



UNIVERSITY ESPORTS

Complete Rules For The Overwatch 2 Community Campus Clash 24/25

21st September 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 2024/2025 academic year:

- 1.2.1.1. Be a registered student at an institution of Higher Education that is deemed eligible by list in [Section 1.1](#). 'Registered' would be deemed as being in accordance with the HESA (or equivalent) Student Records as submitted by said institution in relation to the receiving of individuals' fees, therefore identifying an individual with a specific 'parent' institution.
- 1.2.1.2. Be registered on a course that gives a FHEQ level 5/SCQF level 8/NFQ level 6 qualification or above that begins before the start date of the tournament and finishes after the start date of the tournament.
<https://www.gov.uk/what-different-qualification-levels-mean/list-of-qualification-levels>
- 1.2.1.3. Physically attend a campus, or study remotely whilst having residence in the UK or Ireland.
- 1.2.1.4. A student who changes universities can only represent the university where they are currently studying and cannot represent more than one university during a season.

- 1.2.1.5. Have verified their university email address on their NUEL account.
- 1.2.1.6. A player's account name must not be offensive and if the NUEL considers this to be the case that player will be required to change their name.
- 1.2.1.7. Players must use the account associated with their NUEL profile. If a team is found to be playing with a player that does not have a linked NUEL it may result in a forfeit of said teams game or suspension from the tournament.
- 1.2.1.8. Players who receive Permanent Bans from Blizzard 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 Overwatch 2 tournament admins. However other members of the NUEL team for example casters are eligible to participate.
- 1.2.3.2. Externally registered students, as determined by the University's Registrar.

1.3. Team requirements

- 1.3.1. Each team must have a designated captain who will be the primary contact for NUEL admins as well as other teams captains. If the captain is not playing another player needs to be designated captain for that week's games.
- 1.3.2. A team must consist of between 5 and 10 players from the same Institution.

- 1.3.3. A team can only play with players registered to their team on the NUEL website.
- 1.3.4. If a team splits up, the majority of the team has the right to ownership of the team and any seedings/qualification spots it has earned.
- 1.3.5. There may not be more than one member of a team with an in game name that is either visually or phonetically the same. I.e Fishing and Phishing or Flshing (uppercase "i") and Flshing (lowercase "L").
- 1.3.6. A team's name must not be offensive and if the NUEL considers this to be the case the team will be required to change their name.
- 1.3.7. Teams are required to report ineligible players to admins before the next round starts, failure to do so will result in the final score of the fixture being upheld.

1.4. Substitutions

1.4.1. Change of Captain

- 1.4.1.1. A captain may step down at any point during the season in order to do this they must appoint a new captain using the team page on www.thenuel.com.
- 1.4.1.2. If the majority of a team wishes to replace their current captain, they should contact a tournament admin.

1.4.2. Roster Lock

- 1.4.2.1. Rosters will be locked on the first day of the tournament.
- 1.4.2.2. 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 but not between stages of a map.

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

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 Monday and close at 6:45pm (30 minutes before the first round of the evening begins).

2. Match Rules

2.1. Server Settings and Aim Assist

Rule Set

- Rule set: **Competitive**

Map Options

- Map rotation: **After a game**
- Map order: **Single Map**
- Return to lobby: **After a game**
- Pause game on player disconnect: **Yes**

Maps

- Disable all maps except for the map that is to be played.

Hero Options

- Hero selection limit: **1 per team**
- Role selection limit: **1-2-2 Role Lock (Tank being the "1")**
- Allow Hero Switching: **On**
- Respawn as random hero: **Off**

Heroes

- All heroes are to be set as enabled, other than heroes that are not currently available in Competitive Play.

Gameplay Options

- High bandwidth: **On**
- Control game mode format: **Best of 3**
- Health modifier: **100%**
- Damage modifier: **100%**
- Healing modifier: **100%**
- Ultimate charge rate modifier: **100%**
- Respawn time modifier: **100%**
- Ability cooldown modifier: **100%**
- Disable skins: **On**
- Disable health bars: **Off**
- Disable kill cam: **On**
- Disable kill feed: **Off**
- Headshots only: **Off**

Team Options

- Team balancing: **Off**
- When balancing occurs: **After a mirror match**

The settings described above can be imported into the lobby by using the workshop code **RXVHA**

Aim Assist can be enabled

2.2. 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.

