



#### Winter 2020 Events:

- **Regular Seasons**
    - NHL 20 High School Scholastic Tournament
    - Ducks NHL 20 High School Scholastic Tournament
    - LA Kings NHL 20 High School Scholastic Tournament
    - Vegas Golden Knights NHL 20 High School Scholastic Tournament
    - Florida Panthers NHL 20 High School Scholastic Tournament
  - **Live Finals**
    - NHL 20 Scholastic Esports Coastal Cup
    - 2020 Chel Invitational
- 

#### Introduction

The North America Scholastic Esports Federation™ (“NASEF”) will be hosting a series of NHL 20 events (“Tournaments”) for the Winter 2020 season. This set of rules (“Rules”) apply to each of the teams who are eligible and have registered to play in the Winter 2020 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 their respective finals for each events will be subject to additional rules relevant to live gameplay.

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

For questions and concerns regarding the rules, please contact NHL Coordinator Damian Rosiak via email at [damian@NASEF.org](mailto:damian@NASEF.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 Club Dashboard 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.

### 2.1.2. 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:

2.1.2.1.1.1. Public libraries

2.1.2.1.1.2. Youth development programs (Girl Scouts, YMCA, Boys & Girls Clubs, 4-H, etc.)

- 2.1.2.1.1.3. Faith-based organizations (churches, synagogues, etc.)
- 2.1.2.1.1.4. STEM rich institutions (museums, planetariums, etc.)
- 2.1.2.1.1.5. Associations (Institute of Electrical and Electronics Engineers, Community Nonprofit Associations, etc.)
- 2.1.2.1.1.6. 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).)
- 2.1.2.1.1.7. 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.

## 2.2. 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. **EA Sports Disciplinary Status.** Players may not have any current disciplinary suspension from EA affiliated competitions.
- 2.2.5. **Eligible Account.** In order to participate in the Tournament and be eligible to win a prize, participants (each a "Player" and collectively, the "Players") at the time of entry and at all times during the Tournament, must:
  - 2.2.5.1. **have an active Xbox Live or PlayStation Network account**
  - 2.2.5.2. **have an EA account and agree to the EA terms and conditions relating to service, data and privacy (terms.ea.com, privacy.ea.com)**
- 2.2.6. **Account Bans.** If a player receives a ban due to in-game behavior or Terms of Service violations, that player is not eligible to participate in the season until the ban is lifted. If a player receives a permaban during the season, they are no longer eligible for the rest of the season. This rule applies to all accounts owned by a player, not just their registered

account. NASEF officials have the right to include or discount account bans on a case-by-case basis.

**2.2.7. No EA or NHL Employees.** Team Members may not be employees of EA or the NHL (National Hockey League) or any of their respective affiliates at the start of or at any point during any phase of the Season. "Affiliate" is defined as any person or other entity which own or controls, is under the ownership or control of, or is under common ownership or control with, an Owner. "Control" shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

**2.3.** Participation constitutes a Player's full and unconditional agreement to: (i) these Official Rules for the Tournament ("Official Rules"); (ii) EA's policies (available at [terms.ea.com](https://terms.ea.com), [privacy.ea.com](https://privacy.ea.com)); and (iii) Sponsor's decisions regarding and interpretations of these Official Rules, which are in its absolute discretion and which are final and binding in all matters related to the Tournament. In the event of a conflict, the English-language version of these Official Rules will govern. Sponsor's and/or EA's failure to enforce any term of these Official Rules shall not constitute a waiver of that provision.

#### **2.4. Verification of Eligibility**

**2.4.1. Club Dashboard.** The Club Dashboard ("Club Dashboard") 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 Club Dashboard. 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.

2.4.1.1. Students who attain "ACTIVE" status on the Club Roster located in the General Manager Portal are eligible for competitive. Students who have a "PENDING" status on the Club Roster are ineligible for competitive play.

#### **2.5. User Name Restrictions**

**2.5.1.** User Names ("Player Names") and Team Names may not contain: vulgarities or obscenities; or derivatives of products or services that may create confusion. These restrictions will be applied solely at the discretion of NASEF officials.

