



NASEF
NORTH AMERICA SCHOLASTIC
ESPORTS FEDERATION™

Fall 2018 Extra Credit: Fortnite® Tournament Rules

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INTRODUCTION

The North America Scholastic Esports Federation™ (“NASEF”) is hosting its second mini tournament, The Fall 2018 Extra Credit: Fortnite® Tournament (“Tournament”, “competition”), between high schools and community-based organizations who have registered and qualified for the Fall 2018 Season. These Fall 2018 Extra Credit: Fortnite® Tournament Rules (“Rules”) apply to each of the teams who have qualified to play in the Fall 2018 NASEF season, including their Players (“Players”), team managers, staff members, and other employees (“Club”). These Rules serve as a contract between Players, Clubs, and NASEF and its affiliates involved in the operation of the Tournament. These Rules govern the competitive play, competition eligibility, team management and roster rules, player conduct, tournament structure & schedule, match process, and other binding terms. All Players and Clubs (“Participants”) must read and agree to these Rules before opting in for competitive play or supporting their competitive team.

This set of standardized rules will ensure fair gameplay and a level playing field among all teams. Teams that advance to the NASEF finals (“Tournament Playoffs”) for each season will be subject to additional rules relevant to live gameplay.

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NASEF will designate representatives to assist with “Tournament Administration”. These Tournament Administrators (“TAs”) will implement and enforce these rules and serve as the point of contact for “Participants”. The League Operations Coordinator (“League Ops”) will oversee all Tournament logistics, gameplay, and any and all other aspects regarding competitive play.

For questions and concerns regarding the rules, please contact us via email at rules@esportsfed.org.



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1. ACCEPTANCE OF OFFICIAL RULES

1.1 Acceptance.

All Participants must agree to these Rules to participate in competitive play. To accept these Rules, your Club's General Manager ("GM") must opt-in for competitive play on the GM Portal located on the NASEF website. Participation may include spectating, coaching, and any activity surrounding competitive play in the Tournament.

1.2 Rule Changes and Enforcement.

This set of Rules will evolve and change over time to keep with the pace of the rapidly changing and relatively new esports industry. NASEF may change or amend these Rules at any time; and will provide sufficient notice to all Participants when changes are made. Participation in the competition constitutes acceptance of the Rules.



2. COMPETITION ELIGIBILITY

2.1 Club Eligibility

All high schools and community-based organizations located in North America, including the United States, including its territories, Mexico and Canada are eligible to sign-up to become a “Club” within the North America Scholastic Esports Federation (NASEF).

2.1.1 High Schools

2.1.1.1 United States. High schools serving grades 9-12 private, public, charter, college-preparatory, homeschool, and virtual recognized by their State Board of Education.

2.1.1.2 U.S. Territories.

2.1.1.2.1 American Samoa, Guam, Northern Mariana Islands, United States Virgin Islands. High schools serving grades 9-12 can be private, public, charter, college-preparatory, home, and virtual schools recognized by their Board of Education.

2.1.1.2.2 Puerto Rico. Upper Secondary School serving grades 10-12. They can be private, public, charter, college-preparatory, homeschool, and virtual recognized by their Board of Education.

2.1.1.3 Canada. High schools serving grades 9-12. They can be public, private, at-home education, English or French schools recognized by their province.

2.1.1.4 Mexico. Preparatoria (High School or Preparatory School) serving grades 10-12. They can be public, private, at-home education, international schools recognized by the Secretaría de Educación Pública (SEP), or by Mexico’s states, through various state departments of education.

2. COMPETITION ELIGIBILITY

2.1.2 Community-Based Organizations

2.1.2.1 United States. According to 20 U.S.C.A § 7801(6), the term “community-based organization” means “a public or private nonprofit organization of demonstrated effectiveness that is (1) a representative of a community or significant segments of a community; and (2) provides educational or related services to individuals in the community.”