2.3. Players in the Server

The only players in the server should be those intending to play for either team, using the Battlenet accounts they have linked to their NUEL profiles. Spectators are permitted as long as both team captains have agreed in writing before the start of play. An agreement must be met by both team captains on if the spectator can view both teams or only one team's perspective.

2.4. Game Setup and Map/Side Selection

- 2.4.1. The map for a given match should be determined using in-game chat on the server.
- 2.4.2. When viewing the match on the NUEL's tournament companion, during the Swiss stage, the left team must host the tournament lobby and will have the choice of being Team A or Team B for the first map selection.
- 2.4.3. For the subsequent maps Team A and Team B are switched each time.
- 2.4.4. The map veto for the whole series should be carried out before map 1 begins.
- 2.4.5. For Control, Hybrid, Escort and Push the veto should be carried out as follows:
 - 2.4.5.1. A bans 1 map, B bans 1 map, A picks side
- 2.4.6. For Flashpoint:
 - 2.4.6.1. A picks map, B picks side
- 2.4.7. During Playoffs, the higher seed (lower number) will be given the choice of A or 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.
- 2.4.8. For the Lower Bracket Final, the team that has just fallen from the Upper Bracket will be given the choice of A or B.
- 2.4.9. For the Grand Final, the team that has come from the Upper Bracket will be given the choice of A or B.

2.5. Map Pool

The map pool used for tournaments will be dependent on the format of the week. The exception to this is if it is changed mid-season, where the tournament map pool may be altered at admin discretion due to bugged interactions with heroes.

2.6. First-to-Two Series

- 2.6.1. For the first-to-2 (Ft2) series, the game modes will be on a rotation. Ensure you check your NUEL emails and the Overwatch 2 Announcements channel in the NUEL Discord for the format.

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Game 1	Control	Control	Control	Control	Control	Control
Game 2	Escort	Flashpoint	Hybrid	Escort	Hybrid	Flashpoint
Game 3	Push	Push	Escort	Flashpoint	Push	Hybrid

- 2.6.2. In a first-to-2 series matches are won once a team scores 2 wins with no further games played. Teams score no points from a single draw but in the case of multiple draws, 2.10.2. applies.
- 2.6.3. If by the end of the series neither team has reached 2 wins, a tiebreaker map is required. The tiebreaker map will take place on the Control Map that was banned last. The team that banned the map will have the choice of side.
- 2.6.4. The maps should be selected as described in 2.4.
- 2.6.5. Available Maps:
- Control: Busan / Ilios / Oasis
 - Hybrid: Hollywood / King's Row / Midtown
 - Flashpoint: New Junk City / Suravasa
 - Escort: Circuit Royale / Shambali Monastery / Watchpoint Gibraltar
 - Push: Colosseo / Esperança / Runasapi

2.7. First-to-Three Series

- 2.7.1. In a first-to-3 series matches are won once a team scores 3 wins with no further games played. Teams score no points from a single draw but in the case of 2 draws, 2.10.2. applies.
- 2.7.2. For the first-to-3 (Ft3) series, the format will continue throughout playoffs, following the order of the game modes shown below.
- Control: Busan / Ilios / Oasis
 - Hybrid: Hollywood / King's Row / Midtown
 - Flashpoint: New Junk City / Suravasa
 - Escort: Circuit Royale / Shambali Monastery / Watchpoint Gibraltar
 - Push: Colosseo / Esperança / Runasapi
- 2.7.3. In the rare case whereby teams have drawn the overall series, a tiebreaker map will take place on a remaining control map that was not played during the original series. This is chosen by the higher seed.

2.8. First-to-Four Series

- 2.8.1. In a first-to-4 series matches are won once a team scores 4 wins with no further games played. Teams score no points from a single draw but in the case of 2 draws, 2.10.2. applies.
- 2.8.2. For the first-to-4 (Ft4) series, the format will continue throughout playoffs, following the game modes and map pool shown below.
 - Control: Busan / Ilios / Oasis
 - Hybrid: Hollywood / King's Row / Midtown
 - Push: Colosseo / Runasapi / New Queen Street
 - Flashpoint: New Junk City / Suravasa
 - Escort: Circuit Royale / Shambali Monastery / Watchpoint Gibraltar
 - Control: Busan / Ilios / Oasis
 - Escort: Circuit Royale / Shambali Monastery / Watchpoint Gibraltar
- 2.8.3. In the rare case whereby teams have drawn the overall series, a tiebreaker map will take place on a remaining control map that was not played during the original series. This is chosen by the higher seed.
- 2.8.4. No maps are to be played twice within a series.

