



NASEF
NORTH AMERICA SCHOLASTIC
ESPORTS FEDERATION™

NHL 19 High School Scholastic Tournament Rules

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INTRODUCTION

The North America Scholastic Esports Federation™ (“NASEF”) is hosting its third annual tournament, The NHL 19 High School Scholastic Tournament, (“Tournament”, “competition”), between high schools and community-based organizations who have registered and qualified for the Winter 2019 Season. The NHL 19 High School Scholastic Tournament Rules (“Rules”) apply to each of the teams who have qualified to play in the Winter 2019 NASEF season, including their Students (“Students”), team managers, staff members, and other employees (“Club”). These Rules serve as a contract between Students, 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, student conduct, tournament structure & schedule, match process, and other binding terms. All Students and Clubs (“Students”) 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.

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 “Students”. 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, or max@esportsfed.org to reach the Tournament Coordinator directly.



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1. ACCEPTANCE OF OFFICIAL RULES

1.1 Acceptance.

All Students 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 GM Portal 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 Students when changes are made. Participation in the competition constitutes acceptance of the Rules.

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). However, only clubs within the counties of “Southern California”, (as listed below), may participate in the NHL 19 High School Scholastic Tournament.

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

2.1.2 Community-Based Organizations - 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 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.)

2.1.3 Southern California - The following counties are considered a part of “Southern California”

- Los Angeles County
- Orange County
- San Diego County
- San Bernardino County
- Riverside County
- Imperial County
- Santa Barbara County
- Ventura County

2.1.4 Consoles. Each club must ensure their students have a console to use for competition.

2.1.4.1 On-Site play - NASEF will sponsor up to two consoles per Club who are interested in participating in the NHL 19 High School Scholastic Tournament. Usage of these consoles are classified as “On-Site play”. On-Site play should be capped at four students per console, given the tournament match process.

2.1.4.2 Off-Site play - Students who are interested in competing from a location outside of their club site may do so, given they have access to an Xbox Live account.

2. COMPETITION ELIGIBILITY

2.2 Student Eligibility

- 2.2.1 Enrollment Status.** Students 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. Students must be in ninth, tenth, eleventh or twelfth grade.
- 2.2.2 Academic Standing.** Students must be in good academic standing as determined by their school administration. However, all Students 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.** Students 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 Xbox Live Account.** The NHL 19 High School Scholastic Tournament will be conducted exclusively on Xbox. Students may participate from home using their own Xbox Live account if they have their own Xbox One console, copy of NHL 19, and Xbox Live Gold subscription. Players that compete on-site using their clubs equipment will use designated Competition Accounts created by their General Manager.
 - 2.2.4.1 Xbox Live Disciplinary Status.** Students may not have any current disciplinary suspension from Xbox Live, Microsoft, EA Sports, or any of their affiliates.

2. COMPETITION ELIGIBILITY

2.3 Verification of Eligibility

2.3.1 General Manager Portal. The General Manager Portal (“GM Portal”) 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 GM Portal. Each Club’s General Manager is responsible for ensuring that all respective Students meet student eligibility requirements before submitting a Club’s Active Roster for competitive play.

2.3.1.1 Students who attain “ACTIVE” status on the Club Roster located in the General Manager Portal are eligible for competitive. Students who have a “PENDING” status on the Club Roster are ineligible for competitive play.

2.4 Xbox Gamertag Name Restrictions

Any Xbox Live account that is used for the competition must follow these restrictions

2.4.1 Xbox Live account names, (“gamertag” or “Xbox Live gamertag”), may not contain: vulgarities, obscenities, alphanumeric characters from alternate language sets, or derivatives of products or services that may create confusion. These restrictions will be applied solely at the discretion of NASEF officials.

2.4.2 Gamertags may not include a sponsor name.

2.4.3 Gamertags may not include a product name or description.

2.4.4 Gamertags may not include any words that are purely commercial.

2.4.5 Gamertags must comply with these Rules.

2.4.6 NASEF has the right to request a Student 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 any and all Gamertags or Xbox Live Club Accounts. A Club or Student will be notified by a NASEF official if their name does not meet the standard, and the Club will be allowed to change their title.