2.1.2.1.1 Examples. Examples of community-based organizations may include but are not limited to:

- Public libraries
- Youth development programs (Girl Scouts, YMCA, Boys & Girls Clubs, 4-H, etc.)
- Faith-based organizations (churches, synagogues, etc.)
- STEM rich institutions (museums, planetariums, etc.)
- Associations (Institute of Electrical and Electronics Engineers, Community Nonprofit Associations, etc.)

Public and private nonprofit organizations are subject to section 501(c)(3) of the Internal Revenue Code. (26 U.S.C.A. § 501(C)(3).)

Community-Based Organizations serving students in grades 9-12 are eligible to participate.

2.1.2.2 Canada. According to Government of Canada, registered charities are charitable organizations, public foundations, or private foundations that are created and resident in Canada. In addition, non-profit organizations are associations, clubs, or societies that are not charities and are organized and operated exclusively for social welfare, civic improvement, pleasure, recreation, or any other purpose except profit.

Both registered charities and non-profit organizations are eligible to participate.

2.1.2.3 Mexico. The following forms of non-governmental, not-for-profit organizations in Mexico are eligible to participate:

- The civil association (AC), established pursuant to state civil codes; and
- The civil society (SC), established pursuant to state civil codes.

2. COMPETITION ELIGIBILITY

2.2 Student Eligibility

- 2.2.1 Enrollment Status.** Players must be enrolled in at least 20 semester units of work at a participating High School as defined in the Club Eligibility guidelines, or the equivalent credits or units to qualify as a “full-time” student. Players must be in ninth, tenth, eleventh or twelfth grade.
- 2.2.2 Academic Standing.** Players must be in good academic standing as determined by their school administration. However, all Players must meet the average GPA requirement of 2.0 or above during the previous grading period preceding their participation, as determined by NASEF.
- 2.2.3 Citizenship Standing.** Players must maintain satisfactory citizenship during previous grading period at a high school or has good standing at their community-based organization (ex. no N or U).
- 2.2.4 Epic Games Disciplinary Status.** To be able to compete as a “Player,” in the Tournament you must:
 - 2.2.4.1** Be in good standing with respect to any Fortnite accounts registered in your name, with no non-disclosed violations of the Fortnite End User License Agreement;
 - 2.2.4.1.1** “Good standing” can be defined as being free of any suspensions, bans, or other incidents of account discipline lodged against any Fortnite account registered in your name by Fortnite during the Tournament, or during the six (6) months period preceding the commencement of the Tournament.
- 2.2.5. Eligible Fortnite Account.** Players must have an Fortnite account in good standing. Players must use the same Fortnite account for the duration of the NASEF season. Players may not change their Fortnite account username (“Player Name”) without permission during the competition.

2. COMPETITION ELIGIBILITY

2.3 Verification of Eligibility

2.3.1 General Manager Portal. The General Manager Portal (“GM Portal”) serves to assist the General Manager with keeping track of Club members, Tournament rosters, and general Club information. Club and Student Eligibility will be verified through the GM Portal. Each Club’s General Manager is responsible for ensuring that all respective Players meet student eligibility requirements before submitting a Club’s Active Roster for competitive play.

2.4 Player Name Restrictions

2.4.1 Players must use an acceptable name in the competition. Players may use handles during the Tournament. Tournament Administration reserves the right to revoke the eligibility of any Player whose username is offensive, toxic, or incorporates any Epic Games or third party intellectual property.

2.4.2 Player names may not include a sponsor name.

2.4.3 Player names may not include a product name or description.

2.4.4 Player names may not include any words that are purely commercial.

2.4.5 Player names must comply with these Rules.

2.4.6 NASEF has the right to request a Player name change for any reason, not restricted to the above.

2.4.7 Name Approval

2.4.7.1 NASEF officials reserve the right to modify all Team Names and Player Names. NASEF officials have the ability to modify a Team Name if it does not reflect the standards sought by the NASEF officials. A Club, Team or Player will be notified by a NASEF official if their name does not meet the standard, and the Team will be allowed to change its name.