**2.5.2.** Player names may not include a sponsor name.

**2.5.3.** Player names may not include a product name or description.

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

**2.5.5.** Player names must comply with these Rules.

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

#### **2.5.7. Name Approval**

2.5.7.1. NASEF officials reserve the right to modify all Team Tags, Team Names and Summoner 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.

2.5.7.2. 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.

## 2.6. 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.

**2.6.1. 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:

2.6.1.1. **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.

2.6.1.2. **Non-“over-the-counter” drugs.**

2.6.1.3. **Account sharing, account boosting and skin-selling websites.**

2.6.1.4. **Firearms, handguns, or ammunition providers.**

2.6.1.5. **Websites displaying or related to pornographic imagery or products.**

2.6.1.6. **Tobacco, smoking, or vaping products.**

## 3. Player Management

**3.1. Roster Size.** Students (“Player”) will compete individually.

**3.1.1. Eligibility.** All Players must attend and represent an Eligible Club. General Managers must represent the same Eligible Institution that the Club is housed under.

**3.1.2. Number of Players.** There is no limit to the amount of Players Schools and community-based organizations may enroll in the Tournament.

**3.2. Roster Listing.** Players will be shared publicly on an official competition website, including their User Name, first name, and last initial, to be shared publicly with teams. The Active Roster on that website will be updated upon proper filing of documentation. Once an acquisition is confirmed, the acquisition will be placed on the website. The Active Roster on that website will be considered the most up-to-date roster that could be applied within a reasonable time. Roster eligibility is still at the discretion of NASEF officials.

**3.3. 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 Player roster. General Managers must complete the Activation process to ensure Club and Student Eligibility, and provide all necessary information on the Club Dashboard.

**3.3.1.** 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.

**3.3.2. 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.

- 3.4. **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.
- 3.5. **Substitutions.** Teams may freely field any one player from their active roster for the start of the match. Teams may not substitute players between games.
- 3.6. **Roster Changes** A team may change their roster at any point during the NASEF Season. Any new Players must be fully eligible (see **Section 2.2**). If a team wishes to acquire a new Player, that acquisition must be declared to a NASEF official more than three full days before the match where the Player would be utilized. NASEF officials reserve the right to approve or deny any such request, based upon the eligibility of the Players involved, the request’s compliance with the Rules, and any extenuating circumstances.
  - 3.6.1. **Roster Locking.** Throughout the tournament, rosters may have roster locking periods, where rosters will be unable to be altered prior to upcoming matches. After a roster lock begins, rosters will not be available for alteration. Tournament Administration may overrule this due to unforeseen circumstances.
    - 3.6.1.1. Roster Submission for each week of Tournament play will open every Friday of the current week of gameplay until the Thursday of the following week of game play. A week of Tournament play runs from Monday to Saturday (see **Section 5.3.2.1**). Example: Today is January 26, the weekend before Round 1 begins (January 28). Roster Submission for Week 2 opened on Friday, January 25 at 8AM PT/11AM ET and closes on Thursday, January 31 at 4PM PT/7PM ET.
    - 3.6.1.2. Failure to submit a roster for Week 1 will result in a lower match standing in the tournament.

#### 4. Player Conduct

- 4.1. We hold our partners, students, general managers, coaches and beyond to the same standard: ensure our esports environment is inclusive, supportive and excellent. By joining our efforts, please adhere to the Code of Conduct, linked below.

[NASEF Code of Conduct.](#)
- 4.2. **Reporting Misconduct.** If you have experienced any form of misconduct from students, General Managers, Coaches, or any other NASEF affiliated parties, please use [this form](#) to report the incident. We are always looking to keep the NASEF community safe and welcome to individuals of all backgrounds.

