



RULES FOR NUEL CS:GO TOURNAMENTS

28 September 2018

We want games to go ahead as smoothly as possible for everyone. To help ensure this, we have issued this rulebook. Most of the time, issues on the night can be resolved by talking to your opponent's team captain and informing a tournament admin of the situation. It's much more positive to talk and sort things out amicably rather than to have to discipline teams using these rules. When there's a clear violation of the rules or lack of respect for the tournament and the other participants then we will respond appropriately, according to this document. Tournament admins will always be present on the night if you would like to report an issue or need any help.

With best wishes, GL HF
The NUEL Admins

Contents

[1. General](#)

[1.1. University Eligibility](#)

[1.2. Player Eligibility](#)

[1.2.1. Student Status](#)

[1.2.1.1. Ineligible Students](#)

[1.2.2. Game Accounts](#)

[1.3. Team Eligibility](#)

[2. Game Settings](#)

[2.1. Player Settings](#)

[2.2. Server Settings](#)

[2.3. Anti-Cheat Client](#)

[3. Match Procedure](#)

[3.1. Before the Match](#)

[3.1.1. Player and Team Representation](#)

[3.1.2. Players in the Server](#)

[3.1.3. Game Setup and Map Selection](#)

[3.1.3.1. Map Pool](#)

[3.1.4. No Shows](#)

[3.1.5. Server Issues](#)

[3.2. During the Match](#)

[3.2.1. Pausing](#)

[3.2.2. Player Disconnects](#)

[3.2.3. Substitutions](#)

[3.2.4. Forbidden Actions](#)

[3.2.5. Admin Attention](#)

[3.3. After the Match](#)

[3.3.1. Submitting Results and Match Media](#)

[4. Fair Play](#)

[4.1. Cheating](#)

[4.2. Sportsmanship](#)

[4.3. Penalties](#)

[5. Other](#)

[5.1. Broadcasting of the Games](#)

[5.2. Spirit of the Rules](#)

[6. LAN Specific Rules](#)

[6.1. Coaching Rules](#)

[6.2. Additional Anti-Cheating Measures](#)

[6.3. Additional Match Rules](#)

1. General

1.1. University Eligibility

Any institution with degree awarding powers which is recognised as a university by QAA (The Quality Assurance Agency for Higher Education) may compete in the NUEL.

1.2. Player Eligibility

1.2.1. Student Status

To be eligible to compete in NUEL Tournaments, each player must have satisfied all of the following conditions at some point during the current academic year:

- Be a registered student at an institution of Higher Education that is a deemed eligible by Section 1.1. 'Registered' would be deemed as being in accordance to the HESA (or equivalent) Student Records as submitted by said institution in relation to the receiving of individuals' fees, therefore identifying an individual with a specific 'parent' institution.
- Be registered on a credit rated course (e.g. MSc, Degree or HND) that is a course that is registered under CATS (Credit Accumulation and Transfer Scheme).
- Have verified their university email address on The NUEL's website.

1.2.1.1. Ineligible Students

The following students are ineligible to participate:

- NUEL Tournament admins and Tournament Management
 - Other members of staff who aren't involved in affecting the outcome of a tournament (e.g. broadcast team) are eligible to participate.

1.2.2. Game Accounts

To participate, a player must have a valid Steam account linked to their NUEL account. The player must use this account to play any and all of their tournament matches.

Steam accounts with a VAC ban in CS:GO will be unable to join NUEL CS:GO servers, as such - if any player receives a VAC ban in CS:GO during the tournament, they will be subsequently banned from NUEL CS:GO tournaments.

1.3. Team Eligibility

Teams must consist of 5 to 10 players from the same academic institution.

After sign ups close and for the duration of the tournament, teams may make roster changes with admin approval. Any number of players may be removed as long as the team remains with at least 5 players by the game day.

Roster changes may occur throughout the week as long as it is not game day. On the game day, one roster change may be requested up to one hour before the match start time.

Team names must not be in any way offensive or racist, and may not be worded in such a way that they may be confused with another university (i.e. University of A's team call themselves Uni of B Team 1).

2. Game Settings

2.1. Player Settings

External tools or software that alter in-game settings are not allowed.

In general, all scripts are illegal except for buy, toggle and demo scripts. Try an alternative to jump throw scripts such as binding 'N' to '-attack' and pressing it and space in one action.

The usage of 16 bit colour depth is illegal.

