

League of Legends NSE Spring Championship 2021 Official Rules

In order for the tournaments to run fairly and smoothly we have issued the following rule book

Most problems you encounter on the night can be solved by talking to the opposing team's captain and a tournament admin as soon as the problem has arisen. It's always better to contact an admin if you are unsure than to leave it and the problem worsening. The earlier an admin can give you a ruling, the less likely it is to majorly impact your team.

All students are expected to follow the letter and spirit of the rules while competing. Deliberately breaking or avoiding the rules will result in harsher penalties. That said, mistakes can be made. If you become aware you or your team have unintentionally broken a rule, contact an admin as soon as possible.

Contents

1. Individual Eligibility and Team Rules
2. Match Rules
3. Casting of Games
4. Sportsmanship
5. Prizes
6. Live event rules
7. Enforcement of the Rules

1. Individual Eligibility and Team Rules

1.1. Institution Eligibility

In order for an institution to be eligible to compete in the League of Legends NSE Spring Championship, they must be a recognised provider of Higher Education (HE). Eligible institutions may compete as one institution or may compete as separate 'Playing Entities'. Each playing entity is required to fit into one of the following player models:

- 1.1.1. Main Campus playing as one entity.
- 1.1.2. Satellite Campus: Plays as a separate entity from the 'Main Campus' or other campuses of the same institution.
- 1.1.3. All eligible students playing as 1 entity regardless of geographical spread/campuses, etc. (Similar to Main Campus)
- 1.1.4. Further Education (FE) College offering Higher Education (HE) qualifications provided by another external awarding body.

- 1.1.5. Umbrella Campus/Organisation which is comprised of students from multiple HE awarding bodies.

Full list of playing entities can be found in Appendix A

1.2. Player Eligibility

- 1.2.1. In order for a student to be eligible to compete in NSE Spring Championship they must meet the following requirements::

- 1.2.1.1. Be a registered student at an institution of higher education that is currently entitled to participate in NSE Spring Championship .
- 1.2.1.2. Be registered on a credit rated course (e.g MSc ,Degree or HND) that is registered under CATS (Credit accumulation under CATS)
- 1.2.1.3. Be undertaking a study programme equivalent to at least 60 credits per year, or in the case of a postgraduate student be undertaking a study programme of no less than 50% of the full time student programme

- 1.2.1.3.1. A year will be taken as 12 months from the start date of their course.

- 1.2.1.4. Be aged 18 years or older

- 1.2.1.4.1. Students studying at HE institutions in Scotland will be eligible to compete from the age of 17.

- 1.2.1.5. All participants are required to have a registered account on www.nse.gg

- 1.2.1.6. Must have a EUW league of legends account associated with their www.nse.gg account.

- 1.2.1.6.1. Their League of Legends account must have at least 20 available Champions.

- 1.2.1.6.2. Offensive Summoner names are not allowed. Whether an account name is considered offensive is at the sole discretion of the NSE Admin Team.

- 1.2.1.6.3. Summoner names may not contain sponsor or organisation names that are considered inappropriate by NSE staff or promote any of the following; gambling website, pornography, alcohol, tobacco or cigarettes or firearms. If unsure please contact a member of the NSE Admin Team.

1.2.2. Ineligible Participants

The following students are ineligible to participate

- 1.2.2.1. Current members of the NSE Admin Team for League of Legends. Students who work with NSE in some other capacity e.g. casters or Admin team for non-League of Legends games may still compete.
- 1.2.2.2. Externally registered students, as determined by the University's Registrar, unless otherwise allowed in accordance with the playing entities being used by the institutions concerned.

