Fall 2019 Overwatch® High School Scholastic Tournament Rules

INTRODUCTION

The North America Scholastic Esports Federation™ ("NASEF") is hosting its second annual tournament, The Fall 2019 Overwatch® High School Scholastic Tournament ("Tournament", "competition"), between high schools and community-based organizations who have registered and qualified for the Fall 2019 Season. These Fall 2019 Overwatch® High School Scholastic Tournament Rules ("Rules") apply to each of the teams who have qualified to play in the Fall 2019 NASEF season, including their Players ("Players"), team managers, staff members, and other employees ("Club"). These Rules serve as a contract between Players, Clubs, and NASEF and its affiliates involved in the operation of the Tournament. These Rules govern the competitive play, competition eligibility, team management and roster rules, player conduct, tournament structure & schedule, match process, and other binding terms. All Players, Clubs, Coaches, and all other individuals participating in any NASEF activity ("Participants") must read and agree to these Rules before opting in for competitive play or supporting their competitive team.

This set of standardized rules will ensure fair gameplay and a level playing field among all teams. Teams that advance to the NASEF finals ("Tournament Playoffs") for each season will be subject to additional rules relevant to live gameplay.

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NASEF will designate representatives to assist with "Tournament Administration". These Tournament Administrators ("TAs") will implement and enforce these rules and serve as the point of contact for "Participants". The League Operations Coordinator ("League Ops") will oversee all Tournament logistics, gameplay, and any and all other aspects regarding competitive play.

For questions and concerns regarding the rules, please contact us via email at rules@esportsfed.org.

1. ACCEPTANCE OF OFFICIAL RULES

1.1   Acceptance.

All Participants must agree to these Rules to participate in competitive play. To accept these Rules, your Club's General Manager ("GM") must opt-in for competitive play on the Club Dashboard located on the NASEF website. Participation may include spectating, coaching, and any activity surrounding competitive play in the Tournament.

1.2   Rule Changes and Enforcement.

This set of Rules will evolve and change over time to keep with the pace of the rapidly changing and relatively new esports industry. NASEF may change or amend these Rules at any time; and will provide sufficient notice to all Participants when changes are made. Participation in the competition constitutes acceptance of the Rules.

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2. COMPETITION ELIGIBILITY

2.1   Club Eligibility

All high schools and community-based organizations located in North America, including the United States, including its territories, Mexico and Canada are eligible to sign-up to become a "Club" within the North America Scholastic Esports Federation (NASEF).

2.1.1   High Schools

2.1.1.1 United States. High schools serving grades 9-12 private, public, charter, college-preparatory, homeschool, and virtual recognized by their State Board of Education.

2.1.1.2 U.S. Territories.

2.1.1.2.1   American Samoa, Guam, Northern Mariana Islands, United States Virgin Islands. High schools serving grades 9-12 can be private, public, charter, college-preparatory, home, and virtual schools recognized by their Board of Education.

2.1.1.2.2   Puerto Rico. Upper Secondary School serving grades 10-12. They can be private, public, charter, college-preparatory, homeschool, and virtual recognized by their Board of Education.

2.1.1.3 Canada. High schools serving grades 9-12. They can be public, private, at-home education, English or French schools recognized by their province.

2.1.1.4 Mexico. Preparatoria (High School or Preparatory School) serving grades 10-12. They can be public, private, at-home education, international schools recognized by the Secretaría de Educación Pública (SEP), or by Mexico's states, through various state departments of education.

2. COMPETITION ELIGIBILITY

2.1.2   Community-Based Organizations

2.1.2.1 United States. According to 20 U.S.C.A § 7801(6), the term "community-based organization" means "a public or private nonprofit organization of demonstrated effectiveness that is (1) a representative of a community or significant segments of a community; and (2) provides educational or related services to individuals in the community."

2.1.2.1.1   Examples. Examples of community-based organizations may include but are not limited to:

- Public libraries
- Youth development programs (Girl Scouts, YMCA, Boys & Girls Clubs, 4-H, etc.)
- Faith-based organizations (churches, synagogues, etc.)
- STEM rich institutions (museums, planetariums, etc.)
- Associations (Institute of Electrical and Electronics Engineers, Community Nonprofit Associations, etc.)

Public and private nonprofit organizations are subject to section 501(c)(3) of the Internal Revenue Code. (26 U.S.C.A. § 501(C)(3).)