2.2. Server Settings

All matches will be played on NUEL servers, where the following settings will be used:

```
mp_startmoney 800
mp_roundtime_defuse 1.92
mp_freezetime 15
mp_maxrounds 30
mp_c4timer 40
mp_overtime_maxrounds 6
mp_overtime_startmoney 16000
```

2.3. Anti-Cheat Client

The playoffs of NUEL CS:GO tournaments use the Easy Esports anti cheat client (formerly EAC). In order to connect to and play on the game server, all players will need to launch the

anti cheat client before their game and ensure it stays open for the duration of the match. It can be found on steam by searching it or using the link below:
<https://store.steampowered.com/app/282660/>

3. Match Procedure

3.1. Before the Match

3.1.1. Player and Team Representation

Player and team names should not contain any offensive or racist content, and player avatars should be appropriate and decent. Offenders of this rule will face much more severe sanctions if their game is being broadcasted by the NUEL.

3.1.2. Players in the Server

The only players in the server should be those intending to play for either team, using the Steam accounts they have linked to their NUEL profiles.

Coaches are allowed, however they must be eligible members of the team roster and must only use the in-game coaching feature.

Nobody should be in the spectate slots of the server, with the exception of official NUEL admins or observers/casters if the game is being broadcasted.

3.1.3. Game Setup and Map Selection

The map for a given match should be determined using in-game chat in the server.

For a best of 1 (bo1), teams will take turns banning maps until one remains, which will be played.

For best of 3s (bo3), map selection should be determined with the following method:

- Team B removes one of the 7 maps.

- Team A removes one of the 6 remaining maps.

- Team B picks one of the 5 remaining maps, will be played as 1st map.

- Team A picks one of the 4 remaining maps, will be played as 2nd map.

- Team B removes one of the 3 remaining maps.

- Team A removes one of the 2 remaining maps.

- The last map will be, if needed, played as 3rd map.

Sides are determined by a knife round, the team with the most players alive at the end of the round gets choice of side. In the case of best of 3 and best of 5 series, teams may choose a side for the opposing team's map picks, knifing for sides on the decider map.

3.1.3.1. Map Pool

The map pool used for tournaments will be the active duty competitive map pool. The exception to this is when it is changed mid-season, where the tournament map pool may or may not be altered at admin discretion.

3.1.4. No Shows

Teams are expected to arrive promptly to all games.

A default win will be awarded to a team that has 5 players on the server, if their opponents do not have 5 players on the server 20 minutes after the stated start time or end of previous match. In the case of a multiple map series, the offending team will only forfeit the first map, and have an additional 40 minutes to field a full 5 players.

If neither team has 5 players on the server within 20 minutes, both teams will be given a loss. If this is not possible, the team with the most players on the server will be considered the winner. If both teams have the same number of players, the higher seeded team will be considered the winner.

3.1.5. Server Issues

It is essential that players check that the game server is stable before going live, so that they may be transferred to a replacement server. Both teams must agree on the server transfer being necessary for it to happen. Should server issues occur mid-game, depending on the severity, players may either need to play it out on the existing one, or in rare cases - transfer servers.

3.2. During the Match

3.2.1. Pausing

Tactical pauses must be initiated via the in-game voting menu. Each team has access to 4 pauses lasting 30 seconds each for tactical usage and is strictly forbidden from using other timeouts for tactical purposes.

In the event of a player disconnect or other technical issue, players may call a technical pause in order to help resolve the issue, provided that they explicitly state the reason for calling the pause. Technical pauses may be called up to 2 times per half of regulation, and once every overtime. Each pause may last no longer than 10 minutes.

3.2.2. Player Disconnects

In the case of a player disconnect, a technical timeout should be called (within the restrictions of the above pausing rules) until the player returns. If the player does not return within the pause time and the team is unable to get a substitute in the server, the team that is a player down must either play the match out as 4 or forfeit.

Intentional disconnects without a proper and explicitly stated reason (such as bug fixing) are prohibited.

3.2.3. Substitutions

In the case of a medical emergency and/or technical issue that prevents a player from rejoining the game, a player may be changed mid-game, provided the opposing team is informed in advance. The new player must be eligible to play, on the roster, and join within 5 minutes.

In multiple map series, teams may make substitutions more freely between maps, however abusing the substitution rule to swap players in/out during the game based on their strengths is prohibited.