2.9. Draws

If any series ends in a draw, the tiebreaker map will be played immediately. The hosting team will decide on which side they play on.

2.10. Draws During Playoffs

- 2.10.1. In the case whereby teams have drawn the overall series, a tiebreaker map will take place on the remaining control map that was not played during the original series.
- 2.10.2. In the rare case whereby teams have drawn two maps in the overall series, both teams will receive a win at the time of the second draw.

2.11. Pausing

- 2.11.1. The maximum pause time per team during a series is as follows:

Best of three/First to two: 10 minutes
Best of five/First to three: 20 minutes
Best of seven/First to four: 30 minutes

Control maps with 3 stages count as one map total. Any pause may last no longer than 10 minutes.

- 2.11.2. 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 before or immediately after calling

the pause. Technical pauses may be used and must follow the restrictions stated above, with no added allotted time.

- 2.11.3. After the time bank is up, teams must continue play or forfeit the map, unless there is an ongoing dispute which the tournament admins are aware of.
- 2.11.4. Each team should use no more than 2 technical pauses per map. In the event of repeated connection/hardware issues for one player causing multiple pauses, teams will be required to play without said player until the end of the map. A substitute may be used for the next maps in the series in accordance with 1.4.3.1.
- 2.11.5. Teams must confirm the opposing team is ready before unpausing the game.
- 2.11.6. It is recommended that teams note down the start time/duration of the pause in the event of any disputes.

2.12. Player Disconnects

- 2.12.1. In the case of a player disconnect, the game will be automatically paused and the allocated pause time will be used. If the player does not return within the 10 minute pause 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.
- 2.12.2. Intentional disconnects without a proper and explicitly stated reason (such as bug fixing) are prohibited.

2.13. Admin Attention

- 2.13.1. 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 4.2.2) and join the 'Support Waiting Room' channel in the official NUEL discord (<https://discord.gg/theNUEL>). Screenshots or video recordings should be taken of incidents that occur that you may wish to report or dispute.
- 2.13.2. 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.
- 2.13.3. 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.

2.14. No Show

- 2.14.1. Teams are expected to arrive promptly for all games. A default win will be given to the team that has all their players in the lobby, if a team hasn't joined the lobby 15 minutes after the stated start time for round 1 of a match day. For subsequent rounds during a match day the no show time is reduced to 10 minutes from the scheduled start time or 10 minutes since the previous match has ended (whichever is later). Teams who forfeit will receive a 0:3 or 0:5 match loss depending on the week's format.
- 2.14.2. In the case of a playoff series, the offending team will only forfeit the first map, and have an additional 15 minutes to field a full 5 players.
- 2.14.3. If neither team has 5 players on the server within the time stated in 2.14.3, the team with the most players on the server will be considered the winner, receiving a 3-0 or 5-0 match win depending on the week's format. If both teams have the same number of players, the higher seeded team will be considered the winner.
- 2.14.4. If a team is late due to technical reasons an admin must be informed before the no show time defined above. It is then at the admin's 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 the game.
- 2.14.5. 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.
- 2.14.6. 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.

2.15. Submitting Results

- 2.15.1. After each game both team captains should report results before joining the lobby for the next game.
- 2.15.2. Scores should be submitted with the number of rounds teams won and not 1:0 to signify the series win.
- 2.15.3. When submitting the scores, a tie match counts as a null match (see 2.10.2. for exception) and should be replaced by the result of the decider map. So if the match is a tie the final score will look like 2:1 or 1:2. A tie match only needs to be played if the overall series is a draw (1 win, 1 draw and 1 loss).
- 2.15.4. 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.

- 2.15.5. Proof of results may be required in case of a dispute. Recorded video, Video On Demand and screenshots may be used as evidence for disputes.
- 2.15.6. An administrator should be alerted before the start of play for all roster and game settings disputes. Games that have been agreed upon by both teams and have been played out may conclude in staying as the matches final result, regardless of correct or incorrect settings used, at the tournament administrators' discretion in accordance with section 6.2.
- 2.15.7. If there is no evidence available to support a claim then the issue will not be taken further.

2.16. Fair Play

2.16.1. Illegal Actions

- 2.16.1.1. 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.

2.16.2. Ineligible Players

- 2.16.2.1. 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.
- 2.16.2.2. 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.