2.4.7.2 Players are permitted to change their Player Name during the season, upon notifying and receiving approval by NASEF officials. If a Team advances to Tournament Playoffs, they will not be allowed to change their Player Name after a deadline imposed by NASEF officials.

2. COMPETITION ELIGIBILITY

2.5 Sponsorships

Teams are able to acquire and represent sponsors so long that they follow the guidelines laid out by their school and district administration or Community-Based Organization leadership as well as the guidelines below. Additionally, Teams may not acquire “title sponsors,” as Teams will solely be represented by their High School name and a unique Team logo without additional branding.

2.5.1 Limited categories of sponsorships. If the sponsor falls under the ensuing limited categories then the sponsorship may not be displayed by the Players during the use or play of the Tournament, adjacent to NASEF related material, NASEF, or any NASEF-affiliated events. The NASEF officials have the ability to update the category list at any time. The following is a nonexclusive list of limited sponsor categories:

2.5.1.1. Gambling Websites. Defined as any website that aids or abets the wagering of funds on a sporting/esporting event and/or allows for the wagering of funds in casino games including poker.

2.5.1.2. Non-“over-the-counter” drugs.

2.5.1.3. Account sharing, account boosting and lootbox-selling websites.

2.5.1.4. Firearms, handguns, or ammunition providers.

2.5.1.5. Websites displaying or related to pornographic imagery or products.

2.5.1.6. Tobacco, smoking, or vaping products.

3. TEAM MANAGEMENT AND ROSTERS

- 3.1 Tournament Teams.** A “Team” will consist of up to four (4) Players (“Active Roster”) and a General Manager (who may not be one of the Players on a Team). The General Manager must declare two (2) starting players and may declare up to two (2) alternates. A team may include an additional team staff member. Players, General Managers and staff are collectively referred to as a Club.
 - 3.1.1 Eligibility.** All Players on a team must attend and represent the same Eligible Club. General Managers must represent the same Eligible Institution that the Club is housed under.
 - 3.1.2 Number of Teams.** Schools and community-based organizations may have up to twenty (20) teams represent them in the Tournament.
 - 3.1.3 Community-Based Organization Teams.** Students may attend different high schools and be on the same Team if that Team represents a single Community-Based Organization.

- 3.2 General Manager.** Each team must have a designated General Manager. All General Managers must be under the employment of the school district or the community-based organization, or otherwise approved by the Board of Trustees (within their country, state or municipality). The General Manager will be the primary point of contact for all NASEF officials and will also be the signatory authority for any documents that cause changes to the Active Roster. General Managers must complete the Activation process to ensure Club and Student Eligibility, and provide all necessary information on the GM Portal.
 - 3.2.1** The General Manager must be identified before the start of the NASEF season, and a successor must be immediately identified within three days if the General Manager leaves the Team for any reason. Multiple General Managers can be added on the GM Portal.
 - 3.2.2 Manager Overrule.** At the sole discretion of NASEF officials, the General Manager may be overruled or replaced due to negligence, malice, or other reasonable suspicion of malfeasance.

- 3.3 Team Management.** The General Manager will act as a Team’s primary contact for all roster changes, rule disputes, and other communication between each Team and Tournament Administration.

3. TEAM MANAGEMENT AND ROSTERS

3.4 Roster Requirements.

3.4.1 Players. Each Team must designate two [2] starting Players.

3.4.2 Substitutes. Each Team may designate up to two [2] alternate (“substitute”) Players. These Players may replace starting Players during the Season. Teams may utilize any available substitute who is present on their Roster.

3.4.3 Roster Locking. Rosters will lock on **Wednesday, October 31 at 4:00PM PT**. They will not reopen after this deadline.

3.4.5 Roster exclusivity. Players may not be on multiple team rosters. For example, if a player wishes to be on a team housed under a Community-Based Organization, the same player may not join their own High School Club’s Team. Furthermore, a player is prohibited from being listed on two Active Rosters from the same Club.

