



# LEAGUE OF LEGENDS OFFICIAL RULES

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## **NSE Spring 2026**

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.

## CONTENTS

1. [Individual Eligibility and Team Rules](#)
2. [Match Rules](#)
3. [Spectator Rules](#)
4. [Sportsmanship](#)
5. [Live Event Rules](#)
6. [Prizes](#)
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, 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 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 League of Legends 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 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](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/>
- 1.2.1.5. Must have a EUW league of legends account associated with their [www.nse.gg](http://www.nse.gg) account.

- 1.2.1.5.1. Their League of Legends account must have at least 20 available champions.
- 1.2.1.5.2. Offensive Summoner names are not allowed. Whether an account name is considered offensive is at the sole discretion of the NSE Admin Team.
- 1.2.1.5.3. 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 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
  - 2.1.2.4. Spectator Delay: Add Delay
  - 2.1.2.5. Spectators are not allowed in the lobby, as you can not check if the delay is set to on. They should only spectate via the friends list, as friends list spectating only works when the delay is on.
- 2.1.3. In the first game of a match the home team will have the choice of side. If the match consists of more than one game, the choice of side will alternate with the lower seed having a 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. Champion 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 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 at this time the game should be resumed.
- 2.3.4. Once a game is paused the team that initiated should make the other team aware of the reason for the 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 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 the state of the game at the time of bug occurring.

## **2.5. No shows**

- 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.

- 3.1.2.1.1. 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 game) may stream games with a delay.
- 3.1.2.3. Teams may agree to allow a third party stream game without delay.
  - 3.1.2.3.1. Teams are solely responsible for any negative effects that occur in game due to agreeing to a third party stream 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. 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. Loss of one or more ban in future games
- 4.5.2. Formal warning
- 4.5.3. Forfeit of a single game/map
- 4.5.4. Forfeit of full match/series
- 4.5.5. Temporary suspension of a student
- 4.5.6. Lifetime ban of a student
- 4.5.7. Forfeiture of points earned or qualification spots
- 4.5.8. Forfeiture of prizes
- 4.5.9. Disqualification of a team from a tournament
- 4.5.10. Disqualification of a team from NSE Spring
- 4.5.11. 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	Easton & Otley College
AECC University College	Edge Hill University
Anglia Ruskin University	Edinburgh College
Arts University Bournemouth	Edinburgh Napier University
Aston University	FXU (Falmouth & Exeter Student's Union)
Bangor University	Glasgow Caledonian University
Bath Spa University	Glasgow Clyde College
Belfast Metropolitan College	Glasgow Kelvin College
Birkbeck, University of London	Goldsmiths, University of London
Birmingham City University	Harper Adams University
Bishop Burton College	Hartpury University Centre
Bishop Grosseteste University	Heriot-Watt University
Blackpool and The Fylde College	Imperial College London
Bournemouth University	Keele University
BPP University Ltd	King's College London
Bridgwater & Taunton College	Kingston University
Brooksby Melton College	Lancaster University
Brunel University	Leeds Arts University
Buckinghamshire New University	Leeds Beckett University
Canterbury Christ Church University	Leeds City College
Cardiff Metropolitan University	Leeds Conservatoire
Cardiff University	Leeds Trinity University
Carmarthen	Liverpool Hope University
Chesterfield College	Liverpool John Moores University
City of Glasgow College	London Metropolitan University
City of Liverpool College	London School of Economics
City, University of London	London South Bank University
College of Esports	Loughborough University
Coventry University	Manchester Metropolitan University
Cranfield University	Middlesex University
De Montfort University	New College Lanarkshire
Doncaster College and University Centre	Newcastle University
Dundee & Angus College	Newman University
Durham 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  
Riverside 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  
The Royal Northern College of Music  
Tottenham Hotspur Foundation  
UCEN Manchester  
UCFB  
Ulster University  
Universities at Medway  
University Campus Barnsley  
University Campus Doncaster  
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 Buckingham  
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