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www.NASEF.org

North America Scholastic Esports Federation 2020 NASEF Minecraft Masters Global Competition



Team Guide Team Members and Adult Sponsors

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North America Scholastic Esports Federation 2020 NASEF Minecraft Masters Global Competition

Introduction

The North America Scholastic Esports Federation™ (“NASEF”) is hosting its first Minecraft Masters Global Competition between teams of students around the globe in association with our partners: MonClub esports in France, ISEF in Israel, JHSEF in Japan, the US Embassy in Mexico, Benjamin Franklin Library and its American Spaces across Mexico, UNISA Esports and Robotics Federation in South Africa, and the British Esports Association in the United Kingdom.

This 2020 NASEF Minecraft Masters Global Competition Participant Guide (“Guide”) applies to each of the teams who register and compete in the competition, including their Players (“Players”) and Adult Sponsors (“Team”). 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, Adult Sponsors, and all other individuals participating in any NASEF activity (“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 through the Preliminary and Live Challenge Rounds and Final Event.

Good luck and have fun!

For questions and concerns regarding the competition, rules and participant guide, please contact us via email at info@NASEF.org.

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Code of Conduct | How Can I Be a Good Gamer in the NASEF Community and Beyond

NASEF's mission is to provide opportunities for ALL students to use esports as a platform to acquire critical communication, collaboration, and problem-solving skills needed to thrive in work and in life. In order to provide an environment to help our students learn, grow and thrive, we've established a Code of Conduct for everyone involved.

We hold our partners, students, adult sponsors, coaches and beyond to the same standard: ensure our esports environment is inclusive, supportive and excellent.

For all Players, please read and review the Code of Conduct with your Adult Sponsor.

As a team member, Adult Sponsor, Coach, or team supporter in our competition, you **agree** to:

- Speak Positively About All Others
- Be Respectful of Others with the Words You Use
- Choose Your Usernames and Nicknames Carefully
- Avoid Harassment, Because Yes Always Means Yes
- Stay Away from Verbal Harassment by Thinking About Your Words
- Respect Everyone's Personal Space
- Show Respect to Others with Your Words and Actions
- Embrace Diversity of All Kinds
- Keep Speech Positive and Uplifting
- Keep Your Hands to Yourself & Never Express Yourself Violently
- Keep Your and Anyone Else's Personal Information Private

While competing in any round of the competition and live events, you **agree** to:

- Play Fairly Against Each Other
- Don't Team Up with Opposing Teams to "Game the System"
- Don't Install Hacks or Exploits to Cheat
- Don't Seek an Advantage Through Game Bugs
- Always Obey the Law
- Don't Bet On Matches
- Never Bribe Anyone - Win the Right Way
- If You Wouldn't Say it in Front of Your Grandmother, Don't Say It Online
- Use Your Words to Lift Up Others, Not Bring Them Down
- Respect Your Teammates, Opponents, and Their Property
- If You've Been Asked to Sit Out, Serve Your Time & Learn Your Lesson

Reporting Misconduct | What Happens if Someone Isn't a Good Gamer During the Competition?

If you experience any form of misconduct from other teams, Adult Sponsors, or any other NASEF affiliated parties, please use [this form](#) to report the incident. We thrive to keep the NASEF community safe and welcome to individuals of all backgrounds. The form can be completed by any team member, Adult Sponsor, spectator, etc.

It's important to create a supportive, fun and competitive environment. If you see or observe anything outside the Code of Conduct, speak up. Tell your Adult Sponsor or NASEF.

Competition Eligibility | Who Can Enter the Competition?

To be eligible for the 2020 NASEF Minecraft Masters Global Competition, all team members must meet the basic requirements:

- Complete registration at the NASEF website. The registration form must be completed by an Adult Sponsor (educator, parent or guardian). The Adult Sponsor will be responsible for the registration of the entire Team.
- Each team member must be between 13-18 years old at the time of registration.
- Teams must have a minimum of two members. Teams with less than two members are not eligible to compete based on the requirements of the Challenges.
- Each team member must reside in the following countries: Canada, France, Israel, Japan, Mexico, United Kingdom, United States, United States Territories, and South Africa. Each team member must reside in the same country to register and compete.
- Each team member must read and agree to the Team Guide.
- Throughout the competition:
 - Must be your own original work.
 - Must not contain any content that is obscene or offensive.
- For the Live Challenge Rounds and Final Event:
 - Each team member must have parent approval.
- For the @Home Challenge Rounds and Finals:
 - Each team member must have competed in the Preliminary Round.