3.5 Additional Staff. Teams are allowed to have any number of additional staff members serving any role without restriction. Additional staff members do not need to be declared to NASEF officials or meet any eligibility requirements beyond those stated by the High School or their district, to work with the team in any role or function.

3.6 Roster Listing

The Active Roster will be shared publicly on the Tournament website. Teams will have their Player Names and school names displayed. The Tournament website will display the most up-to-date roster and standings information for all Participants to see.

4. PLAYER CONDUCT

4.1 Ethics for Players. All Participants are required to act in a respectful sportsmanlike manner at all times and abide by the player Code of Conduct, as posted on the NASEF website. Tournament Administration maintains the sole right in judgement for violations of these rules and standards of integrity for good sportsmanship.

4.1.1 Responsibility Under Code of Conduct. The following actions have been outlined as the official Player Code of Conduct and apply to all actions from in- and out-game.

4.1.1.1 Offensive expression. Players may not express themselves in an offensive manner toward other Players or their actions in the game, regardless of whether they are opponents or teammates.

4.1.1.2 Offensive language. Players may not use language, nicknames or other expressions that insult another Player's gender, gender identity, origin, physical ability, sexual orientation, religion or age.

4.1.1.3 Team dynamic. Players must support their team, communicating positively and with respect.

4.1.1.4 Violent language. Players may not use language or actions that refer to sexual violence or other violence.

4.1.1.5 Violent actions. Players may not act in a threatening or violent manner.

4.1.1.6 Cheating. Players may not cheat or hack (See Section 3.2).

4.1.1.7 Private information. Players may not share account information or any other private information that could put themselves or their peers at risk.

4.1.1.8 Harassment. Harassment is defined as systematic, hostile, and repeated acts which is/are intended to isolate or ostracize a person and/or affect the dignity of the person. Harassment may take place over a considerable period of time or be a singular egregious instance. Players may not harass other Players, General Managers, other Club members or other associated parties as deemed by NASEF officials.

4.1.1.9 Sexual Harassment. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. Players may not sexually harass other Players, General Managers, other Club members or other associated parties as deemed by NASEF officials. There is zero tolerance for any sexual threats or coercion or the promise of advantages in exchange for sexual favors.



4. PLAYER CONDUCT

- 4.1.1.10 Discrimination and Denigration.** Club members may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or denigratory words or actions on account of race, ethnicity, socioeconomic status, ability status, gender identity, language, religion, political opinion or any other opinion, sexual orientation, or any other reason.
- 4.1.1.11 Safe Spaces.** Club members must work proactively to create a welcoming environment where everyone feels safe, regardless of gender, gender identity, origin, physical ability, sexual orientation, religion, or age.
- 4.1.1.12 Moderating.** Club members must moderate public channels, such as social media or forums, in conjunction with your events, and not allow offensive comments or exchanges.
- 4.1.1.13 Conflict resolution.** Club members act accordingly. Club members also must have a plan of action to deal with situations that arise when someone breaches the contents of the Ethics for Players.
- 4.1.1.13 Reporting.** Club members should encourage bystanders and spectator to immediately report any abuse they witness.

4. PLAYER CONDUCT

4.1.2 Unprofessional Behavior.

4.1.2.1 Statements Regarding NASEF. Club members may not give, make, issue, authorize, or endorse any statements or action having, or designed to have, an effect prejudicial or detrimental to the best interest of NASEF, as determined in the sole and absolute discretion of NASEF.

4.1.2.2 Player Behavior Investigation. If NASEF officials determine that a Team Member (including Players) has violated the Rules, NASEF officials may assign penalties at their sole discretion. If a NASEF official contacts a Player, the Player is obligated to tell the truth. If a Player lies to a NASEF official creating obstruction of the investigation then all Club members are subject to punishment.

4.1.2.3 Criminal Activity. A Player may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

4.1.2.4 Moral Turpitude. A Team Member may not engage in any activity which is deemed by NASEF officials to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

4.1.2.5 Confidentiality. A Team Member may not disclose any confidential information provided by NASEF officials or any affiliate of Riot Games, by any method of communication, including all social media channels.

