



UNIVERSITY ESPORTS

Complete Rules For The Rainbow Six Siege University Tournament 23/24

27th October 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. 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 it may result in a forfeit of said teams game or suspension from the tournament.

1.2.2. Special cases

Players do not need to satisfy conditions 1.2.1.1, 1.2.1.2 and 1.2.1.3 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 Rainbow Six Siege 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 Flshing (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 next 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. Players may still be kicked from a team during roster lock without restriction.
- 1.4.2.3. After the final game of the season has been played rosters will be unlocked.

1.4.3. Substitutions in a Series

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.

1.4.5. Playoff Substitutions

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

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

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 Wednesday and close at 6:45pm.

2. Match Rules

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. Settings:

- Playlist Type: Normal Mode
- Server Type: Dedicated Server
- Voice Chat: Team Only
- Time of the Day: Day
- HUD Settings: Pro League
- Server Location: EUW

2.2.2. Match Settings:

- **Banning**
 - Number of bans: 4
 - Ban timer: 20
- **Rounds**
 - Number of rounds: 12
 - Attacker/defender role swap: 6
 - Overtime rounds: 3
 - Overtime score difference: 2
 - Overtime role change: 1
 - Objective rotation parameter: 2
 - Objective type rotation: Rounds Played
 - Pick phase timer: 15
- **Health and Damage**
 - Operator hp: 100
 - Friendly fire damage: 100
 - Friendly Fire in Prep Phase: On
 - Reverse friendly fire: off
 - Injured: 20
- **Character Control**
 - Sprint: On
 - Lean: On
 - Death
 - Death duration: 3
 - Death replay: off
- **Tactical Timeout**
 - Requests available per team: 1
 - Allow requests from: Players
 - Timeout duration: 45

2.2.3. Game Mode: TDM BOMB

- Plant duration: 7
- Defuse duration: 7
- Fuse time: 45
- Preparation: 45
- Action: 180

2.2.4. Operators

- All other operators are allowed.
- Admins reserve the right to ban specific operators if Ubisoft reckons that it contains a bug, creates imbalance or has a game-breaking effect on competitive

play, players will be informed in announcements if this is the case.

2.2.5. Map pool

- Bank
- Border
- Chalet
- Clubhouse
- Kafe Dostoyevsky
- Oregon
- Skyscraper
- Nighthaven Labs
- Consulate

2.3. Map Picks & Bans

2.3.1. The map for a given match should be determined using either in-game chat or an agreed-upon external website.

2.3.2. For a best of 1 (bo1), teams will take turns banning maps until one remains, which will be played. The left side team will choose who goes first on map veto.

The team that didn't get side selection gets overtime side selection.

2.3.3. For best of 3s (bo3), map selection should be determined with the following method:

- The left side chooses who goes first on map veto.
- Team A (Team that's chosen)
- Team B (Other team)
- Team A removes one of the 9 maps.
- Team B removes one of the 8 remaining maps.
- Team A removes one of the 7 remaining maps.
- Team B removes one of the 6 remaining maps.
- Team A picks one of the 5 remaining maps, which will be played as the 1st map. (Team B picks sides)
- Team B picks one of the 4 remaining maps, which will be played as the 2nd map. (Team picks sides)
- Team A removes one of the 3 remaining maps.
- Team B removes one of the 2 remaining maps.
- The last map will be, if needed, played as the 3rd map. (Team A picks sides)

For each map the team that didn't get side selection gets overtime side selection.

- 2.3.4. For best of 5s (bo5) in a single elimination bracket, map selection should be determined with the following method:
- The left side team decides whether they would like to be Team A or Team B
 - Team A bans a map.
 - Team B bans a map.
 - Team A picks a map; Team B chooses their starting side.
 - Team B picks a map; Team A chooses their starting side.
 - Team A bans a map.
 - Team B bans a map.
 - Team A picks a map; Team B chooses their starting side.
 - Team B picks a map; Team A chooses their starting side.
 - Decider map; coin toss to determine who gets side selection.

- 2.3.5. For best of 5s (bo5) in a double elimination bracket, the team coming from the Upper Bracket (UB Team) chooses the map ban sequence out of the 3 options below. Side selection on the first 4 maps goes to the team that didn't choose that map, a coin toss will determine who gets "side selection" for the decider map, for each map the team that didn't get side selection gets overtime side selection.

- Option 1 (Default). UB Team Pick / LB Team Ban / UB Team Ban / LB Team Pick / UB Team Ban / LB Team Ban / UB Team Pick / LB Team Pick / Decider
- Option 2 (Alternative). LB Team Ban / UB Team Ban / LB Team Pick / UB Team Pick / LB Team Ban / UB Team Ban / LB Team Pick / UB Team Pick / Decider
- Option 3 (Alternative). UB Team Ban / LB Team Ban / UB Team Pick / LB Team Pick / UB Team Ban / LB Team Ban / UB Team Pick / LB Team Pick / Decider

2.4. MOSS

- 2.4.1. All Players must run MOSS at all times during NUEL Matches. The latest version of MOSS can be downloaded here: <https://nohope.eu/> . Players may be required to send their MOSS files to the Admins within twenty-four (24) hours of the Scheduled Match Start time and must save the file up to seven (7) days after a Match ends.
- 2.4.2. Players must not modify their MOSS files in any way before submitting them to admins. Providing modified MOSS files will result in immediate disqualification and further penalties as per 5.3.3.