1.2.3. Special Cases

- 1.2.3.1. A student satisfactorily finishing his/her course of study after the start of December will be eligible until the end of the academic year provided their institution still classifies them as a registered student .
 - 1.2.3.2. A student embarking on a Sandwich Course and/or Year Abroad course is eligible provided the duration of the course is less than one year.
 - 1.2.3.3. A student undertaking PhD study on a full time basis will be eligible to compete provided that their institution classifies them as a registered student.
 - 1.2.4. Students may not compete for more than one academic institution in any one academic year
- 1.3. Team Rules
 - 1.3.1. Eligibility
 - 1.3.1.1. Each team must have a designated captain who will be the primary point of contact for other teams and NSE staff. Captaincy can be reassigned during the season.
 - 1.3.1.2. Team's rosters must consist of at least 5 students.
 - 1.3.1.3. All students on a team must attend the same academic institution.
 - 1.3.2. Substitutions
 - 1.3.2.1. Teams may play with any players listed on their roster. In a bo3 or bo5 match teams may substitute players between games.
 - 1.3.2.2. Students may not play for more than one team in a single tournament night.
 - 1.3.2.3. Each team should be selected as though the other teams would be playing in a match of equal importance at the same time. For example, if the first team does not have a match but the second team does, no players who would normally represent the first team are eligible to play for the second team.
 - 1.3.2.4. Players may be added to teams at any time if it does not cause a delay to games starting.
 - 1.3.3. Offensive team names are not allowed. Whether a team name is considered offensive is to be determined at the sole discretion of the NSE Admin Team.
 - 1.3.4. Team names may not contain sponsor or organisation names that are considered inappropriate by NSE staff or promote any of the following; gambling website, pornography, alcohol, tobacco or cigarettes or firearms. If unsure please contact a member of the NSE Admin Team.
 - 1.3.5. In the event a team splits into multiple teams the majority of the team has the right to any seeding, qualification spots or points earned. If there is no new majority team no team inherits seeding, qualification spots or points earned.
- 1.4. Check in
 - 1.4.1. Throughout the tournament there will be check in phases which require teams to check in. When check in is required the deadline will be at 6:30pm on match day.

- 1.4.2. Teams who do not check in by the deadline will not be entered into that stage's fixtures and will not earn any points for that stage.

2. Match Rules

2.1. Game setup

- 2.1.1. All games are to be played on EUW server
- 2.1.2. A player from either team should host the game and invite other players to game using the following settings:
 - 2.1.2.1. Game type: Tournament draft
 - 2.1.2.2. Team size: 5
 - 2.1.2.3. Spectators: All
- 2.1.3. In the first game of a match higher seed will have the choice of side. If the match consists of more than one game choice of side will alternate with lower seed having choice of side in game 2 etc.
- 2.1.4. Once both teams have joined the lobby and stated they are ready the lobby leader may start champion select.

2.2. Champ select

- 2.2.1. Newly released champions are not allowed to be picked until they have been available in store for at least 1 week.
- 2.2.2. Champions that have received an official rework are not allowed to be picked until at least one week since rework became live on the server.
- 2.2.3. Champions who have received significant changes may be banned for a week if the NSE admin team deems the changes will make a significant effect on gameplay.
- 2.2.4. Champions may be banned from use if NSE staff believes there is a known issue with a champion likely to affect the competitive integrity of games.
- 2.2.5. Players may use "proxy picks" to select champions they do not own for teammates. If a player wishes to pick for a champion they do not own for teammate they should
 - 2.2.5.1. Hover a placeholder champion which is unlikely to be played by either team.
 - 2.2.5.2. Message the other team to inform them of the champion they wish to pick.
 - 2.2.5.3. Wait for the proxy pick to be acknowledged. If the other team does not acknowledge the proxy pick teams should return to the lobby.
 - 2.2.5.4. Lock in placeholder Champion.
 - 2.2.5.5. Once pick ban is completed players should return to lobby and restart pick ban with players selecting the same champions as in the previous lobby with exception of now selecting the placeholder champion instead selecting the champion they will actually be playing.

2.3. Pauses

- 2.3.1. Teams may use the /pause command to pause to resolve technical or rules issues.

- 2.3.2. Pauses may not be used for tactical reasons
- 2.3.3. Each team may pause the game for a total of 15 minutes. If a technical issue cannot be resolved in this time the game should be resumed.
- 2.3.4. Once a game is paused the team that initiated the pause should make the other team aware of reason for pause and an estimated length of pause.
- 2.3.5. Before unpausing a paused game both teams should indicate they are ready to continue.
- 2.4. Remakes
 - 2.4.1. During the first 90 seconds of a game if no players have been damaged by another player. Players may pause and ask for a remake for following reasons if
 - 2.4.1.1. A technical issue occurs resulting in players being unable to select the correct runes
 - 2.4.1.2. A technical issue occurs resulting in players being unable to swap champions
 - 2.4.1.3. A player fails to connect to the game.
If a game is remade for reasons above it should be with the same setting, champion picks , summoner spells and runes other than the technical issue being resolved.
 - 2.4.2. In the event of a bug in the game NSE admin team should be contacted. If the NSE admin team decides the bug will affect the competitive integrity of the game they may decide to remake the game. The NSE admin team will also decide whether the remake game uses the same pick/ban or new pick/ban based on state of game at the time of bug occurring.
- 2.5. No show
 - 2.5.1. Teams expected to arrive promptly to all games
 - 2.5.2. All 5 players should be in the lobby within 20 minutes of the scheduled start time or within 20 minutes of the previous round ending whichever is latest.
- 2.6. Submitting Results
 - 2.6.1. Both Teams are required to submit results after game ends
 - 2.6.2. If neither team submits a result and teams cannot be contacted the higher seed will be awarded the victory.