Community-Based Organizations serving students in grades 9-12 are eligible to participate.

2.1.2.1.2   NASEF Club Dashboard. To register as a team under a Community-Based Organization, your NASEF Club Type must be a Community-Based Organization, not a High School. You can find your club type under "Club Information" on the NASEF Club Dashboard.

2.1.2.2 Canada. According to Government of Canada, registered charities are charitable organizations, public foundations, or private foundations that are created and resident in Canada. In addition, non-profit organizations are associations, clubs, or societies that are not charities and are organized and operated exclusively for social welfare, civic improvement, pleasure, recreation, or any other purpose except profit.

Both registered charities and non-profit organizations are eligible to participate.

2.1.2.3 Mexico. The following forms of non-governmental, not-for-profit organizations in Mexico are eligible to participate:

- The civil association (AC), established pursuant to state civil codes; and
- The civil society (SC), established pursuant to state civil codes.

2. COMPETITION ELIGIBILITY

2.2   Student Eligibility

2.2.1   Enrollment Status. Players must be enrolled in at least 20 semester units of work at a participating High School as defined in the Club Eligibility guidelines, or the equivalent credits or units to qualify as a "full-time" student. Players must be in ninth, tenth, eleventh or twelfth grade.

2.2.2   Academic Standing. Players must be in good academic standing as determined by their school administration. However, all Players must meet the average GPA requirement of 2.0 or above during the previous grading period preceding their participation, as determined by NASEF.

2.2.3   Citizenship Standing. Players must maintain satisfactory citizenship during previous grading period at a high school or has good standing at their community-based organization (ex. no N or U).

2.2.4   Blizzard Disciplinary Status. To be able to compete as a "Player," in the Tournament you must:

2.2.4.1   Be in good standing with respect to any Blizzard Battle.Net accounts registered in your name, with no non-disclosed violations of the Blizzard End User License Agreement;

2.2.4.1.1   "Good standing" can be defined as being free of any suspensions, bans, or other incidents of account discipline lodged against any Blizzard Battle.Net account registered in your name by Blizzard during the Tournament, or during the six (6) months period preceding the commencement of the Tournament.

2.2.5.   Eligible Overwatch Account. Players must have an Overwatch account in good standing. Players must use the same Overwatch account for the duration of the NASEF season. Players may not change their Overwatch account username ("Player Name") without permission during the competition.

2.2.6.   Sportsmanship Checks. Upon registration, all Players will have their Overwatch account reviewed to ensure that they uphold good conduct and sportsmanship in their games during the current school year. Players who do not do so may be subject to warnings or loss of eligibility at any point during the season.

2. COMPETITION ELIGIBILITY

2.3   **Verification of Eligibility**

     2.3.1   **Club Dashboard.** The Club Dashboard serves to assist the General Manager with keeping track of Club members, Tournament rosters, and general Club information. Club and Student Eligibility will be verified through the Club Dashboard. Each Club's General Manager is responsible for ensuring that all respective Players meet student eligibility requirements before submitting a Club's Active Roster for competitive play.

2.4   **Player Name Restrictions**

     2.4.1   Players must use an acceptable name in the competition. Players may use Battle Tags or handles during the Tournament. Tournament Administration reserves the right to revoke the eligibility of any Player whose Battle Tag is offensive, toxic, or incorporates any Blizzard or third party intellectual property.

     2.4.2   Player names may not include a sponsor name.

     2.4.3   Player names may not include a product name or description.

     2.4.4   Player names may not include any words that are purely commercial.

     2.4.5   Player names must comply with these Rules.

     2.4.6   NASEF has the right to request a Player name change for any reason, not restricted to the above.

     2.4.7   **Name Approval**

          2.4.7.1 NASEF officials reserve the right to modify all Team Names and Player Names. NASEF officials have the ability to modify a Team Name if it does not reflect the standards sought by the NASEF officials. A Club, Team or Player will be notified by a NASEF official if their name does not meet the standard, and the Team will be allowed to change its name.

          2.4.7.2 Players are permitted to change their Player Name during the season, upon notifying and receiving approval by NASEF officials. If a Team advances to Tournament Playoffs, they will not be allowed to change their Player Name after a deadline imposed by NASEF officials.