2.4.7.2 Students that are participating in off-campus play are permitted to change their Xbox Live gamertag during the Regular Season. Players must notify and receive approval from NASEF officials before doing so, and only after completing their match in the current competition week. If a Student advances to Playoffs, NASEF officials will contact a student or their GM to confirm the gamertag they must use for the rest of the competition.

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 Students 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 skin-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 Roster Size.

Students will be divided into two types: those that compete from their competition site, (referred to as **On-Site Play**), and those that participate on their own Xbox One console, (referred to as **Off-Site Play**). In On-Site play, for each console a club has requested from NASEF, teams may field up to two students per competition day, (clubs with two Console Kits will have a maximum of 8 students). For Off-Site play, any number of club members may participate from anywhere on their own Xbox One console.

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

3.1.2 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. The number of **Student** students are subject to the same requirements as High School clubs.

3.1.3 Off-Site Students Within a Roster. Clubs may have an unlimited number of students participate from home. GMs will coordinate with their students to ensure that match results and evidence are properly submitted each week. Tournament Organizers may revoke the privilege for a student to play from home for any reason; if this would prevent a student that is in “good standing” (no cases of misconduct, etc.) from participating at all, Tournament Organizers will work with GMs to attempt a solution at the discretion of the TO.

3.2 Roster Listing.

The Active Roster will be shared on the official competition website, including their first name, last initial, and any associated Xbox Live Gamertag used in Off-Campus play. The Active Roster on that website will be updated upon proper filing of documentation. Once an acquisition is confirmed, the acquisition will be placed on the website. The Active Roster on that website will be considered the most up-to-date roster that could be applied within a reasonable time. Roster eligibility is still at the discretion of NASEF officials.

3. TEAM MANAGEMENT AND ROSTERS

3.3 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 GM Portal.

3.3.1 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 GM Portal.

3.3.2 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.

3.4 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.

3.5 Substitutions. Organizations may not perform substitutions before or during any tournament match. The NHL19 High School Scholastic Tournament is a "1 versus 1" competition, and the results of a match with a student substitution would not fairly represent either students' skill.

3.5.1 Prior to the beginning of a match, GMs may contact the opposing team's GM to attempt to reschedule one of their student's matches. However if a student is unable to attend their scheduled default match time and do not show up, their opponent will be awarded a match win, (further details are outlined in sections 5 and 6).

3.5.2 A game in-progress may be paused in the case of a rules dispute or other critical match issue.

3.5.3 If a student ends or leaves a game without pausing and notifying an opponent, they will forfeit the game. If a student needs to stop their match while it is already in progress, they are allowed a 10 minute grace period before their opponent is awarded a game win, and after an additional 10 minutes the opponent will be awarded a match win. The opponent may agree to postpone the remaining games instead, but only to a later day within the competition week.

3.5.3.1 Whenever an interruption of play causes a student to be awarded a match win, they must include any game wins their opponent earned prior to the issue. For example: Student A is tied 1-1 in their match against Student B when their internet connection fails between rounds. After 10 minutes of attempting to reconnect, Student B is awarded a **2-1** match victory *unless* Student B agrees to postpone the last game of their match.



3. TEAM MANAGEMENT AND ROSTERS

3.6 Roster Changes

Students may join the NHL 19 High School Scholastic Tournament after the first roster lock date (Friday, February 15th at 4:00 PM PT). They cannot participate in a competition week that is in progress, (following a Friday roster lock), but will be eligible to participate in the next competition week. Students are still eligible for the attendance bonuses at the end of the season if they attend every competition week that they were eligible to participate in.

Should a student no longer want to participate in the tournament, they may not “transfer” their record to any other player and will be removed from the bracket.

For the purposes of matchmaking, players that join late will have the following matchmaking priority: other students that have also joined late with a similar win-loss record, players with a similar win-loss record that have skipped or not opted-in for a similar number of weeks, players with an identical number of match wins that have an odd number of players in their matchmaking group, the standard matchmaking group of the same number of match wins.

3.7 Additional Staff. Teams are allowed to have any number of additional staff members serving any role without restriction. Additional staff members do not need to be declared to NASEF officials or meet any eligibility requirements beyond those stated by the High School or Community-based Organization, to work with the team in any role or function.

