/O's ZERO/POINT ability cannot abuse or exploit map textures and/or geometry to travel to unintended locations. For example, the knife model of KAY/O's ZERO/POINT ability may not travel through or inside map textures and/or geometry that are intended to be solid. Teams should clear specific trajectories or end locations for KAY/O's ZERO/POINT ability with Tournament Staff prior to usage if the Team is unsure whether that usage complies with this special exception rule.
- 2.11.1.7. Players are prohibited from using another agent's character model to boost to a location out of intended jumping range.

2.11.2. New Positions

If you plan to use a new position on a map that is not commonly known, it is highly recommended that you contact the Valorant admin team beforehand to check that the position is not considered illegal. If the position is considered legal, the admin team will keep this information private so as to not give the position away.

2.11.3. Ineligible Players

- 2.11.3.1. If a team in a match has player(s) not registered to the team a pause can be called. An admin is permitted to register/ verify a player during the match but this will require the use of the technical pause for the team the player is trying to play for.
- 2.11.3.2. If a team in a match has player(s) not registered to the team and they can't be registered or verified by an admin within the technical pause time the match will be forfeit. If the player(s) are not able to be registered or verified after the match the team will be disqualified from the tournament.

2.11.4. Cheating

- 2.11.4.1. Any form of external script/ cheats or game modification. If a player is found to be breaking this rule they will be disqualified from the tournament and potentially any future NUEL tournaments. It can potentially lead to the team having wins removed or being removed from the tournament.
- 2.11.4.2. If a player in the tournament is aware of another team or player breaking the rules and does not inform a tournament admin, they themselves can be punished.
- 2.11.4.3. If a team is found to be cheating in the tournament all players that participated in the match where the team cheated are subject to penalty. The exception to this is if the team self reports their breaking of the rules.

2.12. No Show

- 2.12.1. A default win will be given to the team that has all their players in the custom game, if a team hasn't joined the custom game 15 minutes after the stated start time for round 1 of a match day. For subsequent rounds during a match day the no show time is reduced to 10 minutes from the scheduled start time or 10 minutes since the previous match has ended (whichever is later).
- 2.12.2. If neither team has created or joined a custom game within the stated time in 2.12.1 the higher seed will receive the win.
- 2.12.3. In the case of a multiple map series, if 3 or 4 players are present from the offending team, they will only forfeit the first map, and have an additional 15 minutes to field a full 5 players.
- 2.12.4. If a team is late due to technical reasons an admin must be informed before the no show time defined in 2.12.1. It is then at the admins discretion as to how much extra time said team has to resolve their technical issues. This may result in teams losing their technical pause in game.
- 2.12.5. Teams that do not show for a match will be removed from any subsequent rounds for that evening. If a team does not show up for a match and wishes to still play other games in the evening, they will need to contact an admin before the start of the next round.
- 2.12.6. If a Captain of a team declares they are forfeiting a game to an admin, the result will be processed immediately and cannot be reversed.

2.13. Submitting Results

- 2.13.1. Results must be submitted after each individual best of X series is completed.
- 2.13.2. In a Bo1, results should be submitted as the actual score e.g. 13-7. For Bo3 matches, results should be submitted by the number of maps you won e.g. 2-0 or 2-1. Do not submit results for individual matches in a Bo3 series.
- 2.13.3. Results should be submitted through the tournament page of the website. <https://www.thenuel.com/competition>. If players have any issues in doing this then a tournament admin should be contacted.

2.14. Broadcasting of Games

NUEL reserves the right to cast any games played as part of the national championship.

- 2.14.1.1. NUEL tournament admins and people that are explicitly allowed to spectate by a tournament admin (e.g. observers or streamers) may ask to spectate. You can't refuse to invite an official NUEL observer, if a NUEL tournament admin asks you for an invite.
- 2.14.1.2. Players must wait for observers to declare they are ready before starting the game.
- 2.14.1.3. Other parties are strictly forbidden from broadcasting a game that NUEL themselves are broadcasting.

3. Tournament Structure

3.1. Seeding

- 3.1.1. Seeding will be determined by the admins based on the rank form submitted by teams. Previous results will be taken into account if applicable.
- 3.1.2. Teams will be split into groups based on seeding. Each group will receive initial starting points before the qualification stage equivalent to a number of free wins. This is to help reduce the number of fixtures with teams of large rank differential. The number of groups will be decided based on the number of teams.

