



# CS:GO OFFICIAL RULES

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## NSE Spring 2023

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 getting bigger. 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.

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# 1. Individual Eligibility and Team Rules

## 1.1. Institution Eligibility

In order for an institution to be eligible to compete in CS:GO NSE Spring, 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 1 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 are playing as 1 entity regardless of geographical spread/campuses, etc. (Similar to 1. 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 CS:GO NSE Spring they must:
  - 1.2.1.1. Be a registered student at an institution of higher education that is currently entitled to participate in CS:GO NSE Spring
  - 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](http://www.nse.gg) which has not been suspended. NSE accounts may be suspended at any time by National Student Esports for breaches of the NSE Code of Conduct.  
<https://nse.gg/resources/nse-resources/our-code-of-conduct/>

- 1.2.1.6. Must have a steam account with CS:GO owned linked to their www.nse.gg account.
- 1.2.1.7. Offensive Steam profile names are not allowed. Whether an account name is considered offensive is at the sole discretion of the NSE Admin Team.
- 1.2.1.8. Steam profile 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 CS:GO. Students who work with NSE in some other capacity e.g. casters or Admin team for non-CS:GO 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. Teams 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. If a player has technical issues they may be substituted in freezetime.

- 1.3.2.2. Players may be added to teams at any point as long as it does not cause a delay to round starting
- 1.3.2.3. Students may not play for more than one team in a single tournament night.
- 1.3.2.4. 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.
- 1.3.3. 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.
- 1.1.1. 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.
- 1.3.4. 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. Server Settings

All servers will be provided by NSE and will be set up with the following settings

mp\_startmoney 800  
 mp\_roundtime 1.92  
 mp\_freezetime 15  
 mp\_maxrounds 30  
 mp\_c4timer 40  
 sv\_pausable 1  
 ammo\_grenade\_limit\_default 1  
 ammo\_grenade\_limit\_flashbang 2  
 ammo\_grenade\_limit\_total 4

Sv\_coaching 1

tv\_delay 120

Settings for overtime:

mp\_maxrounds 6

mp\_startmoney 10000

## 2.2. Map selection

2.2.1. All games will take place using the current active duty map pool

de\_vertigo  
de\_anubis  
de\_overpass  
de\_inferno  
de\_mirage  
de\_nuke  
de\_ancient

2.2.1.1. If the active duty map pool changes a week before or during NSE Spring, the map pool used in NSE Spring will remain unchanged until the end of the current stage (ie Qualification and Playoffs).

2.2.2. Map selection should be done using In game chat in server.

2.2.2.1. For best of one match, maps will be determined by teams taking turns to veto one map until only one map remains. Choice of side starting side will be determined by a knife round. The home team (this will always be the team on the left hand side of the fixture) chooses to ban first or second.

2.2.2.2. For Best of 3 matches (bo3):  
The home team (this will always be team on the left hand side of fixture) can elect to be Team A or Team B within the following process:

Team A bans 1 map  
Team B bans 1 map  
Team A picks the map for game 1 and Team B has side choice  
Team B picks the map for game 2 and Team A has side choice  
Team B bans 1 map.  
Team A picks the third map and Team B has side choice

## 2.3. Pauses

2.3.1. Teams may only pause during freezetime.

2.3.2. Each team may use up to four 30 second tactical pauses per map.

2.3.3. Teams may use the pause function to resolve technical or rules issues.

- 2.3.4. Once a game is paused, the team that initiated it should make the other team aware of the reason for the pause and estimate the length of pause.
- 2.3.5. Before unpausing a paused game both teams should indicate they are ready to continue.
- 2.3.6. In the event of an extended pause, of over 5 minutes, the NSE tournament team should be contacted. The NSE tournament team will then decide whether to extend the pause or to resume play based on the likelihood to resolve the issue.

## **2.4. Remakes and backups**

- 2.4.1. In the event of a technical issue affecting the result of a round, teams may load a backup of a previous round. If a dispute NSE admin team will have final decision on whether the issue affected round results.

