



UNIVERSITY ESPORTS

Complete Rules For The Counter-Strike 2 University Tournament 23/24

14th 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.

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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 2022/2023 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.
- 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 may not use items which have name tags that are vulgar in nature or which violate the spirit of the game (e.g. taunts an opponent).
- 1.2.1.8. To participate, a player must have a valid Steam account linked to their NUEL account. The player must use this account to play any and all of their tournament matches. 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.
- 1.2.1.9. Steam accounts with a VAC ban in CS2 will be unable to join NUEL CS2 servers, as such - if any player receives a VAC ban in CS2 during the tournament, they may be subsequently banned from NUEL CS2 tournaments.
- 1.2.1.10. Players with current Faceit bans for cheating are ineligible to compete.

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 CS2 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 Eligibility

- 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

- 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.

- 1.4.5. 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.

- 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 Sunday and close at 6:45pm.

2. Match Rules

- 2.1. Player Settings

- 2.1.1. External tools or software that alter in-game settings are not allowed.
 - 2.1.2. If you are unsure about the legality of a script you have, check with an admin. Jump throw binds are allowed, as are buy, toggle and demo scripts.
 - 2.1.3. The usage of 16 bit colour depth is illegal.
 - 2.1.4. Agent skins are permitted.

- 2.2. Server Settings

- 2.2.1. All regular season matches will be played on Popflash servers, where the following settings will be used:
 - Match Length: CS2 (24)
 - Knife Round: Yes
 - Overtime: Yes
 - OT Money: \$12500

Friendly Fire: On
Record Demo: Yes

2.3. Anti-Cheat Client

- 2.3.1. Teams in the prize playoffs may be required to play matches on Faceit servers, for more robust anti-cheating software. This will be at the lead admins discretion.

2.4. Before the Match

2.4.1. Player and Team Representation

- 2.4.1.1. Player and team names can not contain any offensive or racist content, and player avatars should be appropriate and decent. We reserve the right to moderate team and player names during the tournament and/or for the NUEL tournament broadcast.

2.4.2. Joining Match Server

- 2.4.2.1. Popflash lobby links can be found in the companion (<https://companion.csgo.thenuel.com/>) once fixtures have been released.
- 2.4.2.2. Visit the link and join one side of the lobby. Vetoes should be conducted in chat as follows:

During the Swiss stage, teams on the left of the fixture/companion page have the option to be Team A or Team B. The veto process should be conducted in the popflash lobby chat once this has been decided.

Team B removes one of the 7 maps.
Team A removes one of the 6 remaining maps.
Team B removes one of the 5 remaining maps
Team A removes one of the 4 remaining maps
Team B removes one of the 3 remaining maps.
Team A picks one of the 2 remaining maps.
Side choice decided by Knife Round.

During Playoffs, the higher seed (lower number) will be given the choice of being Team A or Team B. 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.

For the Lower Bracket Final, the team that has just fallen from the Upper Bracket will be given the choice of being Team A or Team B.

Best of three vetoes should be conducted in the lobby as follows:

Team B bans one of the 7 maps.

Team A bans one of the 6 maps.

Team B picks one of the 5 maps, Team A has side choice (1st map)

Team A picks one of the 4 maps, Team B has side choice (2nd map).

Team B bans one of the 3 maps.

Team A picks one of the 2 remaining maps (3rd map if required), Team B has side choice.

For the Prize Playoffs Grand Final the team coming from the Upper Bracket will be Team A. The Veto is held as follows:

Team B removes one of the 7 maps.

Team A removes one of the 6 remaining maps.

Team B picks map 1, Team A has choice of side

Team A picks map 2, Team B has choice of side

Team B picks map 3, Team A has choice of side

Team A picks map 4, Team B has choice of side

Remaining map is counted as the weighted win for Team A.

- 2.4.2.3. If values "CMD" and "UP" are orange in net graph (opened with console command `net_graph 1`) after joining, using commands `cl_updaterate 128` and `cl_cmdrate 128` are recommended whilst in the team select screen (may also require reconnect).

2.4.3. Players in the Server

- 2.4.3.1. The only players in the server should be those intending to play for either team, using the Steam accounts they have linked to their NUEL profiles.
- 2.4.3.2. The only players in the server should be those intending to play for either team, using the Steam accounts they have linked to their NUEL profiles.
- 2.4.3.3. Coaches are allowed, however they must be eligible members of the team roster and must only use the in-game coaching feature.

- 2.4.3.4. Nobody should be in the spectate slots of the server, with the exception of official NUEL admins or observers/casters if the game is being broadcast.

2.4.4. Map Pool

- 2.4.4.1. The map pool used for tournaments will be the active duty competitive map pool. The exception to this is when it is changed mid-season, where the tournament map pool may or may not be altered at admin discretion.

