

# NSE Overwatch Spring 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 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.

The rules and regulations contained herein apply to all players and teams competing in the championships. Their purpose is to make sure uphold sporting conduct from players and ensure the competitive integrity of all championships.

Thank you for taking part in the championships and good luck in your games.

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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 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 of 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 B

## 1.2. Player Eligibility

- 1.2.1. In order for a student to be eligible to compete in Overwatch 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 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)
  - 1.2.1.6. Must have Battlenet account with a copy of overwatch associated to their [www.nse.gg](http://www.nse.gg) account
  - 1.2.1.7. Offensive Battlenet igns are not allowed. Whether an account name is considered offensive is at the sole discretion of the NSE Admin Team.
  - 1.2.1.8. Battlenet igns 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. Students who work with NSE in some other capacity e.g. casters or Admin team for non-Overwatch game 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 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 6 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. Team listed should be updated before first match of a week.
  - 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 the NSE Admin Team or do not meet the terms of the tournament licence for Overwatch. For example gambling companies. If unsure please contact a NSE staff member.
  - 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 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 setup a game lobby. Games should be setup using default setting with following changes :

Competitive rules: ON

Kill Cam: OFF

Skins: Disabled

### 2.2. Map selection

- 2.2.1. Only maps from the following map pool may be picked during map selection  
Busan, Nepall, Dorado, Route 66, Hanamura, Volskaya Industries, Blizzard World and Numbani

- 2.2.2. For best of 5 maps game modes will be played in following order with higher seed choosing map in in first game and lower seed choosing starting side. In subsequent games the loser of previous map chooses next map and winning team chooses side.

Control – Busan / Napal

Escort – Dorado / Route 66

Assault – Hanamura / Volskaya Industries

Hybrid – Blizzard World / Numbani

Control (5th map) – Whichever Control map was not played in map 1

- 2.2.2.1. If match is tied after 5 games the first control map is to be replayed.

- 2.2.3. For best of 3 maps game modes and order played will be decided in advance by NSE admin team and will change each week. For specific weeks game modes and order can be found in Appendix A. For the first game higher seed chooses map in in first game and lower seed chooses starting side. In subsequent games the loser of previous map chooses next map and winning team chooses side.

- 2.2.3.1. In the event best of 3 Match is tied after 3 maps a additional control map is to be played.

- 2.2.3.1.1. If a control map has already been played during series the remaining control map is to be played.

- 2.2.3.1.2. If no control maps have been played the team who lost last game chooses map and other team has choice of side. If last game was drawn the team that choose last map has choice of side and other team has choice of map.

### 2.3. Pauses

- 2.3.1. Teams may use pause function to resolve technical or rules issues.
- 2.3.2. Teams should request 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 initiated the pause should make the other team aware of reason for the pause and give a estimate 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 a extended pause (5+ minutes) NSE tournament team should be contacted. NSE tournament team will then decide whether to extend pause or to resume play based on likelihood to resolve issue. Game will automatically pause if a player disconnects.
- 2.4. Draws
  - In the event of a drawn map the following map is chosen by team who had choice of side on 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 game NSE admin team should be contacted. If the NSE admin team decide the bug will affect the competitive integrity of the game they may decide to remake game.
- 2.6. No show
  - 2.6.1. Teams expected to arrive promptly to all games
  - 2.6.2. All 6 players should be in lobby within 20 minutes of scheduled start time or within 20 minutes of 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 teams 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 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. The following additional restrictions may be put on a featured game. If this is the case players will be informed by the casters before 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 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 from a teams perspective with permission from that team using the team specific spectator slot. If a third party has both teams permission they may stream game using main spectator slot.

### 4. Sportsmanship

#### 4.1. Summary

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. 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 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, a 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. 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:

- 4.4.1. Formal warning
- 4.4.2. Forfeit of a single game/map
- 4.4.3. Forfeit of full match/series
- 4.4.4. Temporary suspension of a student
- 4.4.5. Lifetime ban of a student
- 4.4.6. Forfeiture of points earnt or qualification spots
- 4.4.7. Forfeiture of BUEC points
- 4.4.8. Forfeiture of prizes
- 4.4.9. Disqualification of a team from a tournament
- 4.4.10. Disqualification of a team from a 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 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 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

Appendix A shows the game modes chosen for each week of tournament

Week 1  
Control  
Escort  
Assault

Week 2  
Escort  
Assault  
Hybrid

Week 3  
Assault  
Hybrid  
Control

Week 4

Hybrid  
Control  
Escort

Week 5  
Control  
Escort  
Assault

Week 6  
Escort  
Assault  
Hybrid

Week 7  
Assault  
Hybrid  
Control

#### Appendix B Playing Entities

Below is a list of currently recognised Playing Entities. If you are a member of a institution that should be recognise 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  
UCEN 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