2.4.3. Failure to provide MOSS files within the stated time frame can result in immediate disqualification from the tournament among other penalties as per 5.3.3.

2.5. Cosmetics

2.5.1. If a team is found to be using a banned cosmetic item, that round is forfeit and the game is to be rehosted by the offending team to allow for changes to be made to the skins.

2.5.2. Drone skins and operator gadget skins are all forbidden in competitive play. Players can only use the default drone and operator gadget skins.

2.5.3. List of whitelisted cosmetics:

- Operator's default skins
- Pro League skins (gold sets)
- Pro teams branded cosmetics
- Esports Programs' cosmetics

2.5.4. For sake of clarity, permitted operator battle dress uniforms and headgears that aren't operators' default skins nor pro teams branded are listed in Appendix B at the bottom of this document.

2.6. Spectators

A spectator is allowed if both teams agree. In the case of both teams wanting to have a spectator, then neither team will be allowed one.

2.7. Rehost

2.7.1. Teams can agree to a rehost, if they think it's needed to play a fair and balanced match or to solve technical problems.

2.7.2. A rehost can only occur in the preparation phase or the first 30 seconds of the action phase, if no players have taken damage.

2.7.3. A rehost has to be played with the same settings as they picked at the start of the original game.

2.7.4. Each team can receive up to 1 rehost per map maximum.

2.7.5. Each rehost can only last a maximum of 10 minutes.

2.8. Disconnections and Ping

2.8.1. If a player or players disconnect from the game after the times stated in 2.7.2 the game is to continue and said players can rejoin the game at any time.

2.8.2. If a player or players disconnect from the game before the times stated in 2.7.2 a rehost is allowed, but the round must be played with all the same picks/ bans and settings.

2.8.3. A player may not have a consistent ping of above 70, if a player has a ping greater than 70 the offending player may not continue. If the player's ping is likely to return to below 70, the team may use their single rehost for this as long as it is within the times in 2.7.2.

2.9. Fair Play

2.9.1. Illegal Actions

2.9.1.1. 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 team's punishment will result in either a round, game or series loss.

2.9.1.2. List of bugs or glitches below is a list of known intended and unintended game mechanics. Any situations that arise and are not specified below will be dealt with on a case by case basis by the admins.

2.9.1.3. Unallowed - Instant round loss to the team that uses it, further penalties if used again by the same team:

- Any position that Players can get their operator, drones or gadgets to, and out of, by passing through any object, wall or surface, resulting in the operator, drone or gadget not being seen as they normally should.
- Any position that players can get their operator, drones or gadgets to, and out of, only through the help of one of multiple of their teammates clustering around them (through 3D models collisions)
- Any behaviour of action that players can perform to create a situation where they can see or shoot at an opponent with the opponent being able to see them or attack/shoot at them as they normally should.
- Standing on a window ledge undetected.
- Blocking window vaulting with a destructible shield.
- Using a Mira shield to boost.
- Shooting through what is intended to be non-destructible items including walls, floors and other objects or surfaces.
- Placing any equipment or gadget in a place where it cannot be destroyed.
- Vaulting on ledges and proning to reach normally inaccessible spots.
- Vaulting onto skylight windows.

2.9.2. Allowed Actions :

- Using equipment or defusing through a destructible surface.
- Destroying a hatch with the defuser on it to cause it to fall and deactivate (resulting in a win for the defending team).
- Smoking through walls.
- Hibana's pellets, Ace's SELMA charges and Thermite's exothermic charges can be placed anywhere.

2.9.2.1. The tournament directions reserves the right, also retroactively, to add more bugs to the list of explicitly allowed bugs.

2.9.3. Ineligible Players

2.9.3.1. 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.

2.9.3.2. 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.

2.9.4. Cheating

2.9.4.1. 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.

2.9.4.2. 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.

2.9.4.3. 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.

2.9.5. Spawn Killing

2.9.5.1. Spawn killing is defined as a kill of an attacker during the first 2 seconds of the action phase. Spawn killing is not allowed and doing so will result in a round loss for the defending team.

2.10. No show

2.10.1. Players are expected to arrive promptly for all games.

2.10.2. A default win will be awarded to a team that has 5 players ready and waiting in the lobby, if their opponents do not have 5 players in the lobby 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).

2.10.3. 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.

2.10.4. If neither team has created or joined a custom game within the time defined in 2.10.2 the higher seed will receive the win.

2.10.5. If a team is late due to technical reasons an admin must be informed before the no show time defined in 2.10.2. It is then at the admins discretion as to how much extra time said team has to resolve their technical issues.