Ancient
Anubis
Inferno
Mirage
Nuke
Overpass
Vertigo

2.4.5. No Shows

- 2.4.5.1. A default win will be awarded to a team that has 5 players on the server, if their opponents do not have 5 players on the server 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).
- 2.4.5.2. In the case of a multiple map series, the offending team will only forfeit the first map, and have an additional 15 minutes to field a full 5 players.
- 2.4.5.3. If neither team has 5 players on the server within the time defined in 2.10.2, both teams will be given a loss. If this is not possible, the team with the most players on the server will be considered the winner. If both teams have the same number of players, the higher seeded team will be considered the winner.
- 2.4.5.4. 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. This may result in teams losing their technical pause in game.
- 2.4.5.5. 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.

- 2.4.5.6. 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.

2.4.6. Server Issues

- 2.4.6.1. It is essential that players check that the game server is stable before going live, so that they may be transferred to a replacement server. Both teams must agree on the server transfer being necessary for it to happen. Should server issues occur mid-game, depending on the severity, players may either need to play it out on the existing one, or in rare cases - transfer servers.
- 2.4.6.2. If a server issue occurs mid match, a technical pause must be called as soon as possible and an admin should be contacted. If match-medic is not available, admins may request the half be simulated on a new server as per 2.5.1.2.

2.5. During the Match

2.5.1. Pausing

- 2.5.1.1. Pauses must be initiated using the /pause command. Each team has access to 5 minutes of pause time during the match.
- 2.5.1.2. If technical pauses are not available on the platform players may declare the technical issue in the match chat and call for a pause using the in-game voting menu. If less than 5 rounds have been completed, the team can request a restart during the pause by contacting an admin. The score and economy should be matched to the same state as when the technical pause started.
- 2.5.1.3. If technical pauses are available, in the event of a player disconnect or other technical issue, players may call a technical pause in order to help resolve the issue, provided that they explicitly state the reason for calling the pause. Technical pauses may be called up to 2 times per half of regulation, and once every overtime.

2.5.2. Player Disconnects

- 2.5.2.1. In the case of a player disconnect, a technical timeout should be called (within the restrictions of the above pausing rules) until the player returns. If the player does not return within the pause time and the team is unable to get a substitute in the

server, the team that is a player down must either play the match out as 4 or forfeit.

2.5.2.2. Intentional disconnects without a proper and explicitly stated reason (such as bug fixing) are prohibited.

2.5.3. Substitutions

2.5.3.1. In the case of a medical emergency and/or technical issue that prevents a player from rejoining the game, a player may be changed mid-game, provided the opposing team is informed in advance. The new player must be eligible to play, on the roster, and join within 5 minutes.

2.5.3.2. In multiple map series, teams may make substitutions more freely between maps.

2.5.4. Forbidden Actions

- Any form of external scripts.
- Using bugs which change the game principle (i.e. spawn bugs) is illegal.
- Moving through walls, floors and roofs is strictly forbidden, this includes "sky-walking", "floating", "map swimming" and "sharking".
- Planting bombs so that they cannot be defused is illegal.
- Boosting with the help of teammates is generally allowed, but is forbidden in positions where textures disappear in walls, ceilings or floors.
- "Pixel walking" is forbidden (sitting or standing on invisible map edges).
- Spamming esc or repeatedly opening and closing the menu in order to make the character's movement hitch and lag is illegal.
- Disrupting map features with items (e.g stopping Overpass train)
- Flash bugs are forbidden.
- "Elevator" Boosts

2.5.5. Allowed Actions

- Defusing bomb through walls/items
- Surfing on tubes
- Molotovs that spread through terrain
- "Infinite" distance grenades

2.5.6. Admin Attention

2.5.6.1. If an issue occurs mid-game where an admin is required, players are advised to invoke a technical pause (following the

rules of such stated in section 3.2.1) and join the 'Support Waiting Room' channel in the official NUEL discord.

- 2.5.6.2. 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.
- 2.5.6.3. 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. Broadcasting of the Games

- 2.6.1. NUEL reserves the right to broadcast any games played as part of our CS2 tournaments. If a game is being streamed by us, the captains will be contacted and players must then wait for observers to declare they are ready before starting the match.
- 2.6.2. Other parties are strictly forbidden from broadcasting a game that NUEL themselves are broadcasting.

2.7. After the Match

2.7.1. Submitting Results and Match Media

- 2.7.1.1. All results should be submitted by both teams after each match using the match link in the tournament companion.
- 2.7.1.2. Match media will only be requested in the event of a dispute, if there is no evidence available to support a claim then the issue will not be taken further.
- 2.7.1.3. Screenshots should be taken of the final result of the match as well as incidents that you may wish to report or dispute.
- 2.7.1.4. Full GOTV demos are recorded automatically. POV demos can be recorded by typing "record *NAME*" in the ingame console. Admins may request that POV demos are recorded. Failure to provide a POV demo upon request will result in appropriate punishment.