2. COMPETITION ELIGIBILITY

2.5   Sponsorships

Teams are able to acquire and represent sponsors so long that they follow the guidelines laid out by their school and district administration or Community-Based Organization leadership as well as the guidelines below. Additionally, Teams may not acquire "title sponsors," as Teams will solely be represented by their High School name and a unique Team logo without additional branding.

2.5.1   Limited categories of sponsorships. If the sponsor falls under the ensuing limited categories then the sponsorship may not be displayed by the Players during the use or play of the Tournament, adjacent to NASEF related material, NASEF, or any NASEF-affiliated events. The NASEF officials have the ability to update the category list at any time. The following is a nonexclusive list of limited sponsor categories:

2.5.1.1. Gambling Websites. Defined as any website that aids or abets the wagering of funds on a sporting/esporting event and/or allows for the wagering of funds in casino games including poker.

2.5.1.2. Non-"over-the-counter" drugs.

2.5.1.3. Account sharing, account boosting and lootbox-selling websites.

2.5.1.4. Firearms, handguns, or ammunition providers.

2.5.1.5. Websites displaying or related to pornographic imagery or products.

2.5.1.6. Tobacco, smoking, or vaping products.

3. TEAM MANAGEMENT AND ROSTERS

3.1 **Tournament Teams.** A "Team" will consist of up to nine (9) Players ("Active Roster") and a General Manager (who may not be one of the Players on a Team). The General Manager must declare six (6) starting players and may declare up to three (3) alternates. A team may include an additional team staff member. Players, General Managers and staff are collectively referred to as a Club.

    3.1.1 **Eligibility.** All Players on a team must attend and represent the same Eligible Institution. General Managers must represent the same Eligible Institution that the Club is housed under.

    3.1.2 **Number of Teams.** Schools and community-based organizations may have up to two (2) teams represent them in the Tournament.

    3.1.3 **Community-Based Organization Teams.** Students may attend different high schools and be on the same Team if that Team represents a single Community-Based Organization.

        3.1.3.1 See **Section 2.1.2 Community-Based Organization** for definition.

3.2 **General Manager.** Each team must have a designated General Manager. All General Managers must be under the employment of the school district or the community-based organization, or otherwise approved by the Board of Trustees (within their country, state or municipality). The General Manager will be the primary point of contact for all NASEF officials and will also be the signatory authority for any documents that cause changes to the Active Roster. General Managers must complete the Activation process to ensure Club and Student Eligibility, and provide all necessary information on the Club Dashboard.

    3.2.1 The General Manager must be identified before the start of the NASEF season, and a successor must be immediately identified within three days if the General Manager leaves the Team for any reason. Multiple General Managers can be added on the Club Dashboard.

    3.2.2 **Manager Overrule.** At the sole discretion of NASEF officials, the General Manager may be overruled or replaced due to negligence, malice, or other reasonable suspicion of malfeasance.

3.3 **Team Management.** The General Manager will act as a Team's primary contact for all roster changes, rule disputes, and other communication between each Team and Tournament Administration.

3. TEAM MANAGEMENT AND ROSTERS

3.4   **Roster Requirements.**

     3.4.1   **Players.** Each Team must designate six [6] starting Players.

     3.4.2   **Substitutes.** Each Team may designate up to three [3] alternate ("substitute") Players. These Players may replace starting Players during the Season. Teams may utilize any available substitute who is present on their Roster.

     3.4.3   **Roster Locking.** Throughout the tournament, rosters may have roster locking periods, where rosters will be unable to be altered prior to upcoming matches. After a roster lock begins, rosters will not be available for alteration. Tournament Administration may overrule this due to unforeseen circumstances.

         3.4.3.1   Active Roster Submission for each week of Tournament play will open every Friday of the current week of gameplay, and will close at 4PM PT on the Thursday of the following week of game play. A week of Tournament play runs from Monday to Saturday (see **Section 5.3.2.1**).

           Example:
Today is January 26, the weekend before Round 1 begins (January 28). Roster Submission for Week 2 opened on Friday, January 25 at 8AM PT/11AM ET and closes on Thursday, January 31 at 4PM PT/7PM ET.