3. Spectator Rules

- 3.1. NSE reserves the right to cast any game played as part of the tournaments..
 - 3.1.1. NSE may choose to feature a game. Featured games are subject to the following restrictions:
 - 3.1.1.1. NSE Staff must be given access to pregame lobbies.
 - 3.1.1.2. Players must wait until casters indicate they are ready before starting a game.
 - 3.1.1.3. Teams are required to order in "LCS order" with players on teams joining in following order, Top, Jungle, Mid, AD carry and support.

3.1.1.4. The following additional restrictions may be put on a featured game. If this is the case, players will be informed by the casters before the game begins.

3.1.1.4.1. It cannot be streamed by any third parties.

3.1.1.4.2. It cannot be streamed by players in game.

3.1.2. For non-featured games

3.1.2.1. For non-featured matches students may stream their own games from their own player's perspective without delay.

3.1.2.2. Third parties (anyone not currently playing in game) may stream games with a delay

3.1.2.3. Teams may agree to allow a third party stream game without delay.

3.1.2.4. Third parties may not spectate in game pregame lobby unless permission is granted by both teams.

4. Sportsmanship

4.1. Students are expected to uphold the principles of sportsmanship and fair play at all times during a tournament, this includes any personal streams that feature an official match. Students who do not conform to these principles will be penalised. Additionally, it is a captain's responsibility to ensure their team behaves in a sporting manner.

4.2. The following are to be considered unfair play and not allowed in any form

4.2.1. Hacking, any modification to the game client.

4.2.2. Exploiting, intentional use of ingame bug to gain an advantage.

4.2.3. 'Ringing', i.e. playing using another player's account or using a player not eligible to compete.

4.2.4. Use of any cheat program.

4.2.5. Collusion as defined by cooperation or conspiracy to cheat others. This includes but is not limited to:

4.2.5.1. Soft play, an agreement among players to not play to a reasonable standard of competition in a game.

4.2.5.2. Prearranging to split prizes with other teams.

4.2.5.3. Intentionally losing a game

4.2.6. Illegal pause, use of pause for any reason not specified in Section 2 of this document titled "Match rules".

4.3. Harassment of other students is not allowed this includes but is not limited to:

4.3.1. Verbal abuse, this covers any offensive communication in game lobbies or in game .

4.3.2. Any use of racist, sexist, homophobic or other discriminatory language.

4.3.3. Any implied or direct threats to other students.

4.3.4. In game trolling, use of in game features to intentionally reduce the quality of game experience of other students in the game.

4.4. Any student or team found to have engaged in or attempted to engage in any act that NSE believes constitutes unfair play or poor sportsmanship, will be subject to penalty. Penalties issued by the NSE Admin team may include but are not limited to:

- 4.4.1. Loss of one or more ban in future games
 - 4.4.2. Formal warning
 - 4.4.3. Forfeit of a single game/map
 - 4.4.4. Forfeit of full match/series
 - 4.4.5. Temporary suspension of a student
 - 4.4.6. Lifetime ban of a student
 - 4.4.7. Forfeiture of points earned or qualification spots
 - 4.4.8. Forfeiture of prizes
 - 4.4.9. Disqualification of a team from a tournament
 - 4.4.10. Disqualification of a team from NSE Spring Championship.
 - 4.4.11. Suspension of the team from future tournaments and championships
5. Rules for live events
 - 5.1. For practical reasons the rules laid out in this rulebook may not apply to live events. For this reason live events may be subject to additional and/or different rules which will be provided to students attending live events. These may include but not limited to:
 - adjusted late and no show penalties
 - additional rules regarding usage of peripherals
 - adjusted rules regarding setting up of game lobbies
 - adjusted rules regarding streaming rights
 - 5.2. If a team is unable to attend Live final their spot will be forfeited and 3rd place team will instead take their place
6. Prizes
 - 6.1. All prizes will be sent to the captain of the respective team and it is the captain's responsibility to distribute the prizes among their team. In the event the listed captain is unable to fulfill this role, a member of the respective team should contact NSE staff.
 - 6.2. Prizes are to be distributed evenly among the starting lineup of a team. It is at the team's discretion to further distribute a portion of the prizes among the team's substitutes.
7. Enforcement of Rules
 - 7.1. In the event a dispute cannot be resolved between teams, contact the NSE Admin Team and provide relevant match media e.g. chat logs/screenshots, where possible.
 - 7.2. All decisions regarding the interpretation and enforcement of these rules is at the sole discretion of the NSE Admin Team, whose decisions are final.
 - 7.3. These rules may be amended, changed or supplemented when required by the NSE Admin Team to ensure fair play and competitive integrity.