## **2.5. Player Settings**

- 2.5.1. The following settings are not allowed to be adjusted on the players PC:

cl\_bobcycle 0.98 (do not alter)  
weapon\_recoil\_model 0 (do not use)  
mat\_hdr\_level 0/1/2 (do not use)

- 2.5.2. The following in-game overlays are authorised, all others are forbidden:

cl\_showpos 1  
cl\_showfps 1  
net\_graph 1  
cl\_showdemooverlay 1 / -1

## **2.6. No shows**

- 2.6.1. Teams expected to arrive promptly to all games
- 2.6.2. All 5 players should be in the game server within 20 minutes of the scheduled start time or within 20 minutes of the previous round ending whichever is latest.

## **2.7. Submitting Results**

- 2.7.1. Both Teams are required to submit results after game ends
- 2.7.2. 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 may choose to feature a game. Featured games are subject to the following restrictions:

- 3.1.1. NSE Staff must be given access to the Server as required.
- 3.1.2. Players must wait until casters indicate they are ready before starting a game.
- 3.1.3. 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.
  - 3.1.3.1. It cannot be streamed by any third parties.
  - 3.1.3.2. It cannot be streamed by players in game.
- 3.1.4. For non-featured games
  - 3.1.4.1. For non-featured matches students may stream their own games from their own player's perspective without delay, this is done at their own risk.
    - 3.1.4.1.1. Players are solely responsible for any negative effects that occur in game due to streaming without delay
  - 3.1.4.2. Third parties (anyone not currently playing in game) may stream games using Gotv.
- 3.1.5. Teams may use a player on a team not playing in a game as a Coach. Coaches may spectate live games using the coach slot.
  - 3.1.5.1.1. Other than coaches, no spectators are allowed on the live server unless given permission by the NSE Admin team. Teams are solely responsible for any negative effects that occur in game due to agreed

## 4. Sportsmanship

- 4.1. Students are expected to uphold the principles of sportsmanship and fair play at all times during the NSE Season. 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 game client.
  - 4.2.2. Exploiting, intentional use of ingame bugs 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. Players must uphold the NSE Code of Conduct whilst competing in, and around, NSE Spring.
- 4.4. Harassment of other students is not allowed this includes but is not limited to:
  - 4.4.1. Verbal abuse, this covers any offensive communication in game lobbies or in game .
  - 4.4.2. Any use of racist, sexist, homophobic or other discriminatory language.
  - 4.4.3. Any implied or direct threats to other students.
  - 4.4.4. In game trolling, use of in game features to intentionally reduce the quality of game experience of other students in the game.
- 4.5. 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:
  - 4.5.1. Forfeit of choice of side
  - 4.5.2. Forfeit of a map ban
  - 4.5.3. Formal warning
  - 4.5.4. Forfeit of a single game/map
  - 4.5.5. Forfeit of full match/series
  - 4.5.6. Temporary suspension of a student
  - 4.5.7. Lifetime ban of a student
  - 4.5.8. Forfeiture of points earned or qualification spots
  - 4.5.9. Forfeiture of prizes
  - 4.5.10. Disqualification of a team from a tournament
  - 4.5.11. Disqualification of a team from NSE Spring
  - 4.5.12. Suspension of the team from future tournaments

## 5. Live Event Rules

- 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 the Live final their spot will be forfeited and the next place team will instead take their place. This rule may be amended by NSE Staff to allow for



## 6. Prizes

- 6.1. All prizes will be sent to the captain of the respective team and it is that captain's responsibility to distribute the prizes among their team. In the event the listed captain is unable to fulfil 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 are 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  
Birkbeck, University of London  
Birmingham City University  
Bishop Burton College  
Bishop Grosseteste University  
Blackpool and The Fylde College  
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  
Carmarthen  
Chesterfield College  
City of Glasgow College  
City of Liverpool College  
City, University of London  
College of Esports  
College of Esports  
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 Conservatoire  
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  
Norwich University of the Arts  
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  
The London College  
Tottenham Hotspur Foundation  
UCEN Manchester  
UCFB  
Ulster University  
Universities at Medway  
University Campus Barnsley  
University Centre Leeds  
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  
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  
Walsall College  
West College Scotland  
West Lothian College  
Wrexham Glyndwr University  
Writtle University College  
York St John University