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. LEAGUE STRUCTURE & SCHEDULE

5.1 Definition of Terms

Game. An instance of competition that is played online through NHL 19 on Xbox Live. Students will face each other in a 1v1 (One Versus One) setting in an Online Versus Lobby with the exact game settings outlined in section 5. The results of individual games may be overwritten at the discretion of Tournament Officials.

Match. A set of games that is played until one student wins a majority of the total games, most notably “Best of 3” games, (“Best of Three”/”Bo3”). During the league portion of competition, the winning student will receive a Win Tally and Swiss Points.

Swiss Format. A competition format where each round consists of a match between competitors with an identical or similar win-loss record.

Double Elimination. An elimination bracket tournament where competitors are not eliminated from the competition until they have lost (2) matches.

Competition Period/Week. The portion of the week in which students may play their match for the current round of the Tournament. The “Competition Week” begins when matchups and brackets are posted to the tournament website, and ends at 8:00PM on Friday, (referred to as the “Match Submission Deadline”).

5.2 Tournament Ranking

The top 16 students of the regular season, as determined by their Seasonal Record and Qualifier Points, will be seeded into a modified double elimination bracket (outlined in Section 5.3.2), from which the top 4 students will qualify for the Live Finals stage.



5. LEAGUE STRUCTURE & SCHEDULE

5.3 Phase Details

5.3.1 Regular Season. Students will compete in a 4-round Swiss-style tournament, in which students are matched against other students with the same regular season win-loss record each round. Series will consist of a Best of Three Games (Bo3) match.

5.3.1.1 Initial Seeding. Students will be seeded randomly.

5.3.1.2 Match Seeding. After each round, students will be grouped based on the competition days they are able to compete, then further divided based on their current seasonal win-loss record. Students will then be randomly assigned opponents from within their group.

5.3.1.2.1 Exceptions. If a student would be matched against a student from their own organization/school or one they have already faced, they will be assigned a new opponent. If no suitable opponents can be found within their group, then selection will prioritize students that they have already faced. If a suitable opponent can still not be found, then a student with the most Qualifier Points from the bracket below will be moved up to play them. If there are an odd number of students in any win-loss tier, then students from the tier above or below will be selected to play against them.

5.3.2 Playoffs - Qualifier Phase. This phase consists of a modified double elimination bracket. The bracket will be divided into two sections, the "Upper Bracket" (UB) and "Lower Bracket" (LB).

5.3.2.1 Upper Bracket. The Upper Bracket will consist of the top 16 students from the Regular Season based on seasonal record and qualifier points. Students that lose a match in the Upper Bracket will be dropped to the Lower Bracket.

5.3.2.2 Lower Bracket. The Lower Bracket will consist of students who have lost a match, (i.e. "the second chance" standard double elimination style tournaments), and 16 lower seeded students from the Regular Season. These 16 students will play an initial Bo1 match, and the winner will be randomly placed against the students that were eliminated in the first round of the Upper Bracket. This round will also be a Bo1, but the remainder of the Lower Bracket will be Bo3.

5.3.3 Playoffs - Live Finals. This phase will consist of the top 4 students from the Qualifier Phase. Students will play the remainder of the Qualifier Phase matches live at an Anaheim Ducks viewing party. Students that have qualified will be contacted by NASEF to ensure that they are able to participate. If any of those 4 students are unable to compete, the next highest ranked student will participate in their stead, (in such a scenario, tiebreaker matches may be necessary).



5. LEAGUE STRUCTURE & SCHEDULE

5.4 Schedule

5.4.1 Default Match Time. The Tournament Regular Season will have two designated Competition Days each week: Tuesday and Thursday. Each Competition Day will have two default time slots: 3:30 PM and 5:00 PM. For rescheduling details, please see Section 6.4.

5.4.1.1 Players must be available for **BOTH** time slots to be considered “available” to compete on that day. Requests to only play in the 3:30 to 5:00 timeslot, or requests to switch slots after matchmaking, will not be considered by the Tournament Coordinator. Any such scheduling changes must be done through the standard rescheduling process, with proof that any directly or indirectly affected players accept the new match time.

