UNIVERSITY ESPORTS

Complete Rules For The League of Legends University Series 23/24

17th 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
              1.1.1.   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-qu
                        alification-levels
                        https://scqf.org.uk/about-the-framework/interactive-framework/
                        https://www.qqi.ie/what-we-do/the-qualifications-system/national-fra
                        mework-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/lis
                                    t-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.

1.2.1.8. A player's League of Legends account must have 20 available Champions at minimum.

1.2.1.9. Players who receive Permanent Bans from Riot 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 1.2.1.1,1.2.1.2 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 League of Legends 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 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. 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 Wednesday and close at 6:15pm (30 minutes before the first round of the evening begins).

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 Setup and Champion Select
    2.2.1. Both teams must have 5 players each in the game lobby before the champion select can start.
    2.2.2. All games are to be played on the Europe west server.
    2.2.3. Players must use the account associated with their NUEL profile. If this account information is not up to date it will lead to a loss of ban in the first incident with increasing penalty for repeat offences.
    2.2.4. For all Swiss matches the higher seed (the team on the left side of the matchpage) has the choice of side in the first game.
    2.2.5. During Playoffs, the higher seed (lower number) will be given first choice of side. Seeds will be decided based on qualifying position (position on leaderboard after qualification stage). This applies for all Playoff rounds with the exception of the Lower Bracket Final and Grand Final.
    2.2.6. For the Lower Bracket Final, the team that has just fallen from the Upper Bracket will be given first choice of side.

2.2.7. For the Grand Final, the team that has come from the Upper Bracket will be given first choice of side.

2.2.8. In best-of-3 and best-of-5 series, for all games after the first, the losing team of the previous game will have the choice of side.

2.2.9. If Tournament codes are provided they should be used by all players. If for some reason tournament codes are not available Either team may host the game and The game name and password should then be given to the opposing team.
The lobby should be set up as follows

2.2.9.1. The game mode tournament draft should be used for all games.

2.2.9.2. The map summoners rift should be used for all games.

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

2.2.9.4. Team size of 5.

2.2.10. Once both teams have joined the lobby and stated they are ready the lobby leader may begin champion select.

2.2.11. New champions or runes may not be used until they have been available for purchase for at least one week.

2.2.12. Champions or runes which have been reworked may not be used until a week has passed since the patch date.

2.2.13. If a player does not own a specific champion then they can pick a placeholder champion. In the event a team wishes to use a placeholder champion they must:

2.2.13.1. Inform the opposing team captain and the casters must be told before the champion is locked in that you are using a placeholder and who the placeholder represents. This may be done by messaging the opposing captain or returning to the lobby.

2.2.13.2. Once champion select finishes, the game will be remade, still as Tournament Draft, with the same champions selected apart from the "placeholder".

2.3. Pauses and Regames

2.3.1. If a player fails to connect to the game the game should be paused immediately. If this player fails to connect the game may be restarted. The new game must follow rules for a regame found in section 2.3.3.

2.3.2. Teams may use the pause command as follows

2.3.2.1. It is forbidden to use the pause without an obvious reason like a player disconnecting.

2.3.2.2. In the case a player disconnects or is having connectivity issues, the team is allowed to use a pause.

2.3.2.3. In the case of hardware or software issues the team is allowed to use a pause.

2.3.2.4. In the event of a pause the other team should be informed immediately why the pause has occurred and should be

informed of any progress towards fixing the issue causing the pause.

     2.3.2.5.   Before resuming games both teams should state they are ready to continue.

     2.3.2.6.   Teams may only pause the game for up to 15 minutes. If after 15 minutes technical issues can not be solved the game should be resumed. If the game cannot be resumed then admins should be contacted.

     2.3.2.7.   A team may call no more than 3 individual technical pauses per game

     2.3.2.8.   Teams should not call pauses whilst a teamfight is occurring or during the initiation of a teamfight. Teams that are seen to be using pauses to generate an unfair advantage may have points deducted or have further penalties applied.

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

     2.3.3.1.   A regame has to be played with the same picks and bans, champions cannot be changed once champion select has completed.

     2.3.3.2.   A regame has to be played with the same summoner spells, runes and masteries.

     2.3.3.3.   A regame is not permitted if a player forgets to change their runes and masteries.

     2.3.3.4.   If no player on a team has Smite selected, an admin may approve a remake with one player being allowed to swap a summoner to Smite as an exception to 2.3.3.2.

2.4.   <u>No Show</u>

   2.4.1.   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).

   2.4.2.   If neither team has created or joined a custom game within the stated time in 2.4.1 both teams will receive a loss. For calculating pairing the higher team will be considered the winner but the game will still count as a loss for calculating final standings.

   2.4.3.   If a team is late due to technical reasons an admin must be informed before the no show time defined in 2.4.1. 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.

   2.4.4.   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.

2.4.5. 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.

2.5. <u>Submitting Results</u>
2.5.1. After each game both team captains should report results before joining the lobby for the next game.
2.5.2. 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.

2.6. <u>Fair Play</u>
2.6.1. <u>Illegal Actions</u>
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 intentionally uses any bug or glitch, the team's punishment will result in either a round, game or series loss.

2.6.2. <u>Ineligible Players</u>
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.
2.6.2.3. Players who have received permanent bans from Riot during the tournament period may be excluded from competing.

2.6.3. <u>Cheating</u>
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. 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.
2.6.3.3. 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.

2.7.   Broadcasting of Games
NUEL reserves the right to cast any games played as part of the national championship.
- 2.7.1.1.   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.
- 2.7.1.2.   If you have observers spectating your game they should be made aware of any placeholder champions being used.
- 2.7.1.3.   Players must wait for observers to declare they are ready before starting champion select.
- 2.7.1.4.   If the game is being cast, players must join the lobby in the following order Top, Jungle, Mid, ADC, Support.
- 2.7.1.5.   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 3 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 next 16 highest placed teams that check-in for week 6 will be placed into Open Playoffs 1 and 2 in groups of 8. All remaining teams continue in Swiss.

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 3.2.6 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. Round 1 will be a best-of-1.

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 draft stage and between games in a series.

    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. <u>Prize Playoffs</u>
    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. <u>Prizing</u>
    Before receiving the prizing, all members must sign the agreement detailing the split as proposed by the Team Captain. Prizing will then be sent to the Captain of the team who will then distribute the money in the agreed fashion.

5. <u>Spirit of the Game</u>
  5.1. <u>Sportsmanship</u>
    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 League of Legends 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. <u>Public Content / Social Media</u>
- 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. <u>Penalties</u>
- 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. <u>Code of Conduct</u>
- 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-KoMa H6VkMLbgm0sntW9zxdo/edit).
- 5.4.2. To play in the tournament teams must abide by Riot's Terms of Service (https://www.riotgames.com/en/terms-of-service)

6. <u>Spirit of the rules</u>
- 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.

7. <u>Riot Games</u>
- 7.1. A participant's Riot ID, university and team information may be shared as needed between other competitors, Riot and the tournament organisers as necessary to facilitate and monitor participation.

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.

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

$Number\ of\ Unique\ Opponents$: N

$$OMWP = \frac{\sum_{x=1}^{N} O_x}{N}$$

$$OMWP_{Min-max\ normalised} = \left(OMWP - \frac{1}{3}\right) \times \frac{3}{2}$$