#### 5. Event Structure & Schedule

##### 5.1. Definition of Terms

- 5.1.1. **Game.** An instance of competition on the hockey rink that is played until a winner is determined by one of the following methods, whichever occurs first: (a) higher score at the end of the timer, (b) Team Surrender, (c) Team Forfeit, or (d) victory in tiebreaker.
- 5.1.2. **Match.** A set of games that is played until one team wins a majority of the total games. This includes “best of three” and “best of five” games. The winning team will either receive a win tally in a league format or advance to the next round in a bracket format.

##### 5.2. Events.

- 5.2.1. **NHL 20 High School Scholastic Esports Tournament.**
- 5.2.2. **Ducks NHL 20 High School Scholastic Tournament.**
- 5.2.3. **LA Kings NHL 20 High School Scholastic Tournament.**
- 5.2.4. **Vegas Golden Knights NHL 20 High School Scholastic Tournament.**
- 5.2.5. **Florida Panthers NHL 20 High School Scholastic Tournament.**
- 5.2.6. **2020 Chel Invitational.**
- 5.2.7. **NHL 20 Scholastic Esports Coastal Cup.**

### 5.3. Phase Details

5.3.1. **Tournament.** Players will compete in a 2-round, best-of-three, Swiss-style tournament, in which teams are matched against other teams with the same regular season win-loss record each round.

5.3.1.1. **Seeding.** Teams will be seeded by random at first. Seeding will adjust at live finals based on match standings throughout the season.

5.3.1.2. **Match Seeding.** In each round, teams are seeded such that the difference in seed between each team is equal for each match within each win-loss bracket. For example, if a win-loss bracket has 10 teams, teams will be matched 1v6, 2v7, 3v8, etc. If teams would be matched against a team they have already played, one of the teams will be randomly moved +/- 1 seed to separate them.

### 5.3.2. Live Finals Event.

#### 5.3.2.1. 2020 Chel Invitational.

5.3.2.1.1. **Format.** The Live Finals will be single-elimination and consist of head-to-head Best-of-Five series. Seeding is based on the results of the Online Group Rounds as follows:

5.3.2.1.1.1. Within each Region, the winners of (1) and (6) above will play each other, the winners of (2) and (5) above will play each other and the winners of (3) and (4) above will play each other. In the next round, the highest seeded player will advance to the Grand Finals while seeds 2 and 3 face off to qualify for the final match.

5.3.2.1.2. **Qualifiers.** The finalists from the following regional tournaments will participate in the 2020 Chel Invitational matches:

5.3.2.1.2.1. Ducks NHL 20 High School Scholastic Tournament

5.3.2.1.2.2. LA Kings NHL 20 High School Scholastic Tournament

5.3.2.1.2.3. Vegas Golden Knights NHL 20 High School Scholastic Tournament

5.3.2.1.2.4. Florida Panthers NHL 20 High School

Scholastic Tournament

5.3.2.1.3. **Tiebreakers.** All tournaments will offer a Xbox bracket and a PlayStation 4 bracket. Between the two brackets per tournament, the finalist with the best win/loss record will advance to the live finals at Dreamhack Anaheim.

5.3.2.1.3.1. If the finalists in both brackets have an identical win/loss record, the Player with the most goals accumulated during official tournament matches will advance to the live finals at Dreamhack Anaheim.

5.3.2.2. **NHL 20 Scholastic Esports Coastal Cup.** The finalists from the following tournaments will participate in the NHL 20 Scholastic Esports Coastal Cup matches:

5.3.2.2.1. NHL 20 High School Scholastic Esports Tournament.

5.3.2.2.2. 2020 Chel Invitational.

5.4. Players will compete against each other in the Live Finals using All Stars teams to ensure all teams are equal in power level.

5.5. **Schedule**

5.5.1. **Default Match Time.** Tuesdays 3:30 PM and 5:00 PM. Students who are signed up to participate in the tournament are placed into regional brackets divided by platform (Xbox, PlayStation 4)

5.5.2. **Regular Season**

5.5.2.1. Online Bracket.

- Round 1 : February 2 - February 8
- Round 2: February 9 - February 15

5.5.3. Finals.

5.5.3.1. February 22

5.5.4. **Changes to Schedule.** NASEF officials may, at their sole discretion, re-order the schedule of matches within a given day and/or change the date of a NASEF match to a different date or otherwise modify the schedule of matches. In the event that the match schedule is modified, officials will notify all teams at the earliest convenience.