         3.4.3.2   Failure to submit a roster for Week 1 will result in forfeiture for that week of tournament play.

     3.4.4   **Roster Changes.** A Team may change their Active Roster at any point after the NASEF Season begins. Any new Players must be fully eligible (see **Section 2.2**). If a team wishes to acquire a new Player after the season starts, that acquisition must be declared to a NASEF official more than three full days before the match where the Player would be utilized. The Player must attain full eligibility status before participating in competitive play. NASEF officials reserve the right to approve or deny any such request, based upon the eligibility of the Players involved, the request's compliance with the Rules, and any extenuating circumstances.

3. TEAM MANAGEMENT AND ROSTERS

3.4.5   **Roster exclusivity.** Players may not be on multiple team rosters. For example, if a player wishes to be on a team housed under a Community-Based Organization, the same player may not join their own High School Club's Team. Furthermore, a player is prohibited from being listed on two Active Rosters from the same Club. This rule applies to both the Scholastic and Play-In Tournament.

3.5   **Required Information.** The following is a list of required information for Players. This will need to be provided for every roster submission and change.

A. Full Name
B. Player Game Account Name – Example: Krusher99#9999 (This is case sensitive). If a Player makes a change to his or her Battle Tag, the change must be done prior to a roster lock.
C. Player School or Community-Based Organization Name
D. Player Email
E. Player Discord Username - Example: Student#1234 (This is case sensitive)
F. Player Role (Starting, Sub)
E. Other. For reasons including, but not limited to: press, broadcast, and live events, NASEF may request information other than what is outlined above, including but not limited to: Player Photos, game statistics, and more.

3.6   **Roster Listing**

The Active Roster will be shared publicly on the Tournament Platform website. Teams will have their Player Names and school names displayed. The Tournament Platform website will display the most up-to-date roster and standings information for all Participants to see.

3.7   **Playing off-site**

Teams who cannot play from their Club Site must complete and submit a Waiver.

Teams who submit the Waiver on time may compete off-site for the entire season.

We are changing the playing on-site rule to accommodate online schools, homeschooled students, and Clubs that do not have access to equipped computer labs.

The waiver can be found on the Club Dashboard, under the "Tournament Management" section.

4. PLAYER CONDUCT

4.1 **We hold our partners, students, general managers, coaches and beyond to the same standard: ensure our esports environment is inclusive, supportive and excellent. By joining our efforts, please adhere to the Code of Conduct, linked below.**

NASEF Code of Conduct.

4.2 **Reporting Misconduct.** If you have experienced any form of misconduct from students, General Managers, Coaches, or any other NASEF affiliated parties, please use this form to report the incident. We are always looking to keep the NASEF community safe and welcome to individuals of all backgrounds.

5. MATCHES AND STANDINGS

5.1 **Match Structure.** Each match will be a best of three (bo3) or a best of five (bo5). The first map of the set will be determined by Tournament Administration in advance of the tournament. The loser of each map will choose the next map to be played from a predetermined pool. The winner will choose whether they would like to attack or defend on that map.

A. Best-of-3. Each Best-of-3 match will consist of up to three (3) Game matches on three maps, with the first team to two (2) map wins winning the match. If neither team wins two (2) maps, the team with the most wins will win the match.

B. Best-of-5. Each Best-of-5 match will consist of up to five (5) Game matches on three maps, with the first team to three (3) map wins winning the match. If neither team wins three (3) maps, the team with the most wins will win the match.

C. Ties. In the case of a tie, the team that lost the previous map will choose the next map and the team that won previously will select the whether they would like to attack or defend. If the match set is tied, additional maps will be played until a team meets an appropriate win condition

5.2 **Tournament Period.** The Tournament will take place from September 30, 2019 to January 18, 2020.

A.   Teams will be divided into four regional brackets: West (PT), Mountain (MT), Central (CT) and East (ET). Each bracket will have its own **Regular Season and Playoffs.**

B.   The top team from each Playoffs bracket will advance to the Top 4 Live Finals event on January 18, 2020.

C.   Teams that don't qualify for Playoffs can opt-in for the **Play-In Tournament**.

5.2.1 **Regular Season.** The Regular Season runs from September 30, 2019 to November 9, 2019. Teams will participate in weekly matches with the default match time taking place on **Wednesdays at 3:30 PM**. Matches may be scheduled to begin at any other day within the same week ("Round"). The results of all matches will affect the standings. At the end of the Regular Season, the top sixteen (16) Teams in the regular season will advance to the next stage of the Tournament. Teams will play against opponents of various skill levels to determine standings for the next stage of the Tournament.