4.1.2.6 Bribery. No Team Member may offer any gift or reward to a Player, Team Member, General Manager, NASEF official or employee, or any other person connected with or employed by another NASEF team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Team.

4.1.2.7 Non-Compliance. No Team Member may refuse or fail to apply the instructions or decisions of NASEF officials.

4.1.2.8 Match-fixing. No Team member may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.

4.1.2.9 Document or Miscellaneous Requests. Documentation or other reasonable items may be required at various times throughout the NASEF season as requested by NASEF officials. Penalties may be imposed if the documentation or items requested are not received and/or completed at the required time or do not meet the standards set by NASEF.



4. PLAYER CONDUCT

4.2 Competition Conduct. Teams are expected to play at their best at all points during any match and will maintain behaviors consistent with the principles of good sportsmanship, honesty, and fair play. Tournament Administration maintains the sole right in judgement for violations of these rules and standards of integrity for competitive play. Unfair conduct includes but is not limited to the following conduct:

4.2.1 Unfair play. The following actions will be considered unfair play and will be subject to penalties at the discretion of NASEF officials.

4.2.1.1 Collusion. Collusion is defined as any agreement among two or more Players or confederate to disadvantage opposing Players. Collusion include, but is not limited to, acts such as:

4.2.1.1.1 Soft play, which is defined as any agreement among two or more Players to not damage, impede or otherwise play to a reasonable standard of competition in game.

4.2.1.1.2 Pre-arranging to split any form of prizing.

4.2.1.1.3 Sending or receiving signals, including electronic, from a confederate to/from a Player.

4.3.1.1.4 Deliberately losing a game for compensation, or any other reason, or attempting to induce another Player to do so.

4.2.1.2 Hacking. Hacking is defined as any modification of the Fortnite game client by any Player, Team, or confederate.

4.2.1.3 Exploiting. Exploiting is defined as intentionally using any in-game bug or any feature not working as intended, at the sole discretion of NASEF officials, to seek an advantage.

4.2.1.4 Ringing. Playing under another Player's account or soliciting, inducing, encouraging or directing someone else to play under another Player's account.

4.2.1.5 Cheating Device. The use of any kind of cheating device and/or cheating.

4.2.1.6 Official Discretion. Any other further act, failure to act, or behavior, in the sole judgement of NASEF officials, that violates these Rules and/or the standards of integrity established by NASEF for competitive game play.



4. PLAYER CONDUCT

4.2.2 Disruptive Behavior and Insults. A Team member may not take any action or perform any gesture directed at an opposing Team member, fan, or official, or incite any other(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

4.2.3 Abusive behavior. Abuse of NASEF officials, opposing Club members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's computer, body or property will result in penalties. Club members and their guests (if any) must treat all individuals attending a match with respect.

4.3 Association with Gambling

Participants may not, directly or indirectly, conduct, promote or benefit from any act of betting or gambling on or in connection with any matches.

4.4 Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that NASEF officials believe, in their 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 NASEF Season.



4. PLAYER CONDUCT

4.6 Disciplinary Action. To preserve the integrity of the competition, NASEF will have the right to monitor compliance with these Rules, investigate possible breaches of these Rules and impose sanctions for violations. Participants agree to cooperate with NASEF in any such investigation. The failure by a Participant to cooperate with any internal or external investigation conducted by NASEF or its designee relating to a violation of these Rules is itself a violation of these Rules, including without limitation being untruthful or withholding, tampering with or destroying evidence.

4.6.1 Assessment of Penalties

4.6.1.1 Any violation of the Rules by one or more members of a Team will be subject to penalty. The nature and extent of penalties imposed will be determined by Tournament Administration. All decisions by NASEF regarding rule violations or other issues regarding the Tournament, are final.

4.6.1.2 Penalties. Penalties for rule violations will be assessed by NASEF. These penalties will vary in range between loss of side or map selection, to disqualification, in direct relation to the severity of the offense and the number of offenses committed previously by the same Team.