3.1.3. Teams without seeding information will be placed in the group receiving 0 initial points.

3.2. Qualification Stage

3.2.1. Qualification weeks 1-5 will run as a Swiss league (as outlined in 3.2.4.) consisting of 2 best-of-1 matches a night.

3.2.2. After 5 weeks of qualification the top 8 teams will qualify into the Prize Playoffs.

3.2.3. The 16 highest ranked Teams who do not make the prize play-offs and check-in to week 6, will be put into Open Playoffs Divisions 1 and 2 in groups of 8.

3.2.4. All remaining teams continue in the Swiss league.

3.2.5. Swiss Format

3.2.5.1. In a Swiss System competitors are matched up against others with the same number of points (in the same group) if possible. Use of the word 'group' in the context of the Swiss Format will be to refer to teams on the same number of points.

3.2.5.2. Teams are usually paired so that the top teams play the bottom teams within each group. This may not be observed for every match later on in the tournament due to the pairing algorithm used to reduce the number of repeat matchups.

3.2.5.3. In the event of a group having an odd number of teams, it is not possible for all of the competitors to be matched within the group. In this case a team from the next group down (group with the next largest number of points) is paired with a team in the group with the odd number of teams.

3.2.5.4. This 'floating' process is done from top to bottom of the standings i.e. the group with most points will be evaluated first. If this process results in an odd number of teams in the next group this process is repeated for that group and so on.

3.2.5.5. In the event that an uneven number of teams are present for a round, a bye will be awarded to a team in the lowest group based on match records.

3.2.6. Tiebreakers

The tiebreakers for the qualification stage final standings are in the following order (read 3.2.6 for the exception):

- 3.2.6.1. Opponent Match Win Percentage (OMWP, see Appendix A)
- 3.2.6.2. Head-to-head result
- 3.2.6.3. Tiebreaker match(es)

3.2.7. Prize Playoff Cutoff

- 3.2.7.1. In the event there are teams who are in prize playoff positions that share the same Swiss win/loss record as teams that are not, additional tiebreaker matches may be required to decide the final Prize Playoff spots. The tiebreakers will be seeded based on OMWP (see Appendix A)
- 3.2.7.2. The format of the tiebreaker matches will be determined by the Product Manager once the number of teams in the tie is known.

3.3. Playoff Stage

- 3.3.1. Prize Playoffs will use a double elimination best-of-3 format with a best-of-5 final.
- 3.3.2. Open Playoffs will use a single elimination best-of-3 format.

4. Playoffs and End of Season Prizes

4.1. Live Finals (if scheduled)

- 4.1.1. To play in the semifinals teams must be able to attend the live final or will forfeit their spot and prizes.
- 4.1.2. Players must bring proof of university enrollment to the live finals.
- 4.1.3. Travel, accommodation and some food expenses will be covered by NUEL for the teams that make it to the live finals.
- 4.1.4. Players are not allowed to be in any form of communication with anyone outside of the games. As such, players should take the following measures during the match to ensure that this is the case:
 - 4.1.4.1. Turn off any phones, smart watches or any other communication device on them and leave them with the match admin.

- 4.1.4.2. Ensure that no one other than the members of the team are present in the voice communication channel.
- 4.1.4.3. Do not attempt to communicate with the spectators in the arena.
- 4.1.5. Technical pauses must be called and then confirmed to be legitimate by the match admin present with the team. Technical pauses are therefore not limited by any length of time; providing the fault can be verified.
- 4.1.6. If noise cancelling ear defenders are provided, they must be worn at all times during the match, additionally:
 - 4.1.6.1. They must be fitted correctly without obstruction from any other headwear.
 - 4.1.6.2. Players must make no attempt to remove them during the game; confirm with the match admin if you need to take them off or adjust them.
 - 4.1.6.3. Players must not attempt to circumvent the ear defenders via each other's microphones.
- 4.1.7. Teams may have one coach that is designated as the Main Coach that is allowed to communicate with the Team's Players during the Agent and Map selection process for each Match, timeouts, half-times, in between regulation and overtime, and in between Maps (if applicable).

4.2. Online Finals

- 4.2.1. Players will be required to play the finals in the NUEL Discord server with an admin in the voice channel.
- 4.2.2. Players must show themselves with proof of university enrollment via web camera to an admin and may not leave the voice call after doing so. If a player leaves due to a technical issue they will need to show themselves with the proof of university enrollment again.