4.2.1.1 **Format.** Matches will be assigned using the Swiss tournament format. Each Team will play six (6) matches in this phase.

5.2.2 **Playoffs.** Playoffs run from November 18, 2019 to December 7, 2019. All rules and logistics for the Regular Season apply. The top 16 Teams from the Regular Season will qualify for Playoffs. The top 4 Teams to emerge from the Playoffs stage will advance to the Championship stage.

5. MATCHES AND STANDINGS

5.2.1.1 Format. Teams will face off in a hybrid single elimination step-ladder 'Towers of Doom' bracket. Teams are placed deeper into the bracket based on their seeding from the Regular Season. Lower seeded teams will face more elimination matches of increasing difficulty while facing top seeded teams at the end of the bracket for a chance at the National Live Finals. Matches are best of 5.

5.2.2 Championship. The Championship will take place on January 18, 2020. The event will host a live competition between the top four Teams to determine the winner of the Tournament. Matches in this stage will consist of five (5) games of Overwatch on five maps, with the first Team to three (3) map wins winning the match.

    5.2.1.1 Format. Teams will be placed into a single elimination bracket. The losing teams of the first two matches will participate in an additional best of 5 match to determine the third place winner in the Tournament. The winning Teams of the first two matches will advance to Grand Finals.

5.3 Tournament Schedule. Tournament Administration reserves the right to reorder schedule of matches within a given day and/or change the date of the match to a different date, or otherwise modify the schedule of matches. If the schedule is modified, Tournament Administration will inform all Teams at the earliest convenience. For a full schedule of matches, please visit the Tournament Platform website.

5.3.1 It is the full responsibility of the General Manager and captain to notify Team members of changes or delays in tournaments.

5.3.2 Rescheduling. All non-championship Tournament matches are scheduled for Wednesdays at 3:30 PM. Teams may only reschedule matches with their opponent's permission in writing. Teams may agree to reschedule their matches to a different time, such that the match begins before the round ends. Rescheduling will occur via communication between Teams. If teams agree on a reschedule, the agreed-upon time is considered the official match time for the purpose of lateness or forfeits. If teams cannot agree on a different time, the match must be played at the default scheduled time. If neither team can meet the default match time, or agree upon a new match time, both teams will have to forfeit for that week of tournament play. NASEF officials reserve the right to uphold or reject reschedule requests at their sole discretion. Rescheduled times must be communicated through the General Manager of each team.

To avoid misuse of the reschedule process, any reschedule requests that are accepted with less than 24 hours before the proposed reschedule time must be confirmed a second time by NASEF before becoming official, or NASEF officials may invalidate the reschedule request.

5. MATCHES AND STANDINGS

5.3.3   Weekly Schedule.

5.3.3.1   Regular Season
Round 1: Monday, Sep 30 - Saturday, Oct 5
Round 2: Monday, Oct 7 - Saturday, Oct 12
Round 3: Monday, Oct 14 - Saturday, Oct 19
Round 4: Monday, Oct 21 - Saturday, Oct 26
Round 5: Monday, Oct 28 - Saturday, Nov 2
Round 6: Monday, Nov 4 - Saturday, Nov 9

5.3.3.2   Tiebreakers
Nov 12 - 16

Playoffs
Round 1: Nov 18 - 20
Round 2: Nov 21 - 23
Round 3: Dec 2 - 4
Round 4: Dec 5 - 7

Breaks
Veterans Day - Nov 11
Thanksgiving - Nov 25 - 30

5.3.3.2.1 Default Match Time.
Default match time for the first playoff match is <u>Wednesday, November 20 at 3:30PM.</u>

Default match time for the second playoff match is <u>Thursday, November 21 at 3:30PM.</u>

Default match time for the third playoff match is <u>Wednesday, December 4 at 3:30PM.</u>

Default match time for the fourth playoff match is <u>Thursday, December 5 at 3:30PM.</u>

5.3.3.2.2 Score Reporting.
Score reports for the first match MUST BE TURNED IN by Wednesday, November 20 at 8:00PM.

Score reports for the second match MUST BE TURNED IN by Saturday, December 23 at 8:00PM.

Score reports for the third match MUST BE TURNED IN by Wednesday, December 4 at 8:00PM.

Score reports for the fourth match MUST BE TURNED IN by Saturday, December 7 at 8:00PM.