3. Tournament Structure

3.1. Seeding

- 3.1.1. Seeding will be determined by the admins based on the rank form submitted by teams. Previous results will be taken into account if applicable.
- 3.1.2. Teams will be split into groups based on seeding. Each group will receive initial starting points before the qualification stage equivalent

to a number of free wins. This is to help reduce the number of fixtures with teams of large rank differential. The number of groups will be decided based on the number of teams.

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

3.2. Qualification Stage

- 3.2.1. Qualification weeks 1-5 will run as a Swiss league (as outlined in 3.2.4.) consisting of 2 best-of-1 matches a night.
- 3.2.2. After 5 weeks of qualification the top 8 teams will qualify into the Prize Playoffs.
- 3.2.3. The 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 weighted best-of-5 final. The first round of playoffs will be 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. Coaching Rules

Any form of communication between a team's coach and the players will only be allowed during the following opportunities:

- Tactical timeouts
- Half times of a map
- Between maps of a multimap series

4.1.2. Verification

Players must bring proof of university enrollment to the live finals.

4.1.3. Additional Anti-Cheating Measures

4.1.3.1. 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 to ensure that this is the case:

- Turn off any phones, smart watches or any other communication device on them and leave them with the match admin.
- Appear 'Offline' on Steam.
- Ensure that no one other than the members of the team are present in the voice communication channel.
- Do not attempt to communicate with the spectators in the arena.

4.1.3.2. 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.

4.1.3.3. Noise cancelling ear defenders must be worn at all times during the match, additionally:

- They must be fitted correctly without obstruction from any other headwear.
- 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.
- Players must not attempt to circumvent the ear defenders via each other's microphones.

4.1.4. Additional Match Rules

4.1.4.1. Halftimes will be set at a length of 1 minute

4.1.4.2. Time between maps is at the discretion of NUEL

4.2. Online Finals

4.2.1. Players will be required to play the finals in the NUEL Discord server with an admin in the voice channel.

4.2.2. Players must show themselves with proof of university enrollment via web camera to an admin and may not leave the voice call after doing so. If a player leaves due to a technical issue they will need to show themselves with the proof of university enrollment again.

4.3. Open Playoffs

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

4.4. Prize Playoffs

4.4.1. During the prize playoffs tournament admins will conduct random student id checks before or after matches.

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

4.5. Prizing

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

5. Spirit of the Game

5.1. Sportsmanship

- 5.1.1. Teams are expected to play at their best at all times within any NUEL game, and to avoid any behaviour inconsistent with the principles of good sportsmanship, honesty, or fair play.
- 5.1.2. The following actions will be considered unfair play and will be subject to penalties at the discretion of the NUEL.
 - 5.1.2.1. Hacking. Hacking is defined as any modification of the game client by any player, team or person acting on behalf of a player or a team.
 - 5.1.2.2. Exploiting. Intentional use of an in game bug to gain an advantage.
 - 5.1.2.3. Ringing. Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.
 - 5.1.2.4. Cheating Device. The use of any kind of cheating device and/or cheat program.
 - 5.1.2.5. Intentional Disconnection. An intentional disconnection without a proper and explicitly-stated reason.
 - 5.1.2.6. NUEL Discretion. Any other further act, failure to act, or behaviour which, in the sole judgement of NUEL officials, violates these Rules and/or the standards of integrity established by NUEL for competitive game play.
- 5.1.3. The following actions will be considered poor sportsmanship play and will be subject to penalties at the discretion of the NUEL.
 - 5.1.3.1. Flaming. This shall be considered any comments in all chat or game lobby that may be considered negative or hurtful.
 - 5.1.3.2. Use of racist or discriminatory language.
 - 5.1.3.3. Intentional disconnects. This does not include restarting the client in order to bug fix.

5.2. Public Content / Social Media

- 5.2.1. Public content includes but is not limited to: live stream, videos, podcasts, articles and social media posts.
- 5.2.2. Any person that is a part of public content created around NUEL tournaments or events is subject to the rules of the tournament and the NUEL's Code of Conduct (found below).

5.3. Penalties

- 5.3.1. Any person found to have engaged in or attempted to engage in any act that the NUEL believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the NUEL.
- 5.3.2. If any team or player is suspected of breaking any rules, admins should be informed at which point they may ask for screenshots or other evidence of misconduct.
- 5.3.3. Upon discovery of any team member committing any violations of the rules listed above, NUEL may in its sole discretion issue penalties up to and including lifetime bans from NUEL competitions.

5.4. Code of Conduct

- 5.4.1. By participating in the tournament you agree to abide by the rules laid out in our code of conduct (<https://docs.google.com/document/d/1b49vEssB3-aOzaZu55A-KoMaH6VkMLbgm0sntW9zxdo/edit>).
- 5.4.2. To play in the tournament teams must abide by Valve's Terms of Service (https://store.steampowered.com/subscriber_agreement/)

6. Spirit of the Rules

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

Appendix A - OMWP Calculation

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

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

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

Number of Unique Opponents: N

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

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