Team Requirements | How Many Team Members Can a Team Field?

Teams will be required to have at least two [2] and no more than six [6] eligible Players on its roster ("Active Roster"). The Adult Sponsor will list up to four [4] Players and two [2] Alternates during the time of registration and for all teams that advance to the Live Challenge Rounds and Final Event and compete in the @Home Challenge.

Teams of at least 2 members are accepted, but teams of up to 4 are highly encouraged!

Registration Process | How Does My Team Register?

An Adult Sponsor can be an educator, parent or guardian, coach, etc. They must be older than 18 years of age at the time of registration. The Adult Sponsor will be responsible for all communications with NASEF throughout the competition, roster management, providing team member information and team coordination.

The Adult Sponsor will provide the following Team information during the initial registration process and Active Roster submission.

Registration Form <i>(Required for Each Team)</i>	Live Challenge Round & Finals <i>(Required for Each Team that Advances)</i>	@Home Challenge <i>(Required for Each Team that Competes)</i>
Adult Sponsor First Name Adult Sponsor Last Name City State/Province Zip Code Country Email Address Phone Number WhatsApp (optional) Team Name For each Team Member: First Name Last Name Age Grade (Most Current) School Name Email Address Team Member Role: Player or Alternate	For each Team Member Team Member First Name Team Member Last Name Age Grade (Most Current) School Name Email Address Discord Username Team Member Role: Player or Alternate Parent First Name Parent Last Name Parent Email Address Each member will be required to have a parent permission slip completed	No new information will be collected except for Challenge winners. We will need to verify eligibility for any award recipients with completion of an award verification form completed by the Adult Sponsor.

Accessing Minecraft: Education Edition | When/How Do I Receive My Username and Password?

As a reminder, all registered team members will receive access to [Minecraft: Education Edition](#) to use during the competition. Once the Teams are registered, each team member will be sent an email from NASEF that will include a link to install [Minecraft: Education Edition](#) along with their unique username and password. They will be required to update the password upon their first log-in. Passwords should not be shared with anyone.

All competitors will be able to access Minecraft Education Edition for the entirety of the competition. If a team member is removed from an Active Roster, their credentials to Minecraft Education will be cancelled, and they will no longer be able to access Minecraft Education Edition.

Downloading Minecraft: Education Edition | How Do I Download Minecraft Education Edition?

Once the credentials have been received by the team members, they can access their Minecraft: Education Edition account, by following these instructions:

- Go to <https://education.minecraft.net/get-started/download/>
- Download Minecraft: Education Edition on your PC, Ipad, or Mac.
- When it asks to login, click the "Office 365" button.
- Type in your username, click "Next."
- Type in your password, click "Sign-In."

Accessing Flipgrid | When/How Do I Receive My Username and Password?

All team members will use their same username and password that they used to access Minecraft Education Edition to upload their team video on our [Flipgrid](#).

Logging into Flipgrid | How Do I Log into Flipgrid?

To access your Flipgrid account, please follow these instructions:

- Go to: <https://flipgrid.com/minecraftmasters>
- When you're ready to record or upload your video. Click the "Moderate Button," to record or click "My Flipgrid" and login.
- Type in your username, click "Next."
- Type in your password, click "Sign-In."

Team Management and Rosters | How Do You Manage Your Team?

The Adult Sponsor is responsible for the creation of the Active Roster for the Preliminary Round, Live Challenge Round & Final Event and @Home Challenge Rounds.