5.3.3.3   Championships
Saturday, January 18, 2020

6. MATCH DETAILS

6.1   **Map Rotation.** For all sections of the Tournament, the initial map will be assigned by Tournament Administration, and the subsequent maps will be chosen from a set of maps within each game type by the losing team. Maps for the tournament will be posted on the Tournament Platform website as well as assigned in the Match Assignment emails.

   6.1.1   **Game Set.** All games should be played with the "Competitive" pre-set.

   6.1.2   **Tournament Map Pool.** All maps permitted in Overwatch Competitive Play could be selected in the tournament.

      6.1.2.1   **Map Selection during sets.** The first map of the set will be determined by Tournament Admins, and will be sent via email to participating teams of the same set. Subsequent maps will be chosen from a set of maps within each game type by the losing team. Maps may not be played twice in the same set.

   6.1.3   **Substitutes between Maps.** Teams are allowed to substitute players in between maps in the same set, as long as the player being substituted into the game is declared on the Active Roster submitted on the weekly Roster Submission deadline before the current round of gameplay (See the Tournament Platform website for exact dates and times).

6.2   **Match Settings.** All games should be played with the "Competitive" pre-set selected. All maps except for the map to be played should be set to "off". All heroes communicated to be banned (if any) should also be set to "off". The lobby should be set to "Invite Only." Kill-cams should be set to "off".

   6.2.1   **Custom Lobby Settings**

      To navigate to the Custom Lobby, open Overwatch and click the "Play" button at the top left. Click the "Game Browser" menu option located on the right-hand side of the screen.

      Click the "CREATE" button on the top right-hand corner of the screen. Click the "SETTINGS" icon located on the right-hand side of the screen.

      Click the "PRESETS" icon and select "COMPETITIVE", located on the right-hand side of the screen under "STANDARD". Make sure it registers before clicking the "BACK" button to proceed.

      After returning to the lobby, click "SETTINGS" again and select "MAPS". Select "NONE" on the top right of the screen. Navigate to your assigned Map and enable it. Click "BACK" to return to the lobby.

      You may begin your match after you have invited the opposing Team members. Please see **section 6.8** for details about spectators.

6. MATCH DETAILS

6.2.2   **Custom Lobby Creation.** The team with the higher seed in the current week of Tournament play will create the custom lobby and invite the opposing team.

6.3   **Competitive Patch and Server.** Tournament Matches will be played on the Americas live server. The current live patch will be used for all competitive play.

6.4   **Pause Time.** A Team may request a pause only in the presence of a technical issue. If you are the Team who controls the lobby, you must still request the pause and receive confirmation from the opposing team before initiating the pause. Teams must wait until the conclusion of any ongoing Team fight before pausing.

Players are responsible for the integrity of their own internet connection. However, if a Player disconnects, his or her Team can either decide to request a pause and have the player reconnect or wait until that 'round' is finished to rejoin the match. The default pause configuration is Ctrl+Shift+'='.

Each Team may request a maximum of three (3) pauses per match, with each pause having a maximum duration of five (5) minutes. The Team that does not request the pause must confirm the end time of the pause via the in-game 'match chat' once a pause is initiated.

If a Team does not unpause before their allotted time is depleted, they immediately use their next pause and add five (5) minutes to the current pause timer. If a Team has no pauses left and their pause timer runs out, the Team that requested the pause will be forced to forfeit the current map.

     A. Pause Communication. Pause requests will be communicated in match chat during an ongoing match. The details of why a pause is requested must be communicated to the opposing team.

6.5   **Playing "Man-Down".** Maps may continue with a Team playing "Man-Down" (where a player fails to reconnect or solve technical issues and cannot participate in the remainder of the map). Maps may not begin with a Team playing "Man-Down". If a Team is unable to field the required number of players by the final match start time, that Team will be required to forfeit.

6.6   **No-Show.** Six (6) Players from each Team must be present in the match lobby within twenty (20) minutes of the scheduled match time. If a Team is unable to field the required number of players by the final match start time, the team will be required to forfeit. Offending teams may request additional time from their opponents if it does not cause Tournament delays. It is at the sole discretion of the opponent whether or not they would like to allow additional time.

6. MATCH DETAILS

6.7   **Score Reporting.** General Managers must report their match scores to the Tournament Platform website, while being logged into their Tournament Platform account. The weekly deadline for reporting scores on is Saturday, 8:00PM.