5.4.2 Regular Season

5.4.2.1. Round 1: February 18 - February 22

5.4.2.2. Round 2: February 25 - March 1

5.4.2.3. Round 3: March 4 - March 8

5.4.2.4. Round 4: March 11 - March 15

5.4.3 Playoffs - Qualifier Phase March 18 - March 24

5.4.4 Playoffs - Live Finals March 30th

5.4.5 Changes to Schedule. NASEF officials may, at their sole discretion, re-order the schedule of matches within a given day and/or change the date of a NASEF match to a different date or otherwise modify the schedule of matches. In the event that the match schedule is modified, officials will notify all teams at the earliest convenience.



6. MATCH PROCESS

6.1 Role of Referees

Referees are NASEF officials who are responsible for making judgements on every match-related issue, question and situation which occurs before, during, and immediately following match play.

6.1.1 Referee Responsibilities. Referee oversight may include, but is not limited to the following:

6.1.1.1 Announcing the beginning of the match.

6.1.1.2 Ordering pause/resume during play.

6.1.1.3 Issuing penalties or rematch in response to rule violations before, during, or after the match.

6.1.1.4 Confirming the end of the match and its results.

6.1.2 Finality of Judgement. If a referee makes an incorrect judgement, the judgement can be subject to reversal. NASEF officials at their discretion may evaluate the decision during or after the match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, NASEF officials reserve the right to potentially invalidate the referee's decision. NASEF officials will always maintain final say in all decisions set forth throughout the NASEF Season.



6. MATCH PROCESS

6.2 Setup and Student Responsibilities for Online Matches

All Students will be expected to be ready to join the game lobby at the designated match time (this includes both default match time and the newly-agreed upon match time by both teams). Readiness includes, but is not limited to, being “friends” on Xbox Live, completed console and game patching, configuring in-game student settings on a team’s primary account, (such as control scheme and video settings that may be dictated by personal preference).

6.3 Schedule Adjustments by Officials

NASEF officials reserve the right to adjust the match schedule at any time to preserve the pacing of the tournament or to remedy such circumstances as may detract from the viewer experiences.

6.4 Match Reschedules

Should a student need to reschedule their match, they must go through their General Manager to manage contact with the opposing student’s General Manager. If both parties cannot agree on a different time, the match must be played at the default scheduled time or forfeit for that week of tournament play. NASEF officials reserve the right to uphold or reject reschedule requests at their sole discretion.

6.4.1 Finality of Reschedules. If the students and their General Managers agree to reschedule, the agreed-upon time is considered the official match time for the purpose of lateness and forfeits.

6.5 Lateness Penalties

A student will automatically forfeit their match if they are not ready to play within 20 minutes from their official or agreed-upon match time. Students will have up to 10 minutes between games to prepare a lobby before game wins are awarded to their opponent. Intentionally delaying the lobby or game start will subject the team to the rules set forth in this section.

6.6 Pause Process

Teams or Students may pause the game for any reason. After pausing, the student who paused gameplay must communicate the reason for the pause to their opponent and their best estimate of the time to unpause. Students must also ask their opponent if they are ready to resume gameplay before ending the pause. Students may only pause the game for up to 10 minutes before a game win is awarded to their opponent. However, if the pause is due to a rules violation by either student, the pause may be as long as is required to resolve the issue or reach a Tournament Coordinator for a ruling.

6. MATCH PROCESS

6.7 Pause Allowance

Teams may pause the game any number of times over the course of a single game, as long as the sum of the duration of all of the pauses is less than 10 minutes. If a student is determined to be abusing this rule to intentionally delay the game, they will be penalized at the tournament organizer's discretion.

6.8 Student Equipment Responsibility

All Students are responsible for ensuring the performance for their chosen setup, including console or audio-/visual-hardware, peripherals, internet connection, and power. A problem with Student equipment is not an acceptable reason for lateness or pausing beyond a team's allowance, regardless of the root cause of the problem.

