



# UNIVERSITY ESPORTS

## **Complete Rules For The Rocket League University Tournament 23/24**

10th January 2024  
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.**

## **Contents**

1. [Player and Team Eligibility](#)
  - 1.1. [University Eligibility](#)
  - 1.2. [Player eligibility](#)
    - 1.2.1. [Eligible Players](#)
    - 1.2.2. [Special Cases](#)
    - 1.2.3. [Ineligible Students](#)
  - 1.3. [Team requirements](#)
  - 1.4. [Substitutions](#)
    - 1.4.1. [Change of Captain](#)
    - 1.4.2. [Roster Lock](#)
    - 1.4.3. [Substitutions in a Series](#)
    - 1.4.4. [Emergency Substitutions](#)
    - 1.4.5. [The Spirit of Substitutions](#)
  
2. [Match Rules](#)
  - 2.1. [Game Settings](#)
  - 2.2. [Server Creation & Side Selection](#)
  - 2.3. [Spectators](#)
  - 2.4. [Rehost](#)
  - 2.5. [Disconnections](#)
  - 2.6. [Fair Play](#)
    - 2.6.1. [Illegal Actions](#)
    - 2.6.2. [Ineligible Players](#)
    - 2.6.3. [Cheating](#)
  - 2.7. [No Show](#)
  - 2.8. [Submitting Results](#)
  - 2.9. [Casting and Streaming of Games](#)
  
3. [Tournament Format](#)
  - 3.1. [Seeding](#)
  - 3.2. [Qualification \(Weeks 1-2, 4-5\)](#)
    - 3.2.1. [Swiss Format](#)
    - 3.2.2. [Tiebreakers](#)
    - 3.2.3. [Tiebreakers - Prize Playoff Cutoff](#)
  - 3.3. [Playoffs \(Weeks 6-8\)](#)

4. [Playoffs and End of Season Prizes](#)
  - 4.1. [Live Finals](#)
  - 4.2. [Online Finals](#)
  - 4.3. [Open Playoffs](#)
  - 4.4. [Prize Playoffs](#)
  - 4.5. [Prizing](#)
  
5. [Spirit of the Game](#)
  - 5.1. [Sportsmanship](#)
  - 5.2. [Public Content / Social Media](#)
  - 5.3. [Penalties](#)
  - 5.4. [Code of Conduct / Terms of Service](#)
  
6. [Spirit of the rules](#)
  
7. [Disclaimer](#)

[Appendix A - OMWP Calculation](#)

## 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 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. Players who receive Permanent Bans from Psyonix during the period in which they are otherwise eligible to play UE tournaments, may be disqualified from current and future UE tournaments.

#### 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 their 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 Rocket League tournament admins. However other members of the NUEL team for example casters are eligible to participate in the National Championship

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 may consist of between 3 and 6 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. 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.
- 1.3.6. 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](http://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. After the final game of the season has been played rosters will be unlocked.
- 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. Players are not allowed to be substituted part way through a match.

### 1.4.4. Emergency Substitutions

- 1.4.4.1. When a team's roster is locked they may request one emergency substitution to be added to their roster.
- 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 6 players. However, by Rule 1.4.2.2. Captains can kick a player to reduce their team size to 6 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.

### 1.4.5. 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

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.

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

## 2.1. Game Settings

### 2.1.1. Settings:

- Team Size: 3v3
- Bot Difficulty: No Bots
- Mutators: None
- Match Time: 5 Minutes
- Platform: All
- Server Location: Europe
- Arena: DFH Stadium

## 2.2. Server Creation & Side Selection

2.2.1. The team with the higher seed (the team on the left side of the matchpage) should create the server with the game settings stated in 2.1.1. The team that creates the server has the choice of side.

## 2.3. Spectators

2.3.1. Spectators are permitted. Unless the match is being broadcasted in which case the casters and/or observers only are permitted.

## 2.4. Rehost

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

2.4.1.1. A rehost can only occur in the first 30 seconds of the match, if no goals have been scored.

2.4.1.2. A rehost can only occur in the first 10 seconds of overtime, if no goals have been scored. When the match is rehosted, the team that scores the first goal will be the winner.

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

## 2.5. Disconnections

2.5.1. If a player or players disconnect from the game after the times stated in 2.3.1.1 the disconnected player may rejoin during the game that the

disconnect occurred in, or in between games of a series but may not join in the middle of subsequent games in the series.