Upon discovery of any Team Member committing any violations of the rules listed above, NASEF may, without limitation of its authority under Section 3.5, issue the following penalties:

- 4.6.1.2.1 Verbal Warning**
- 4.6.1.2.2 Scholarship/Prize Forfeiture**
- 4.6.1.2.3 Game Forfeiture**
- 4.6.1.2.4 Match Forfeiture**
- 4.6.1.2.5 Player Suspension**

5. MATCHES AND STANDINGS

5.1 Match Structure. Each match in the Tournament will consist of up to three (3) games of Fortnite (the “Game”). The Team with the most number of combined kills per map wins the match. The team that acquires two (2) map wins first wins the match.

5.1.1 Ties. A “tie” is defined by both teams having the same number of kills and placement on the same map.

In the case of a tie, an additional map will be played.

5.1.2 Standings. Standings will be updated by tournament admins on a weekly basis on the Tournament website.

The Bracket will be seeded by each Team’s rating, which will be calculated based on the Team’s performance in previous rounds of the Tournament

Seeding on the first day of Tournament play will be determined randomly.

5.2 Tournament Period. The Tournament will take place on November 2, November 16, and November 30.

5.2.1 Regular Season. Teams will participate in matches on November 2, 16 and 30 with a strict check-in time of Friday at 3:30PM PT. Matches will be played beginning 3:50PM PT. Players have 20 minutes after the check-in time of 3:30PM PT to check in with the Tournament Administrator. The results of the matches should be reported to the Fortnite Tournament Admin. The results of all matches will affect the standings. Standings will carry over to the next day of gameplay.

4.2.1.1 Format. Matches will be assigned using the Single Elimination format. Matches in this phase are in the best of three (3) format.



5. MATCHES AND STANDINGS

5.3 Tournament Schedule. Tournament Administration reserves the right to reorder schedule of matches within a given day and/or change the date of the match to a different date, or otherwise modify the schedule of matches. If the schedule is modified, Tournament Administration will inform all Teams at the earliest convenience.

5.3.1 It is the full responsibility of the General Manager and captain to notify Team members of changes or delays in tournaments.

5.3.2 Rescheduling. There will be no rescheduling for this tournament. All matches must begin at 3:50PM PT. It is the player's responsibility to be online and ready for check-in at 3:30PM PT in the NASEF Community Discord.

5.3.3 Weekly Schedule.

5.3.3.1 Regular Season

Round 1: Friday, Nov 2
Round 2: Friday, Nov 16
Round 3: Friday, Nov 30

6. MATCH DETAILS

6.1 Match Settings. Matches will be played in squad mode. Matches must be played on a North America server.

6.1.1 Map win. The team with the highest number of kills wins the map. Each team is responsible for recording and screenshotting their total number of kills. Kills after both team members are dead do not count towards that team's kill score. As long as one (1) player of a team is still alive, all kills count toward that team's kill score.

6.1.2 Match Protocol. For Map 1, the higher seeded team will host the party and choose the server. The higher seeded team is responsible for inviting the lower seeded team into the party. For Map 2, the lower seeded team will host the party and choose the server.

6.1.2.1 Server choice. If both teams in the same match prefer different servers, the higher seeded team chooses the server for the first map, while the lower seeded team chooses the server for the second map. Server choice will then alternate based on how many more maps need to be played.

6.1.2.2 Match End. A match has ended when all four (4) players are eliminated.

Kills that occur after all four (4) players are eliminated do not count towards the skill score.