6.9 Spectators, Streaming, and Recording Matches

Students will be allowed to stream their matches during the Tournament from their student perspective. Students 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 Student or spectator's responsibility to document all consent given by Students in the streamed match. Students must stream with at least a 3-minute delay. Spectators who are not official NASEF Tournament Administrators may not actively communicate with Students on either team while the game is in play. Tournament Administrators may revoke the right to stream Tournament matches at any time.

6.10 Game Lobby Creation

Responsibility for creating the game lobby will alternate between players for each game of their match. The player that is listed first in the tournament bracket and matchup page will be responsible for creating the first game.

6.11 Starting Early

For matches scheduled at 5:00, both players may agree to start their match early if their preceding matches finish earlier than 5:00PM. This will not be considered a new official match time, and so rules about tardiness do not apply unless play is delayed until 10 minutes past the official match time, (when the standard lateness policy would begin to come into effect).



7. GAME RULES

7.1 Game Setup

7.1.1 Game Lobby Settings

- **Team Selection:** Both students must use the Anaheim Ducks with current standard rosters.
- **Game Mode:** Versus
- **Difficulty:** All-Star
- **Period Length:** 4 Minutes
- **Game Type:** Competitive
- **Rules:** Custom
- **Fighting:** On
- **Penalties:** On
- **Injuries:** Off
- **Offsides:** Delayed
- **Icing:** Hybrid Icing
- **Tie Break:** Continuous Overtime
- **Control Goalie in Shootout:** On
- **Position Lock:** No

7.2 Pausing/Interruptions to Gameplay In-Progress:

Students should report if their opponent leaves a game in-progress for any reason. After attempting to contact the other participant, the Tournament Organizer will evaluate whether or not to allow a rematch or award game/match wins.

7.2.1 Pausing to Contact a Referee/Tournament Coordinator

If a student pauses because of a bug, glitch, then they have until the end of the game to contact the Tournament Coordinator to evaluate the situation. If the pause is related to an issue with an improperly configured game, the game may only be restarted if it is declared before the end of the second period. Play will continue and the match results will be upheld.

7.3 Fair Competition:

If an opponent is disrupting the match by abusing unfair gameplay/strategies, connection issues, glitches, bugs, or anything else that might fall outside the spirit of “fair competition”, contact a Tournament Coordinator with documentation/evidence of the issue as soon as possible to have the case resolved. The Tournament Coordinator will evaluate the circumstances and issue warnings, penalties, or disqualification at his discretion on a case by case basis.

7. GAME RULES

7.4 Finality of Rulings

If NASEF officials determine that circumstances warrant restarting the game, then the appropriate students will be presented with the option for a restart. If they accept, the game will immediately be restarted. If a team is offered a restart and declines, then the team will be ineligible to request a restart on the bug that caused the potential restart for the remainder of the match. However, NASEF officials reserve the right at all times to force a game restart if the game environment reaches a level of instability that compromises the competitive integrity of the game.

All rulings made by the Tournament Organizer are final. If you believe that a decision was made based on falsified evidence, please submit an appeal with any proof to the Tournament Organizer before the end of the competition week. Falsifying evidence or submitting a claim that is deemed subversive or malicious will almost always result in a lifetime ban from competition.

7.5 Results of Forfeiture

Matches won by forfeit will be reported by the minimum score it would take for one team to win the match. No other statistics will be recorded for forfeited matches.



8. COMMUNICATION

- 8.1 Lobby Creation.** Students are responsible for adding each others' Gamertags on Xbox Live, properly creating match lobbies prior to their match start time. The first Student listed in the Match Listing on the tournament page is responsible for creating the game lobby and inviting the opposing Student for all games in the best of 3 series.
- 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 Announcements.** Large announcements, general information and ruleset can be found in the NASEF Community Discord server. The Tournament bracket will be hosted on the tournament platform website. These websites will serve as an information hub for all competing Clubs.
- 8.2.1 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://discordapp.com/invite/uyqkA2d>
- 8.2.1 Email.** Tournament updates, events, and general NASEF news will be emailed to General Managers throughout the season.
- 8.3 Email.** Students can max@esportsfed.org for any issues or feedback concerning the Tournament. We recommend utilizing the NASEF Community Discord server for faster response time.
- 8.4 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, Students.