- 2.5.2. If a player or players disconnect from the game before the times stated in 2.4.1.1, or in the case of 2.4.1.2, a rehost is allowed, but the match must be played with the same arena and sides.
- 2.5.3. 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 game prior to the next game in the series, the player's team may substitute another player from their roster if this is the first disconnect for the team during the series.

## 2.6. Fair Play

### 2.6.1. Illegal Actions

- 2.6.1.1. 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.

### 2.6.2. Ineligible Players

- 2.6.2.1. 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.
- 2.6.2.2. 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.

### 2.6.3. Cheating

- 2.6.3.1. 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.
- 2.6.3.2. The exceptions to 2.6.3.1 includes BakkesMod, which players are permitted to use, for other third party programs speak to the Rocket League Product Manager.

- 2.6.3.3. 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.
- 2.6.3.4. 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.

## 2.7. No Show

- 2.7.1. 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).
- 2.7.2. If neither team has created or joined a custom game within the stated time in 2.7.1 the higher seed will receive the win.
- 2.7.3. In the case of a playoff series, if 2 players are present from the offending team, they will only forfeit the first map, and have an additional 15 minutes to field a full team.
- 2.7.4. If a team is late due to technical reasons an admin must be informed before the no show time defined in 2.7.1. 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.
- 2.7.5. 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.
- 2.7.6. 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.

## 2.8. Submitting Results

- 2.8.1. Results must be submitted after each individual best of X series is completed.
- 2.8.2. Results should be submitted as a series score. E.g. 3-1 in a best of 5, or 4-2 in a best of 7 match.

## 2.9. Casting and Streaming of Games

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

- 2.9.1. NUEL tournament admins and people that are explicitly allowed to spectate by a tournament admin (e.g. shoutcasters 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.
- 2.9.2. Players must wait for observers to declare they are ready before starting the game.
- 2.9.3. Other parties are strictly forbidden from broadcasting a game that NUEL themselves are broadcasting.

## 3. Tournament Format

### 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 (Weeks 1-5)

- 3.2.1. The qualification stage will follow the Swiss system (as outlined in 3.2.5. )
- 3.2.2. Each game week in the qualification stage will have three (3) Bo5 matches.
- 3.2.3. The top 8 teams at the end of week 5 (end of round 15) will qualify for the prize playoffs. All other teams will go through to the open playoffs, in groups of 8 teams.

#### 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.
- 3.2.4.6. If a team checks-in for a tournament night but does not turn up for their game(s), they will be dealt 3 penalty points.
- 3.2.4.7. This will result in the affected team being paired against teams with more points than them whilst the penalty points are active. For example, if a team with 3 points on the standings is dealt 3 penalty points, they will be placed against a team with 6 points on the standings (3.2.4.3 may also still apply).
- 3.2.4.8. Penalty points decay at a rate of 3 points per attended matchday.

### 3.2.5. Tiebreakers

The tiebreakers for the qualification stage final standings are in the following order (read 3.2.7 for the exception):

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

### 3.2.6. Tiebreakers - 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. Playoffs (Weeks 6-8)

- 3.3.1. Each group of 8 (the prize playoffs, and each group of 8 teams in the open playoffs) will form a bracket.
- 3.3.2. Brackets will be double elimination and all matches will be Bo7.
- 3.3.3. For Open Playoffs, the team that qualifies from the upper bracket will start with a 1-0 advantage. The team that qualifies from the upper bracket to the grand final of the Prize Playoffs will have a "series in hand", otherwise known as a bracket reset.

## 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 on stage that is designated as the Main Coach that is allowed to communicate with the Team's Players between (but not during) games.
- 4.1.8. Teams may request one (1) timeout (each) between Games during a series (i.e. once per Bo7) . This timeout will last two (2) minutes but must be requested within 30 seconds of the previous game ending.

#### 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 may be ineligible to play in the Open Playoffs, at the discretion of the Product Manager.

#### 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. See 2.6.3.2 for exceptions.
  - 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 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 / Terms of Service

- 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>).
- 5.4.2. To play in the tournament teams must abide by the Psyonix Terms of Service (<https://www.psyonix.com/tou/>).

## 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.

## 7. Disclaimer

- 7.1. This tournament is in no way sponsored, endorsed, or administered by, or otherwise associated with, psyonix llc. The information players provide in connection with this tournament is being provided to the tournament organiser and not to Psyonix LLC.

7.2. By participating in this tournament, to the extent permitted by applicable law, players agree to release and hold harmless Psyonix LLC, its parent company, licensors, its and their affiliates, and its and their employees, officers, directors, agents, contractors, and other representatives from all claims, demands, actions, losses, liabilities, and expenses related to the tournament.

## 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:*  $N$

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