2.16.3. Cheating

- 2.16.3.1. 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.
- 2.16.3.2. 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.
- 2.16.3.3. 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.

2.16.3.4. Players must not change from their initial roles at the start of each map

2.17. Broadcasting of Games

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

2.17.1.1. 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 caster, if a NUEL tournament admin asks you for an invite.

2.17.1.2. Players must wait for casters to declare they are ready before starting the game.

2.17.1.3. Other parties are strictly forbidden from broadcasting a game that NUEL themselves are broadcasting.

3. Tournament Structure

3.1. Seeding

3.1.1. Seeding will be determined by the admins based on the rank form submitted by teams. Previous results will be taken into account if applicable.

3.1.2. Teams will be split into groups based on seeding. Each group will receive initial starting points before the qualification stage equivalent to a number of free wins. This is to help reduce the number of fixtures with teams of large rank differential. The number of groups will be decided based on the number of teams.

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

3.2. Qualification Stage

3.2.1. Qualification weeks 1-3 will run as a Swiss league (as outlined in 3.2.4.) consisting of 2 first-to-2 matches a night. See 2.6. for first-to-2 details.

3.2.2. After 3 weeks of qualification the top 16 teams will qualify into the Prize Playoffs.

3.2.3. All remaining teams continue in the Swiss league.

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. Byes will be awarded as a 3:0 or 5:0 match win depending on the week's format.
- 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 (3.2.5.3 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, see Appendix A)
- 3.2.5.2. Head-to-head result
- 3.2.5.3. Record versus Qualified Teams (Playoff Cutoff Only)
- 3.2.5.4. 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 first-to-3 format with a first-to-4 final. See 2.7. and 2.8. for first-to-3/4 details respectively.
- 3.3.2. Open Playoffs will use a double elimination First-to-2 format.

4. Playoffs and End of Season Prizes

4.1. Live Finals (if scheduled)

- 4.1.1. To play in the semifinals teams must be able to attend the live final or will forfeit their spot and prizes.
- 4.1.2. Players must bring proof of university enrollment to the live finals.
- 4.1.3. Travel, accommodation and some food expenses will be covered by NUEL for the teams that make it to the live finals.
- 4.1.4. Players are not allowed to be in any form of communication with anyone outside of the games. As such, players should take the following measures during the match to ensure that this is the case:
 - 4.1.4.1. Turn off any phones, smart watches or any other communication device on them and leave them with the match admin.
 - 4.1.4.2. Ensure that no one other than the members of the team are present in the voice communication channel.
 - 4.1.4.3. Do not attempt to communicate with the spectators in the arena.
- 4.1.5. Technical pauses must be called and then confirmed to be legitimate by the match admin present with the team. Technical pauses are therefore not limited by any length of time; providing the fault can be verified.
- 4.1.6. If noise cancelling ear defenders are provided, they must be worn at all times during the match, additionally:
 - 4.1.6.1. They must be fitted correctly without obstruction from any other headwear.
 - 4.1.6.2. Players must make no attempt to remove them during the game; confirm with the match admin if you need to take them off or adjust them.
 - 4.1.6.3. Players must not attempt to circumvent the ear defenders via each other's microphones.

4.2. Online Finals

- 4.2.1. Players will be required to play the finals in the NUEL Discord server with an admin in the voice channel.
- 4.2.2. Players must show themselves with proof of university enrollment via web camera to an admin and may not leave the voice call after doing so. If a player leaves due to a technical issue they will need to show themselves with the proof of university enrollment again.

4.3. Open Playoffs

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

4.4. Prize Playoffs

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

4.5. Prizing

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

5. Spirit of the Game

5.1. Sportsmanship

- 5.1.1. Teams are expected to play at their best at all times within any NUEL game, and to avoid any behaviour inconsistent with the principles of good sportsmanship, honesty, or fair play.
- 5.1.2. The following actions will be considered unfair play and will be subject to penalties at the discretion of the NUEL.
 - 5.1.2.1. Hacking. Hacking is defined as any modification of the game client by any player, team or person acting on behalf of a player or a team.
 - 5.1.2.2. Exploiting. Intentional use of an in game bug to gain an advantage.
 - 5.1.2.3. Ringing. Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

- 5.1.2.4. Cheating Device. The use of any kind of cheating device and/or cheat program.
- 5.1.2.5. 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-KoMaH6VkMLbgm0sntW9zxd0/edit>).

6. Spirit of the rules

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

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

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