Preliminary Round

For the Preliminary Round, Adult Sponsors can register their Teams (up to four [4] Players and up to two [2] Alternates) at our website. A few rules:

- An Adult Sponsor may register more than one team.
- A child may not be registered on more than one team.
- All Players and Alternates may collaborate on the design build for the Preliminary Challenge.
- All Players and Alternates must be eligible and registered to be able to participate as part of the Team.
- The Adult Sponsor may update the Active Roster through the Preliminary Round (Monday, June 29, 2020 - Friday, July 17, 2020). Rosters may not be updated at the conclusion of the Preliminary Round (5:00pm PDT | 8:00pm EDT | 11:59pm UTC/GMT on Friday, July 17, 2020).

Live Challenge Rounds 1, 2, & 3 & Final Event

For all Live Challenge Rounds and Final Event, the Adult Sponsors of each of the four [4] advancing Teams will be responsible for all Active Roster confirmations and updates. Rosters will be due the Thursday before each Round (exception is Round 1 and 2, see note below). See Substitutes for how to utilize substitution during the Live Rounds and Final Event. The schedule for Active Roster submission is as follows:

- All Rosters Due for Live Challenge Rounds 1 and 2 (4 Teams): Thursday, July 23, 2020 @ 5:00pm PDT | 8:00pm EDT | 11:59pm UTC/GMT for Rounds 1 and 2 (Saturday, July 25, 2020 and Sunday, July 26, 2020). **The Active Roster will include updating team member information and parent permission slips and will be completed on our website.**
- All Rosters Due for Live Challenge Round 3 (4 Teams): Thursday, July 30, 2020 @ 5:00pm PDT | 8:00pm EDT | 11:59pm UTC/GMT for Round 3 (Saturday, August 1, 2020). The Adult Sponsor will email the starting line-up to info@NASEF.org by the deadline.
- All Rosters Due for Final (2 Final Teams): Thursday, August 6, 2020 @ 5:00pm PDT | 8:00pm EDT | 11:59pm UTC/GMT for the Final Event (Saturday, August 8, 2020). The Adult Sponsor will email the starting line-up to info@NASEF.org by the deadline.

A few rules for Active Rosters during the Live Challenge Rounds and Final Event:

- There must be at least four team players from the Preliminary Round Active Roster on the Active Roster for the Live Challenge Rounds and Final Event. Adult Sponsors may add new team members to their team (up to two members). If they were on an existing team, please contact NASEF at info@NASEF.org to add the team member.
- If you are an Adult Sponsor of multiple teams and one of your teams is advancing to the Live Challenge Rounds, you may move one of your team members from one of your other teams through our website. Once a team member is removed from your roster, their access to Minecraft Education Edition will stop.

@Home Challenge Rounds 1, 2, 3 and Finals

For all @Home Challenge Rounds and Finals, the Adult Sponsor of each of the participating teams will be responsible for the Active Roster confirmation. Rosters for the @Home Challenge Rounds and Finals may not be updated at the conclusion of the Preliminary Round (5:00pm PDT | 8:00pm EDT | 11:59pm UTC/GMT on Friday, July 17, 2020). Teams will remain the same throughout the @Home Challenge Rounds and Finals. You can have all Players and Alternates participate in the @Home Challenge Rounds and Finals (up to a total of 6 players each team).

Advancing Teams and Alternates

Once the Preliminary Round closes on Friday, July 17, 2020, NASEF will work quickly to identify the advancing four [4] Teams and the Alternate Teams. The advancing teams will be contacted shortly after deliberation and will be sent information on parental permission slips for participation in our live stream. Each participating team member, including Players and Alternates, will need to have all forms submitted to NASEF by Thursday, July 23, 2020 (see schedule above) in order to compete in the Live Challenge Rounds and Final Event. Any team member without the completed forms by the deadline will not be able to compete.

NASEF will rank the top 10 Teams from the Preliminary Round. We will ask for Alternate Teams to be ready to substitute for any teams that are unable to compete in the Live Challenge Rounds and Final Event.

Multiple Teams

Adult Sponsors may register more than one team for the Preliminary Round. In cases where the Adult Sponsor is registering more than one team, a student cannot be added to more than one Active Roster at one time.

Roster Listing

The Active Roster will be shared publicly on an official competition website, including the team name, location and number of team members.

Playing Location

During the 2020 NASEF Minecraft Masters Global Competition, team members may compete from home, school or community-based organization. Team members do not have to compete in the same location, but they do have to compete from the same country.

