OVERWATCH 2 OFFICIAL RULES

NSE Spring 2025

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 Overwatch 2 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 composed of students from multiple HE awarding bodies.

Full list of playing entities can be found in Appendix B

1.2. Player Eligibility

1.2.1. In order for a student to be eligible to compete in Overwatch 2 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 Overwatch 2 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 50% of a full time student (60 credits per year)

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.

1.1.1.1. All participants are required to have a registered account on 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/

1.2.1.5. Must have Battlenet account with a copy of Overwatch 2 associated to their www.nse.gg account

1.2.1.6. Offensive Battlenet igns are not allowed. Whether an account name is considered offensive is at the sole discretion of the NSE Admin Team.

1.2.1.7. Battletags 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 Overwatch 2. Students who work with NSE in some other capacity e.g. casters or Admin team for non-Overwatch 2 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.

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 earnt. If there is no new majority team no team inherits seeding,qualification spots or points earnt.

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. Lobby Settings

Game lobbies must be set up by a player. A player from either team may set up a game lobby. Games should be setup using default settings with the following changes:

Competitive rules: ON
Kill Cam: OFF
Skins: Enabled

It is the responsibility of both teams to check the settings of the game are set correctly before starting. If a game is started with the wrong setting the game should be paused and an admin contacted.

2.2. Map Selection

2.2.1. All Maps must be chosen from the following map pools.
Map Pool A - Control: Lijiang Tower, Nepal, Samoa
Map Pool B - Hybrid/Flashpoint*: Blizzard World, Eichenwalde, Numbani, Suravasa
Map Pool C - Push/Clash*: Colosseo, Esperança, Hanaoka
Map Pool D - Escort: Dorado, Havana, Route: 66

2.2.2. The home team can pick to be Team A or B for the first map.

2.2.2.1. For best of 3 maps, the home team can choose to pick the first map pool or first map. The team that does not pick the map will decide their starting side. In subsequent games, the loser of the previous map chooses the next map from the unplayed map pools, with the winning team choosing the side.

2.2.2.1.1. In the event of a tie, a map from the unplayed map pool will be selected.

2.2.2.2. For best of 5 maps, control will be the first map pool with the home team choosing the map in the first game and away choosing the starting side. In subsequent games, the loser of the previous map chooses the next map from the unplayed map pools, with the winning team choosing the side.

2.2.2.2.1. In the 5th map, the loser of the previous game chooses from the remaining unplayed Control, Flashpoint or Push maps.

2.3. Pauses

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

2.3.2. Teams should request a pause using all chat, at which point the lobby leader should pause as soon as possible.

2.3.3. Once a game is paused, the team that initiated the pause should make the other team aware of the reason for the pause and give an estimate of the length of the pause.

2.3.4. Before unpausing a paused game both teams should indicate they are ready to continue.

2.3.5. In the event of an extended pause, 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. The game will automatically pause if a player disconnects.

2.4. Draws

In the event of a drawn map, the following map is chosen by the team who chose the drawn map and choice of side is given to the other team.

2.5. Bugs and Remakes

2.5.1. If a player fails to connect the game may be remade

2.5.2. In the event of a bug in the game, the 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.

2.6. No show

2.6.1. Teams expected to arrive promptly to all games

2.6.2. 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 later.

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 reserves the right to cast any game played as part of the tournament..

    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.   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.

            3.1.1.3.1.   It cannot be streamed by any third parties.

            3.1.1.3.2.   It cannot be streamed by players in the 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.

            3.1.2.1.1.   Players are solely responsible for any negative effects that occur in game due to streaming without delay.

        3.1.2.2.   Third parties, anyone not currently playing in the game, may stream games from a team's perspective with permission from that team using the team specific spectator slot.

            3.1.2.2.1.   If a third party has both teams' permission, they may stream the game using the main spectator slot.

            3.1.2.2.2.   Teams are solely responsible for any negative effects that occur in game due to agreeing to a third party stream without delay.

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.   Unfair Play

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.   Penalties

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.   Formal warning

4.5.2.   Forfeit of a single game/map

4.5.3.   Forfeit of full match/series

4.5.4.   Temporary suspension of a student

4.5.5.   Lifetime ban of a student

4.5.6.   Forfeiture of points earnt or qualification spots

4.5.7.   Forfeiture of prizes

4.5.8.   Disqualification of a team from a tournament

4.5.9.   Disqualification of a team from NSE Spring

4.5.10.   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 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 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