2.10.6. 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.

2.10.7. 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.

2.11. Submitting results

2.11.1. Results must be submitted after each individual best of X series is completed.

2.11.2. Results should be submitted as 1-0 or 0-1 to represent who won the whole series.

2.12. Casting of Games

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

2.12.2. 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.

- 2.12.3. Players must wait for observers to declare they are ready before starting the game.
- 2.12.4. 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 1-3 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 3 weeks of qualification the top 8 teams will qualify into the Prize Playoffs.
- 3.2.3. Teams who do not make the prize play-offs will be put into Open Playoffs in groups of 8.

3.2.4. Swiss Format

- 3.2.4.1. 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.
- 3.2.4.2. 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.
- 3.2.4.3. 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.
- 3.2.4.4. 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.

- 3.2.4.5. 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.

3.2.5. Tiebreakers

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

- 3.2.5.1. Opponent Match Win Percentage (OMWP, see Appendix A)
- 3.2.5.2. Head-to-head result
- 3.2.5.3. Tiebreaker match(es)

3.2.6. Prize Playoff Cutoff

- 3.2.6.1. 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)
- 3.2.6.2. 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.
 - 3.3.1.1. The winner of the upper bracket final will receive a 1 game advantage in the grand 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.

4.2. 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. 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.

5.2. 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 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 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-KoMaH6VkMLbgm0sntW9zxdo/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 the 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 - Esports Programs & Pro League Battle Dress Uniforms and Headgears Permitted in Competitive Play¹

- 1.1. The following list of operators' battle dress uniforms and headgears is permitted for use in competitive play in the Rainbow Six Circuit. Any new operator battle dress uniforms or headgear part of esports programs' cosmetics and released after this list's last update will be addressed on a case-by-case basis.
- 1.2. **Ace;** *Heyday (Y6S4)*
Alibi; *Sharp Adversary (2021 North America League), Outstanding Performance (Y6S2)*
Bandit; *Resilient Entrant (2021 APAC League), Ultimate Competitor (Y5S4)*
Blackbeard; *Septentrion (2020 NAL Bundle), Hardy Candidate (2021 LATAM Bundle)*
Blitz; *Eastern Sunrise (2020 APAC League Bundle), Beyond Terrific (Y6S2), Competitor Blitz (SI 2020)*
Buck; *Elated Prodigy (2021 NAL Bundle)*
Capitão; *Athletics Professional (2021 LATAM Bundle)*
Castle; *NA Major (2021)*
Caveira; *Golden Courage (2020 LATAM League), Competitor Caveira (SI 2020)*
Doc; *Disciplined Contestant (2021 EUL Bundle)*
Ela; *Assiduous Venture (2020 APAC League), Art Explosion (SI 2022)*
Finka; *Unfailing Perseverance (2021 EUL Bundle), Nano Revolution (SI 2022)*
Flores; *Talented Strategist (2021 LATAM Bundle)*
Frost; *Sturdy Aspirant (2022 NAL Bundle)*
Gridlock; *Arduous Hardship (Y5S4)*
Hibana; *Triumphant Challenger (Y5S4), Competitor Hibana (SI 2020)*
Iana; *SI 2022*
IQ; *Doyenne (Y6S3)*
Jager; *Herculean (2020 EUL)*
Kaid; *One of a Kind (2020 EU Major Set)*
Kali; *SI 2022 Battlepass*
Kapkan; *Eminent Unity (2021 EUL)*
Lesion; *Dedicated Athletics (2021 APAC), APAC Major (2021)*
Maestro; *Studios Player (2021 EUL Bundle)*
Maverick; *Record Breaking Stamina (2020 NAL Bundle)*
Melusi; *Unending Endurance (2021 LATAM Bundle)*
Mira; *Wild Exuberance (2021 LATAM Bundle)*
Mozzie; *Competitor Mozzie (SI 2020), Split Squatter (SI 2022)*
Nomad; *Spirited Victor (2020 LATAM League Bundle)*
Osa; *Tough Partaker (2021 EUL Bundle)*
Pulse; *Seasoned Contender (Y5S4), Beating Heart (SI 22)*

¹ Rainbow Six Circuit Global Rulebook 2022, Annex C, page 41
https://static2.cdn.ubi.com/gamesites/rainbow6/esports/R6SCircuit_GlobalRulebook_Final.pdf

Sledge; Road to SI 2021, SI 2020 Attendee, Competitor Sledge (SI 2020)
Smoke; Orbes & Maples (2020 NAL League Bundle), Mortal Cloud (SI 22)
Tachanka; SI 2021 VIP
Thermite; Competitor Thermite (SI 2020)
Thunderbird; SI 2022 VIP
Twitch; Fierce Alliance (2020 EUL Bundle), Preeminent (Y6S4)
Valkyrie; SuperJock (2021 NAL Bundle)
Ying; Prestigious Heritage (2021 APAC Bundle)
Zofia; Soaring Flame (SI 22)