Schedule

All Teams that advance to the Live Challenge Rounds and Final Event, must be available for each of the event dates:

- **Preliminary Round:** Monday, June 29, 2020 - Friday, July 17, 2020
- **Preliminary Round Closes:** Friday, July 17, 2020 @ 5:00pm PDT | 8:00pm EDT | 11:59pm UTC/GMT
- **Rosters Lock for @Home Challenge Rounds and Finals:** Friday, July 17, 2020 @ 5:00pm PDT | 8:00pm EDT | 11:59pm UTC/GMT
- **Announce Final Teams:** Tuesday, July 21, 2020 @ 12:00pm PDT | 3:00pm EDT | 7:00pm UTC/GMT (1 hour)
- **Live Challenge Prep (for all Final Teams):** Wednesday, July 22, 2020 @ 12:00pm PDT | 3:00pm EDT | 7:00pm UTC/GMT (90 minutes)
- **All Rosters (and Parent Permission Slips) Due for Live Challenge Rounds 1 and 2:** Thursday, July 23, 2020 @ 5:00pm PDT | 8:00pm EDT | 11:59pm UTC/GMT
- **Live Challenge Round 1:** Saturday, July 25, 2020 @ 10:00am PDT | 1:00pm EDT | 5:00pm UTC/GMT (2 hours)
- **@Home Challenge Round 1:** Saturday, July 25, 2020 - Wednesday, July 29, 2020 @ 5:00pm PDT | 8:00pm EDT | 11:59pm UTC/GMT
- **Live Challenge Round 2:** Sunday, July 26, 2020 @ 10:00am PDT | 1:00pm EDT | 5:00pm UTC/GMT (2 hours)
- **@Home Challenge Round 2:** Saturday, July 25, 2020 - Wednesday, July 29, 2020 @ 5:00pm PDT | 8:00pm EDT | 11:59pm UTC/GMT
- **All Rosters Due for Live Challenge Round 3:** Thursday, July 30, 2020 @ 5:00pm PDT | 8:00pm EDT | 11:59pm UTC/GMT
- **Live Challenge Round 3:** Saturday, August 1, 2020 @ 10:00am PDT | 1:00pm EDT | 5:00pm UTC/GMT (2 hours)
- **@Home Challenge Round 3:** Saturday, August 1, 2020 - Wednesday, August 5, 2020 @ 5:00pm PDT | 8:00pm EDT | 11:59pm UTC/GMT
- **Announce Final Stream:** Tuesday, August 4, 2020 @ 12:00pm PDT | 3:00pm EDT | 7:00pm UTC/GMT (1 hour)
- **All Rosters Due for Final:** Thursday, August 6, 2020 @ 5:00pm PDT | 8:00pm EDT | 11:59pm UTC/GMT
- **Final Event:** Saturday, August 8, 2020 @ TBD (4 hours)
- **@Home Challenge Final:** Saturday, August 8, 2020 - Wednesday, 12, 2020

Skills and Knowledge Expectations

NASEF hosts a variety of Minecraft challenges and competitions, however, the Minecraft Masters enables us to showcase individual young people and collective teams' mastery of skills and knowledge in Minecraft. For this competition, we expect all team members to demonstrate skills in:

- Design
- Redstone
- Commands/Command Blocks
- Code Builder

Technical Requirements

All team members are responsible for ensuring the performance for their chosen setup, including computer hardware, peripherals, internet connection, and power.

For the Preliminary Round, technical requirements include but are not limited to:

- Minecraft Education Edition
 - Can be installed on a PC, Mac or Ipad. For [more information](#).
 - NASEF will provide all registered and eligible team members with credentials to log into Minecraft Education Edition.
- Flipgrid
 - Flipgrid works on almost any device with a camera. For [more information](#).
- Internet connectivity and power

For the Live Challenge Rounds and Final Event, minimum technical requirements include but are not limited to:

- Minecraft Education Edition
 - Can be installed on a PC, Mac or Ipad. For [more information](#).
 - NASEF will provide all registered and eligible team members with credentials to log into Minecraft Education Edition.
- Basic microphone and headset
- Discord account
 - Learn more about [minimum system and OS specifications](#) for Discord.
- Internet connectivity and power

For @Home Challenges, minimum technical requirements include but are not limited to :

- Install [Minecraft Education Edition](#) on for Windows 10, Mac, or Ipad. Visit [Download Information](#) for more specific requirements. NASEF will provide each registered team member with account access to Minecraft Education Edition. Please note that Minecraft Education Edition will not operate on Chromebooks or Android platforms.
- Internet connectivity for operating [Flipgrid](#).