## 6. Match Process

- 6.1. Role of Tournament Administrator.** Tournament administrators are those who are responsible for making judgements on every match-related issue, question and situation which occurs before, during, and immediately following match play.
- 6.1.1. Tournament Administrator Responsibilities.** Tournament Administrator oversight includes, but is not limited to, the following:
- 6.1.1.1. Ordering pause/resume during play.
  - 6.1.1.2. Issuing penalties in response to rule violations before, during, or after the match.
  - 6.1.1.3. Confirming the end of the match and its results.
- 6.1.2. Finality of Judgement.** If a referee makes an incorrect judgement, the judgement can be subject to reversal. NASEF officials at their discretion may evaluate the decision during or after the match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, NASEF officials reserve the right to potentially invalidate the referee's decision. NASEF officials will always maintain final say in all decisions set forth throughout the NASEF Season.
- 6.2. Setup and Player Responsibilities for Online Matches.** All Players will be expected to be ready to join the game lobby at the designated match time (this includes both default match time and the newly-agreed upon match time by both teams). Readiness includes, but is not limited to, the Player has joined the game lobby,, configuration of in-game settings, and have selected your team.
- 6.3. Schedule Adjustments by Tournament Administrator.** The Tournament Administrator reserves the right to adjust the match schedule at any time to preserve the pacing of the tournament or to remedy such circumstances as may detract from the viewer experiences.
- 6.4. Match Reschedules**
- 6.4.1.** All non-championship Tournament matches are scheduled for Tuesdays at 3:30 PM and 5:00 PM. Players may only reschedule matches with their opponent's permission in writing. Players may agree to reschedule their matches to a different time, such that the match begins before the round ends. Rescheduling will occur via communication between General Managers. If Players agree on a reschedule, the agreed-upon time is considered the official match time for the purpose of lateness or forfeits. If Players cannot agree on a different time, the match must be played at the default scheduled time. If neither team can meet the default match time, or agree upon a new match time, both teams will have to forfeit for that match. The Tournament Administrator reserves the right to uphold or reject reschedule requests at their sole discretion.
- 6.5.** To avoid misuse of the reschedule process, any reschedule requests that are accepted with less than 24 hours before the proposed reschedule time must be confirmed a second time by NASEF before becoming official, or NASEF officials may invalidate the reschedule request.
- 6.6. 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 (i.e. if Official Match Time is at 3:30, teams have until 4:00PM to show up), or within 10 minutes of the start of additional games (e.g. games 2 or 3 in a best of three series). Intentionally delaying the lobby or game start will subject the team to the rules set forth in this section.
- 6.7. Pause Process.** Players may pause the game for any reason using the in game timeout feature. After a pause, the pausing team must notify the other player on discord or smash.gg to share the reason for the pause and the estimated time to unpaue. When a Player is ready to unpaue, the other Player must declare their readiness in the chat (e.g. "ready" or "r") before the pausing team is allowed to unpaue the game.

- 6.8. Pause Allowance.** Teams may pause the game as long as they have timeouts remaining over the course of a single game. Pausing beyond allowance time will be considered unfair play and penalties will be applied at the discretion of tournament officials. The Team that does not request the pause must confirm the end time of the pause via the in-game 'match chat' once a pause is initiated.
- 6.9. Player Equipment Responsibility.** All Players are responsible for ensuring the performance for their chosen setup, including console 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.
- 6.10. Spectators, Streaming, and Recording Matches.** Players will be allowed to stream their matches during the Tournament from their player perspective. Players and other persons may not join a match as a spectator without explicit written consent from both Teams. 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 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.
- 6.10.1. Lobby Spectators.** Teams may give up their reserved spectator slots at their own discretion. If your match is being streamed on the official NASEF twitch channel, the NASEF stream team will need to occupy one spectator slot in the Game Lobby.
- 6.10.2. 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 (1) 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/uyqkA2d>".
- 6.10.3.** Rebroadcasts, VOD reviews, and other additional content using official match footage are allowed to be posted after the match is completed with no restrictions.
- 6.11. Game Lobby Creation. The Tournament Administrator will provide instructions to join the official game lobby to competing Players.**
- 6.11.1. To view our guide on how to set up a custom game in "Versus Mode" or click here.**
- 6.12. Game setup.** Players will use either the Xbox One or PlayStation 4 (which has been designated by the General Manager in the Club Dashboard) console for the Online Groups Phase. Players who advance to the Live Finals will play on a single console platform. All equipment including consoles, controllers will be provided Live Finals. .