6.8   **Spectators.** Lobby Spectators. A total of twelve (12) spectator slots are available in each Game Lobby. Each team is permitted a maximum of six (6) spectators. Teams may give up their reserved spectator slots at their own discretion. If your match is being streamed on the official NASEF twitch channel, the NASEF stream team will need to occupy one spectator slot in the Game Lobby.

   6.8.1 Spectators may only spectate their own team. The custom lobby owner can enable this by right-clicking a spectator's name, then selecting which team they can spectate.

7. MATCH RULES

7.1 **Game Restarts.** The decision of what circumstances merit a map restart are solely at the discretion of Tournament Administration. Restart protocol will be decided by Tournament Administration and communicated to the Team before being executed.

7.2 **Match Start Penalties.**

    7.2.1 **Lateness Penalties.** A team will automatically forfeit their match if they are not ready to play within 30 minutes from their official or agreed-upon match time. Intentionally delaying the lobby or game start will subject the team to the rules set forth in this section.

    7.2.2 **Incomplete team.** Both teams must have a complete set of six starting players to begin the match.

7.3 **Results.** General Managers will be responsible for confirming and recording all map and match results on the Tournament Platform website.

7.4 **Technical Issues.** Teams are responsible for any of their own technical issues, including hardware, software, or internet issues.

7.5 **Streaming.** Players will be allowed to stream their matches during the Tournament from their player perspective. Players and other persons may not join a match as a spectator without explicit written consent from both Teams. In the event of a dispute, it is the Player or spectator's responsibility to document all consent given by both Teams in the streamed match. Players and spectators must stream with at least a 3-minute delay. Spectators who are not official NASEF Tournament Administrators may not actively communicate with Players on either team while the game is in play. Tournament Administrators may revoke the right to stream Tournament matches at any time.

    7.5.1 **NASEF Channel.** Teams may request their matches to be streamed on the NASEF Twitch Channel, "https://www.twitch.tv/esportsfed". Teams may request their match to be streamed anytime throughout each round, with a minimum advance notice of (2) full days before the designated match time. Streamed matches will be shoutcasted. Students may request to shoutcast a game by contacting a Tournament Admin or the League Operations Coordinator through the NASEF Community Discord "https://discord.gg/uyqkA2d".

    7.6 **Player Equipment Responsibility.** All Players are responsible for ensuring the performance for their chosen setup, including computer hardware, peripherals, internet connection, and power. A problem with Player equipment is not an acceptable reason for lateness or pausing beyond a team's allowance, regardless of the root cause of the problem.

7. MATCH RULES

7.7 **Reservation of Rights.** Tournament Administration reserves the right to cancel, suspend and/or modify the Tournament, or any part of it, if any fraud, technical failures, human error or any other factor within or outside of Tournament Administration's control impairs the integrity or proper functioning of the Tournament competition, as determined by Tournament Administration. If the Tournament competition is so terminated, Tournament Administration reserves the right to determine the winners of said competition from among all non-suspect, Participants.

8. COMMUNICATION

8.1   **Lobby Creation.** Participating Teams are responsible for inviting the opposing Team and creating match lobbies and matches prior to their match start time.

     8.1.1   **Pauses.** Pause requests will be communicated in match chat during an ongoing match. The details of why a pause is requested must be communicated to the opposing Team.

8.2   **Server Selection.** The higher-seeded team on a match page on the Tournament Platform website may request to play the first match on the server closest to them. After a map is played, the losing team may request to switch servers for the next map. Instructions on how to do this will be provided by the Tournament Administration upon request.

8.3   **Announcements.** Large announcements, general information and ruleset can be found in the NASEF Community Discord server. The Tournament bracket can be found Tournament platform website. These websites will serve as an information hub for Teams.

     8.3.1   **Discord.** All tournament updates, events, and NASEF news will be posted in the NASEF Community Discord server, under relevant channel names corresponding to the current season title in play. It would be incredibly helpful if all General Managers with participating teams in the Tournament joined the NASEF Discord server here: https://discord.gg/uyqkA2d

     8.3.2   **Email.** Tournament updates, events, and general NASEF news will be emailed to General Managers throughout the season.

8.4   **Email.** Players can email tournament@esportsfed.org for any issues or feedback concerning the Tournament. We recommend utilizing the NASEF Community Discord server for faster response time.