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.

Competition Phases

The 2020 NASEF Minecraft Masters Global Competition consists of three parts: (1) the Preliminary Round, (2) Live Challenge Rounds & Final Event, and (3) @Home Challenge.

All eligible Teams will compete in the Preliminary Round. They will follow the design challenge and submit the video of their design build on the NASEF [Flipgrid](#). The Preliminary Round opens on June 29, 2020 and closes on Friday, July 17, 2020 at 5:00pm PDT | 8:00pm EDT | 11:59pm UTC/GMT.

Four Teams will advance to the Live Challenge Rounds & Final Event, which consists of three [3] rounds, round-robin tournaments followed by a Final Event. Teams will be matched based on their scores from the three Live Challenge Rounds. The Final event will feature the top two [2] scoring teams.

Preliminary Round Rules

Teams

- Consist of up to four players, plus up to two alternates. Teams can have a minimum of two [2] Players to form and register as a Team.
- All six [6] players (four [4] players plus two [2] alternates) may contribute to the preliminary build during the Preliminary Round.
- All Team Players and Alternates must meet the eligibility requirements.

Rules

- All Teams must use Minecraft Education Edition to create their design build. NASEF will provide all registered team members with credentials to log into Minecraft Education Edition. The accounts will allow access to Minecraft Education Edition for the duration of the competition only.
- All Teams must abide by the NASEF Code of Conduct.
- All Teams must upload or record a video of their design build into the NASEF [Flipgrid](#).
- All Teams only need to upload one version of their video. They can designate one

Rubric

The judging committee will review each submitted video for demonstration of skills in the following areas:

- Design
- Redstone
- Commands/Command Blocks
- Code Builder

The Teams with the top scores will advance and be invited to compete in the Live Challenge Rounds and Final Event. (See Team Management and Rosters for schedule of dates.)

@Home Challenge Rules

All Teams that registered and that do not advance are invited to participate in the @Home Challenge. Each Team must following the rules:

- Tune into the stream or visit our website after the live stream to review the @Home Challenge details.
- Teams will follow the Challenge guidelines and build their design.
- Teams must submit an overview video of their design build via our Flipgrid by the Wednesday after each Round. The submission must be received by 5:00pm PDT | 8:00pm EDT | 11:59pm UTC/GMT.
- NASEF will announce the winner of each @ Home Challenge at the beginning of the next live stream (Live Challenge Rounds or Final Event). NASEF will determine a winner by raffle. There will be a winner for each of our partner countries.

Live Challenge Round One Rules

Round One will consist of a two hour design challenge where four Teams will compete (1 Team vs 1 Team simultaneously). Each Team must follow the rules:

- All Teams must abide by the NASEF Code of Conduct.
- All Teams must use Minecraft Education Edition to create their design build. NASEF will provide all registered team members with credentials to log into Minecraft Education Edition.
- Each Team Member and Adult Sponsor must be in Discord to listen to the officials for the entire match and stream.
- If an issue arises contact one of the NASEF referees via Discord.
- Please note that all Live Challenge Rounds and the Final Event will be live streamed.

More comprehensive information about the live stream will be sent to Teams closer to the Live Challenge Rounds and Final Event.

Live Challenge Round Two Rules

Round Two will consist of a two hour design challenge where two Teams will compete (1 Team vs. 1 Team simultaneously). Each Team must follow the rules:

- All Teams must abide by the NASEF Code of Conduct.
- All Teams must use Minecraft Education Edition to create their design build. NASEF will provide all registered team members with credentials to log into Minecraft Education Edition.
- Each team member and Adult Sponsor must be in Discord to listen to the officials for the entire match and stream.
- If an issue arises contact one of the NASEF referees via Discord.
- Please note that all Live Challenges and the Final Event will be live streamed.