4.3. Open Playoffs

Teams that play less than 50% of the possible matches in the qualification stage of the tournament will be ineligible to play in the Open Playoffs.

4.4. Prize Playoffs

- 4.4.1. During the prize playoffs tournament admins will conduct random student id checks before or after matches.
- 4.4.2. Players playing matches in the prize playoffs or tie-breakers must have access to some proof of student enrollment.
- 4.4.3. To play in the semifinals teams must be able to attend the final. Failure to attend finals will result in forfeiture of their spot and prizes.

4.5. Prizing

Amazon vouchers will be sent to the winners university email addresses that are verified on the NUEL website. Players may request it go to a different email address if the League Operations Manager deems the reason legitimate.

5. Spirit of the Game

5.1. Sportsmanship

- 5.1.1. Teams are expected to play at their best at all times within any NUEL game, and to avoid any behaviour inconsistent with the principles of good sportsmanship, honesty, or fair play.
- 5.1.2. The following actions will be considered unfair play and will be subject to penalties at the discretion of the NUEL.
 - 5.1.2.1. Hacking. Hacking is defined as any modification of the game client by any player, team or person acting on behalf of a player or a team.
 - 5.1.2.2. Exploiting. Intentional use of an in game bug to gain an advantage.
 - 5.1.2.3. Ringing. Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.
 - 5.1.2.4. Cheating Device. The use of any kind of cheating device and/or cheat program.
 - 5.1.2.5. Intentional Disconnection. An intentional disconnection without a proper and explicitly-stated reason.
 - 5.1.2.6. NUEL Discretion. Any other further act, failure to act, or behaviour which, in the sole judgement of NUEL officials,

violates these Rules and/or the standards of integrity established by NUEL for competitive game play.

5.1.3. The following actions will be considered poor sportsmanship play and will be subject to penalties at the discretion of the NUEL.

5.1.3.1. Flaming. This shall be considered any comments in all chat or game lobby that may be considered negative or hurtful.

5.1.3.2. Use of racist or discriminatory language.

5.1.3.3. Intentional disconnects. This does not include restarting the client in order to bug fix.

5.2. Public Content / Social Media

5.2.1. Public content includes but is not limited to: live stream, videos, podcasts, articles and social media posts.

5.2.2. Any person that is a part of public content created around NUEL tournaments or events is subject to the rules of the tournament and the NUEL's Code of Conduct (found below).

5.3. Penalties

5.3.1. Any person found to have engaged in or attempted to engage in any act that the NUEL believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the NUEL.

5.3.2. If any team or player is suspected of breaking any rules, admins should be informed at which point they may ask for screenshots or other evidence of misconduct.

5.3.3. Upon discovery of any team member committing any violations of the rules listed above, NUEL may in its sole discretion issue penalties up to and including lifetime bans from NUEL competitions.

5.4. Code of Conduct

5.4.1. By participating in the tournament you agree to abide by the rules laid out in our code of conduct (<https://docs.google.com/document/d/1b49vEssB3-aOzaZu55A-KoMaH6VkMLbgm0sntW9zxd0/edit>).

6. Spirit of the rules

- 6.1. These Rules may be amended, modified or supplemented by the NUEL, from time to time, in order to ensure fair play and the integrity of the NUEL.
- 6.2. All decisions regarding the interpretation of these rules lie solely with NUEL, the decisions of which are final.

Appendix A - OMWP Calculation

Opponent Match Win Percentage (OMWP) is used to quantify the strength of schedule of a particular team (i.e how difficult their matchups were). OMWP represents the average win rate of all the opponents faced by a given team.

For the calculation opponent win rates lower than 33% are rounded up to 33% to reduce the impact of lower performing teams. The adjusted win rates of all the opponents played is then added together and then divided by the number of unique opponents. The resulting OMWP value is then min-max normalised so that the range of values is 0 to 1 rather than 0.33 to 1. This normalised value is the value displayed in the standings.

Adjusted opponent win rate: $O_x = \frac{\text{Matches Won by Opponent } x}{\text{Matches Played by Opponent } x}$ if $O_x > \frac{1}{3}$, otherwise $O_x = \frac{1}{3}$

Number of Unique Opponents: N

$$OMWP = \frac{\sum_{x=1}^N O_x}{N}$$
$$OMWP_{\text{Min-max normalised}} = \left(OMWP - \frac{1}{3} \right) \times \frac{3}{2}$$

Appendix B - Patch Notes

[Winter 2023](#)