Appendix A Playing Entities

Below is a list of currently recognised Playing Entities. If you are a member of an institution that should be recognised please contact NSE staff.

Aberystwyth University
AECC University College

Anglia Ruskin University
Aston University
Bangor University
Bath Spa University
Birmingham City University
Bishop Burton College
Bishop Grosseteste University
Bournemouth University
BPP University Ltd
Bridgwater & Taunton College
Brooksby Melton College
Brunel University
Buckinghamshire New University
Canterbury Christ Church University
Cardiff Metropolitan University
Cardiff University
City of Glasgow College
City of Liverpool College
City, University of London
Coventry University
Cranfield University
De Montfort University
Doncaster College and University Centre
Dundee & Angus College
Durham University
Easton & Otley College
Edge Hill University
Edinburgh College
Edinburgh Napier University
FXU (Falmouth & Exeter Student's Union)
Glasgow Caledonian University
Glasgow Clyde College
Glasgow Kelvin College
Goldsmiths, University of London
Harper Adams University
Hartpury University Centre
Heriot-Watt University
Imperial College London
Keele University
King's College London
Kingston University
Lancaster University
Leeds Arts University

Leeds Beckett University
Leeds City College
Leeds Trinity University
Liverpool Hope University
Liverpool John Moores University
London Metropolitan University
London School of Economics
London South Bank University
Loughborough University
Manchester Metropolitan University
Middlesex University
New College Lanarkshire
Newcastle University
Newman University
North East Scotland College
Northampton College
Northumbria University
Nottingham Trent University
Oxford Brookes University
Oxford University
Plymouth Marjon University
Queen Margaret University
Queen Mary University of London
Queen's University Belfast
Ravensbourne
Reading University
Richmond The American International University in London
Robert Gordon University
Roehampton University
Royal Agricultural University
Royal Holloway, University of London
Royal Veterinary College
School of Oriental and African Studies
Sheffield Hallam University
Solent University
South Gloucestershire and Stroud College
St George's, University of London
St Mary's University
Staffordshire University
Swansea University
Teesside University
Tottenham Hotspur Foundation
UCFB Manchester

UCFB

Ulster University

Universities at Medway

University Campus Barnsley

University College Birmingham

University College London

University for the Creative Arts, Surrey

University of Aberdeen

University of Abertay Dundee

University of Bath

University of Bedfordshire

University of Birmingham

University of Bolton

University of Bradford

University of Brighton

University of Bristol

University of Cambridge

University of Central Lancashire

University of Chester

University of Chichester

University of Cumbria

University of Derby

University of Dundee

University of East Anglia

University of East London

University of Edinburgh

University of Essex

University of Exeter

University of Glasgow

University of Gloucestershire

University of Greenwich

University of Hertfordshire

University of Huddersfield

University of Hull

University of Kent

University of Leeds

University of Leicester

University of Lincoln

University of Liverpool

University of London

University of Manchester

University of Northampton

University of Nottingham

University of Plymouth
University of Portsmouth
University of Salford
University of Sheffield
University of South Wales
University of Southampton
University of St Andrews
University of Stirling
University of Strathclyde
University of Suffolk
University of Sunderland
University of Surrey
University of Sussex
University of the Arts London
University of the Highlands and Islands
University of the West of England (UWE)
University of the West of Scotland
University of Wales Trinity St David Carmarthen
University of Wales Trinity St David Lampeter
University of Wales Trinity St David Swansea
University of Warwick
University of West London
University of Westminster
University of Winchester
University of Wolverhampton
University of Worcester
University of York
Wakefield College
West College Scotland
West Lothian College
Wrexham Glyndwr University
Writtle University College
York St John University