



# UNIVERSITY ESPORTS

## **Complete Rules For Teamfight Tactics: Spring 2024**

12th January 2024

NUEL Admin Team

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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.

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 TFT 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. In this tournament each individual is considered a team captain.
- 1.3.2. A team consists of only 1 player.
- 1.3.3. 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.

## 2. Match Rules

Players must use the account associated with their NUEL profile. If said players use an account not linked to a NUEL account it may result in a forfeit of said players game or suspension from the tournament.

All information on fixtures and start times are found in the TFT spreadsheet and Discord channel. To keep up to date with the fixtures and tournament information all players must join [the NUEL Discord channel](#) and acquire the TFT role.

### 2.1. Lobby Creation

- 2.1.1. All games (except for Prize Playoffs, see 3.2) are to be played on the Europe West server.
- 2.1.2. The highest seeded player in a fixture is the one who will create the lobby.
- 2.1.3. If the highest seeded player of a fixture is a no show then an admin should be told by the other players immediately, so that a new lobby host can be assigned.
- 2.1.4. All players, with the exception of the highest seeded player, must add the highest seeded player in the fixture and request an invite to the lobby.

### 2.2. Scoring

- 2.2.1. There are two factors that go into scoring a player. The first factor is the player's finish position in a fixture. Scoring for finish positions is as follows: 1st=9pts, 2nd=8pts, 3rd=7pts, 4th=6pts, 5th=4pts, 6th=3pts, 7th=2pts & 8th=1pt.
- 2.2.2. The second factor in a player's score is the difficulty of the fixture. As the tournament progresses players are grouped into fixtures by the number of points they have accumulated. The groups that have players with the highest number of points will receive bonus points, this is determined at the start of each tournament night.
- 2.2.3. If group sizes are more than 1 and less than 8, players will be match made with other players on the EUW server. In this scenario the players from our tournament will be given points in relation to their finish position, compared to the other players from this tournament in their match.
- 2.2.4. If there is a tie in the number of points players have, the tie breaker will be based on the number of 1st place finishes the players have. If there is a tie again then the tie breaker will be on 2nd place finishes, and so on.
- 2.2.5. After week 3 the top 16 players will qualify for the broadcasted finals to compete for positions 1-16. The remaining players will continue to

play on live servers for positions 17+. See 3.2

2.3. Rehost

- 2.3.1. Players can agree to a rehost, if they think it's needed to play a fair and balanced match or to solve technical problems.
- 2.3.2. If a player disconnects from the game before players are allowed to pick a champion from the carousel they may request a rehost.

2.4. No show

- 2.4.1. Players have 10 minutes after the official start time to request an invite to the lobby. If players are missing by this time an admin should be informed and the match may start without them.
- 2.4.2. If a player 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 player has to resolve their technical issues.

2.5. Submitting results

- 2.5.1. All results are submitted through admins in [the NUEL Discord server](#).
- 2.5.2. To submit a result a direct message should be sent to an admin with a screen shot of the final game screen. This only needs to be done by the two players who come 1st and 2nd in their fixture. It is recommended all players take a screenshot of the final result in case it is requested for by an admin.

2.6. Casting of Games

- 2.6.1. NUEL reserves the right to cast any games played as part of the national championship.
- 2.6.2. Other parties are strictly forbidden from broadcasting a game that NUEL themselves are broadcasting.

### 3. Tournament Structure

#### 3.1. Qualification Stage

- 3.1.1. Qualification weeks 1-3 will run as a Snake Seeded league consisting of 2 matches a night.
- 3.1.2. After 3 weeks of qualification the top 16 players will qualify into the Prize Playoffs.
- 3.1.3. If there is a tie for the final qualifying positions tiebreakers will be used as described in 2.2.4.
- 3.1.4. Any players involved in a tie-break for the top 16 cutoff will be added to the reserve list for the Prize Playoffs. In the event of a No Show (see 2.4) from a qualified player for the finals, players on the reserve list will be offered the spot in order of the week 3 standings. If there are no players involved in a tiebreak for the cutoff, the two next highest scoring players will be added to the reserve list.
- 3.1.5. Players who have not qualified for playoffs will continue in a Swiss league for weeks 4 and 5.

#### 3.2. Prize Playoffs

- 3.2.1. The Prize Playoffs take place over 2 weeks with 3 games played a night.
- 3.2.2. Points will be reset for the Prize Playoffs stage but will be used as the first tiebreaker (see 3.2.6) for Prize Playoffs. Qualification standings will be used to determine seeds for the first round of playoffs.
- 3.2.3. The bottom 8 players in Prize Playoffs after the first week of playoffs will be eliminated with only the top 8 advancing to the final week.
- 3.2.4. In the event of a No Show (see 2.4) for the finals, the next highest placed player after week 4 will be invited instead.
- 3.2.5. Lobbies for the Prize Playoffs will be populated in the following way:

2 players at random seeded in the top 25% of those competing.  
2 players at random seeded in the 26 - 50% range of those competing.  
2 players at random seeded in the 51% - 75% range of those competing.  
2 players at random seeded in the remaining 25% of those competing.

- 3.2.6. The tie-breakers for Prize Playoff standings are applied in the following order:

- a) Total Tournament Points (including qualification points)
- b) Number of wins on the day
- c) Number of top 4 placements on the day
- d) Least number of 8th places on the day

- e) Number of 2nd places on the day
- f) Number of 3rd places on the day
- g) Placement in the final game

3.2.7. All matches during Prize Playoffs will be held on Tournament Realm.  
As such competitors will be required to play on PC.

#### 4. Spirit of the Game

Players are expected to play at their best at all times within any NUEL game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.

##### 4.1. Public Content / Social Media

- 4.1.1. Public content includes but is not limited to: live stream, videos, podcasts, articles and social media posts.
- 4.1.2. 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).

##### 4.2. Penalties

- 4.2.1. 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.
- 4.2.2. 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.
- 4.2.3. 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.
- 4.2.4. 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.

##### 4.3. Code of Conduct

- 4.3.1. 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. Playoffs and end of season Prizes

5.1. Online Finals

Players must provide additional proof of their enrollment at a university before the finals. This will be requested by an admin before the finals begin.

5.2. Prizing

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

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. Riot Games

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.

7.2. This competition is not affiliated with or sponsored by Riot Games, Inc. or Valorant Esports.