6.1.3 Substitutes. Players may not be substituted in between maps of the same match.

6.2 Gameplay Sabotage. Teams may not intentionally sabotage the opposing team in the same squad. Doing so will result in a map forfeiture. Examples of gameplay sabotage include, but are not limited to:

6.2.1 Breaking or weakening the opposing team's built or non-built structures or cover by any means

6.2.2 Boogie Bombing members of the opposing team

6.2.3 Intentionally causing fall damage

6.2.4 Sabotaging the opposing team's structures in any way

6.2.5 Any negative interference in the opposing team's gameplay

6.3 Playing "Man-Down". Maps may continue with a Team playing "Man-Down" (where a player fails to reconnect or solve technical issues and cannot participate in the remainder of the map). Maps may not begin with a Team playing "Man-Down". If a Team is unable to field the required number of players by the final match start time, that Team will be required to forfeit.

6.4 Score Reporting

To report your score, send screenshots of each map showing the number of kills for each teammate to Jess in the NASEF Community Discord. After this, your place in the Tournament will update on the Tournament page.

7. MATCH RULES

- 7.1 Game Restarts.** The decision of what circumstances merit a map restart are solely at the discretion of Tournament Administration. Restart protocol will be decided by Tournament Administration and communicated to the Team before being executed.
- 7.2 Match Start Penalties.**
- 7.2.1 Lateness Penalties.** A team will automatically forfeit their match if they are not ready to play within 30 minutes from their official or agreed-upon match time. Intentionally delaying the lobby or game start will subject the team to the rules set forth in this section.
- 7.2.2 Incomplete team.** Both teams must have a complete set of two starting players to begin the match.
- 7.3 Results.** Results will be recorded on the [NASEF Fortnite Friday Tournament page](#).
- 7.4 Technical Issues.** Teams are responsible for any of their own technical issues, including hardware, software, or internet issues.
- 7.5 Streaming.** Players will be allowed to stream their matches during the Tournament from their player perspective. In the event of a dispute, it is the Player or spectator's responsibility to document all consent given by both Teams in the streamed match. Players and spectators must stream with at least a 3-minute delay. Spectators who are not official NASEF Tournament Administrators may not actively communicate with Players on either team while the game is in play. Tournament Administrators may revoke the right to stream Tournament matches at any time.
- 7.5.1 NASEF Channel.** Teams may request their matches to be streamed on the NASEF Twitch Channel, "<https://www.twitch.tv/esportsfed>". Teams may request their match to be streamed anytime throughout each round, with a minimum advance notice of (2) full days before the designated match time. Streamed matches will be shoutcasted. Students may request to shoutcast a game by contacting a Tournament Admin or the League Operations Coordinator through the NASEF Community Discord "<https://discord.gg/5NdbGjk>".

7. MATCH RULES

7.6 Player Equipment Responsibility. All Players are responsible for ensuring the performance for their chosen setup, including computer hardware, peripherals, internet connection, and power. A problem with Player equipment is not an acceptable reason for lateness or pausing beyond a team's allowance, regardless of the root cause of the problem.

7.7 Reservation of Rights. Tournament Administration reserves the right to cancel, suspend and/or modify the Tournament, or any part of it, if any fraud, technical failures, human error or any other factor within or outside of Tournament Administration's control impairs the integrity or proper functioning of the Tournament competition, as determined by Tournament Administration. If the Tournament competition is so terminated, Tournament Administration reserves the right to determine the winners of said competition from among all non-suspect, Participants.



8. COMMUNICATION

- 8.1 Lobby Creation.** Participating Teams are responsible for inviting the opposing Team and creating match lobbies and matches prior to their match start time.
- 8.2 Announcements.** Large announcements, general information and ruleset can be found in the NASEF Community Discord server. The Tournament bracket can be found at
 - 8.2.1 Discord.** All tournament updates, events, and NASEF news will be posted in the NASEF Community Discord server, under relevant channel names corresponding to the current season title in play. It would be incredibly helpful if all General Managers with participating teams in the Tournament joined the NASEF Discord server here: <https://discord.gg/5NdbGjk>
 - 8.2.1 Email.** Tournament updates, events, and general NASEF news will be emailed to General Managers throughout the season.
- 8.3 Email.** Players can email tournament@esportsfed.org for any issues or feedback concerning the Tournament. We recommend utilizing the NASEF Community Discord server for faster response time.