The following settings shall be used for all games. To the extent any game settings are not mentioned in the list below, they shall be left at the default setting. If incorrect settings are used and the tournament organizer determines that affected the outcome of any game, a Player may be disqualified.

- 6.12.1.** Game Mode: Versus/Play Now
- 6.12.2.** Difficulty: All-Star
- 6.12.3.** Period Length: 4 Minutes
- 6.12.4.** Game Type: Competitive
- 6.12.5.** Rules: NHL

- 6.12.6. Fighting: On
- 6.12.7. Penalties: On
- 6.12.8. Injuries: On (Online Play) / Off (For Remaining Rounds)
- 6.12.9. Offsides: Delayed
- 6.12.10. Icing: Hybrid Icing
- 6.12.11. Tie Break: Continuous Overtime
- 6.12.12. Control Goalie in Shootout: On
- 6.12.13. Position Lock: Off
- 6.12.14. Music and Announcers turned off

**6.13. Score Reporting.**

- 6.13.1. Players will be responsible for reporting their scores to the tournament organizer. Players may also report their scores directly to smash.gg once their match is over.
- 6.13.2. **Score conflicts**
  - 6.13.2.1. If there is a conflicting score report, screenshots will need to be submitted by the winning team to show their victory.

**6.14. Side Selection.**

- 6.14.1. Players with the higher seed will decide if they are home or away for the first match. After game 1, the losing team will decide which side they play.

**7. Game Rules.**

- 7.1. **Game of Record.** A game of record (“GOR”) refers to a game where all ten Players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game which will be considered as “official” from that point onward. After the establishment of GOR, game restarts will be allowed only under limited conditions (see **Section 7.3**). Examples of conditions which establish GOR:
- 7.2. **Directed Pause.** The Tournament Administrator may order the pause of a match or execute a pause command at any time for any reason, at their sole discretion.
- 7.3. **Game Restart.** If a game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics, or the external environmental conditions at a live event become untenable then a restart may occur.
- 7.4. **Mid-Match Break.** Teams are entitled to a short break of at least 10 minutes between games of a multi-game (e.g. best-of-three) match. NASEF officials will inform Players of the remaining amount of time before the next game’s Champion Select phase begins. Teams are subject to lateness penalties per Section 5.7 if they are not ready to begin after the break time ends.
- 7.5. **Results of Forfeiture.** Matches won by forfeit will be reported by the minimum score it would take for one team to win the match. No other statistics will be recorded for forfeited matches.

## 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.
    - 8.1.1. **Pauses.** Pause requests will be communicated in discord or smash.gg chat during an ongoing match. The details of why a pause is requested must be communicated to the opposing Team.
  - 8.2. **Announcements.** Large announcements, general information and ruleset can be found in the NASEF Community Discord server. The Tournament bracket will be hosted on the tournament platform website. These websites will serve as an information hub for Teams.
    - 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/uyqkA2d>
    - 8.2.2. **Email.** Tournament updates, events, and general NASEF news will be emailed to General Managers throughout the season.
  - 8.3. **Email.** Players can email [Damian@NASEF.org](mailto:Damian@NASEF.org) for any issues or feedback concerning the Tournament. We recommend utilizing the NASEF Community Discord server for faster response time.
9. **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.