More comprehensive information about the live stream will be sent to Teams closer to the Live Challenge Rounds and Final Event.

Live Challenge Round Three Rules

Round Three will consist of a two hour design challenge where two Teams will compete (1 Team vs. 1 Team simultaneously). Each Team must follow the rules:

- All Teams must abide by the NASEF Code of Conduct.
- All Teams must use Minecraft Education Edition to create their design build. NASEF will provide all registered team members with credentials to log into Minecraft Education Edition.
- Each team member and Adult Sponsor must be in Discord to listen to the officials for the entire match and stream.
- If an issue arises contact one of the NASEF referees via Discord.
- Please note that all Live Challenges and the Final Event will be live streamed.

More comprehensive information about the live stream will be sent to Teams closer to the Live Challenge Rounds and Final Event.

Final Event Rules

The Final will consist of a four-hour design challenge where two Teams will compete against each other (1 Team vs. 1 Team). Each Team must follow the rules:

- All Teams must abide by the NASEF Code of Conduct.
- All Teams must use Minecraft Education Edition to create their design build. NASEF will provide all registered team members with credentials to log into Minecraft Education Edition.
- Each team member and Adult Sponsor must be in Discord to listen to the officials for the entire match and stream.
- If an issue arises contact one of the NASEF referees via Discord.
- Please note that all Live Challenges and the Final Event will be live streamed.

More comprehensive information about the live stream will be sent to Teams closer to the Live Challenge Rounds and Final Event.

Timeouts During Live Challenges and Final Event

Teams may call for one timeout for a maximum of five minutes over the course of a single Round match. NASEF referees or NASEF assistants must confirm the end time of the pause verbally once a pause is initiated (by vocally calling for a time out in Discord AND typing TIMEOUT in the Minecraft World in game chat).

If a Team does not unpause before their allotted time is depleted, they immediately use their next timeout (for the next Round). Teams may talk to their Adult Sponsor during their timeout. A timeout does not have to be used during a Round match, but a team does not collect Timeouts over the course of multiple matches. After the match, the timeout is reset for the next Match.

If a timeout is initiated due to non-team related issues (such as connectivity or venue equipment issues), the pause timer will not be affected for either team.

Coaching During the Live Challenges and Final Event

Teams are permitted to have Adult Sponsors in Discord.

Substitutes During the Live Challenges and Final Event

Teams are permitted to substitute twice during each Round match. The Player substituting out must log out before the new Player joins.

Lateness Penalties

A Team will automatically forfeit their match if they are not ready to play within 30 minutes from their official Round or Final start time

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. Certain circumstances must be met before a restart may occur. NASEF officials must determine that the bug is critical and verifiable. For the bug to be considered critical, the bug must significantly damage a Player's ability to compete in the game situation. The determination of whether the bug has damaged a Player's ability to compete is up to the sole discretion of the NASEF officials. NASEF officials reserve the right at all times to force a game restart if the game environment reaches a level of instability that compromises the competitive integrity of the game.

Announcements

Large announcements, general information and ruleset can be found at the NASEF website. The website and emails will serve as an information hub for Teams.

Discord

For the Live Challenge Rounds and Final Event, all team members and Adult Sponsors will be required to log into and join our Discord Server. We will use Discord as our main primary communication platform during the live streams. All team members and Adult Sponsors must have a working Discord account prior to the live streamed events. NASEF will send each team member and Adult Sponsor an invitation for the Discord channel. To sign up for a free account, visit [Discord](#).

Discord Rules

All participants must adhere to the NASEF Code of Conduct (see page 4). Violations of the Code of Conduct will be addressed by the NASEF referees. Major infractions, such as bullying, harassment, or other toxic behaviors, will result in ejection from the game and/or tournament. Minor infractions will be addressed by the NASEF referee and could result in ejection from the game.

All Teams must join the NASEF Discord Channel. NASEF will send invitations to the finalist Teams when they are announced.

Email

Tournament updates, events, and general NASEF news will be emailed to Adult Sponsors throughout the competition.

Reservation of Rights

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