3.2.4. Forbidden Actions

- Any form of external scripts.
- Using bugs which change the game principle (i.e. spawn bugs) is illegal.
- Moving through walls, floors and roofs is strictly forbidden, this includes "sky-walking", "floating", "map swimming" and "sharking".
- Planting bombs so that they cannot be defused is illegal.
- Boosting with the help of teammates is generally allowed, but is forbidden in positions where textures disappear in walls, ceilings or floors.
- "Pixel walking" is forbidden (sitting or standing on invisible map edges).
- Spamming esc or repeatedly opening and closing the menu in order to make the character's movement hitch and lag is illegal.
- Flash bugs are forbidden.

3.2.5. Admin Attention

If an issue occurs mid-game where an admin is required, players are advised to invoke a technical pause (following the rules of such stated in section 3.2.1) and join the 'Support Waiting Room' channel in the official NUEL discord.

3.3. After the Match

3.3.1. Submitting Results and Match Media

All results should be submitted by both teams after each match using the tournament companion.

Match media will only be requested in the event of a dispute, if there is no evidence available to support a claim then the issue will not be taken further.

- Screenshots should be taken of the final result of the match as well as incidents that you may wish to report or dispute.
- Full GOTV demos are recorded automatically. POV demos can be recorded by typing "record *NAME*" in the ingame console, and are highly recommended. In the event that a report of cheating is made and the GOTV demo alone is not enough evidence for admins to make an accurate decision, players may be asked for POV demos. Failure to provide a POV demo upon request will result in appropriate punishment.

4. Fair Play

4.1. Cheating

Players will be considered cheating and punished accordingly if they partake in any of the following:

- Account sharing, playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.
- Using any 3rd party software that isn't allowed by the game publisher and that can give an unfair advantage to a player or team.
- Playing whilst under an existing NUEL ban, or attempting to otherwise evade it.

4.2. Sportsmanship

Teams are expected to play at their best at all times within any NUEL game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty or fair play.

The following actions are considered to be poor sportsmanship and will be subject to penalties at the discretion of the NUEL.

- Flaming; considered to be any comments, in all chat or game lobby, that may be considered negative or hurtful.
- Use of racist or discriminatory language.

- NUEL Discretion. Any other further act, failure to act, or behavior which, in the sole judgment of NUEL officials, violates these rules and/or the standards of integrity established by NUEL for competitive game play.

4.3. Penalties

Any person found to have engaged in or attempted to engage in any act that NUEL believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the NUEL.

If any team or player is suspected of breaking any rules admins should be informed. At this point they may ask for screenshots or other evidence of misconduct.

Upon discovery of any team member committing any violations of the rules listed above, the NUEL may, without limitation issue the following penalties to individuals or to teams:

- Issue a formal warning
- Forfeit of a match
- Temporary suspension of a player
- Permanent ban of a player
- Deduction of points or seeding for the current or next tournament
- Disqualification of team from a tournament
- Disqualification from prizes

5. Other

5.1. Broadcasting of the Games

The NUEL reserves the right to broadcast any games played as part of our CS:GO tournaments. If a game is being streamed by us, the captains will be contacted and players must then wait for casters to declare they are ready before starting the match.

All games on NUEL servers have an open GOTV that other parties may use to broadcast the game.

Other parties are strictly forbidden from broadcasting a game that NUEL are themselves doing, however individual players may stream their own POV.

5.2. Spirit of the Rules

These rules may be amended, modified or supplemented by the NUEL at any time, in order to ensure fair play and the integrity of the NUEL.

All decisions regarding the interpretation of these rules lie solely with the NUEL, the decisions of which are final.

6. LAN Specific Rules

6.1. Coaching Rules

Any form of communication between a team's coach and the players will only be allowed during the following opportunities:

- Tactical timeouts
- Half times of a map
- Between maps of a multimap series

6.2. Additional Anti-Cheating Measures

Players are not allowed to be in any form of communication with anyone outside of the games. As such, players should take the following measures to ensure that this is the case:

- Turn off any phones, smart watches or any other communication device on them and leave them with the match admin.
- Appear 'Offline' on Steam.
- Ensure that no one other than the members of the team are present in the voice communication channel.
- Do not attempt to communicate with the spectators in the arena.

Technical pauses must be called and then confirmed to be legitimate by the match admin present with the team. Technical pauses are therefore not limited by any length of time; providing the fault can be verified.

Noise cancelling ear defenders must be worn at all times during the match, additionally:

- They must be fitted correctly without obstruction from any other headwear.
- Players must make no attempt to remove them during the game; confirm with the match admin if you need to take them off or adjust them.
- Players must not attempt to circumvent the ear defenders via each other's microphones.

6.3. Additional Match Rules

- Halftimes will be set at a length of 1 minute
- Time between maps is at the discretion of NUEL