



Winter-Spring 2021 High School Scholastic Tournament - Madden NFL 21 Rules

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Introduction

The North America Scholastic Esports Federation™ (“NASEF”) is hosting its first annual tournament, The Fall 2020 High School Scholastic Tournament featuring Madden NFL 21 (“Tournament”, “competition”), between high schools and community-based organizations who have registered and qualified for the Fall 2020 Season. These Fall 2020 High School Scholastic Tournament featuring Madden NFL 21 (“Rules”) apply to each of the teams who have qualified to play in the Fall 2020 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, Clubs, Coaches, 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. 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 Administrators”. These Tournament Administrators (“TOs”) 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 tournament@nasef.org.

1. Acceptance of Official Rules

1.1 Acceptance. All participants who opt-in for this tournament accept 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).

Clubs who mislead or attempt to mislead NASEF Administrators by providing false eligibility information or a forged parental consent will be subject to disciplinary actions.

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

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

2.1.2 Community-Based Organizations. To register as a team as a Community-Based Organization, your NASEF Club Type must be a Community-Based Organization, not a High School. You can find your club type under “Club Information” on your NASEF Club Dashboard.



2.1.2.1 United States and the U.S. Territories. 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:

1. is representative of a community or significant segments of a community; and
2. provides educational or related services to individuals in the community.”

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 the 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.

2.2 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.



For schools that do not utilize a GPA system, players must be in good academic standing, as determined by NASEF.

2.2.3 Citizenship Standing. Players must maintain satisfactory citizenship during the previous grading period at a high school or have good standing at their community-based organization (ex. no N or U). This refers to a student's behavior record.

2.2.4 Player Accounts

2.2.4.1 Good Standing. Players must be in good standing with respect to any Electronic Arts accounts registered by said Player, with no undisclosed violations. Players / Teams must also be free of or served fully any penalties from previously breaking any official Electronic Arts rules.

2.2.4.2 One account per player. Players must use the same account for the duration of the NASEF season. Players may not change their Microsoft® Account or PlayStation™ Network ID username or account without permission during the competition.

2.2.4.3 Guest Accounts. Players may not compete using guest accounts. All participants must have a unique and valid Steam, Microsoft® Account, Nintendo Account, or PlayStation™ Network ID, and appropriate access levels to Steam, Xbox Live™, Nintendo™ Network, or the PlayStation™ Network as applicable.

2.2.4.4 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.

2.2.5 Loss of Eligibility. Teams are responsible for being aware of any player's loss of eligibility for any reason, and must take appropriate proactive action to change their roster and notify NASEF officials of any such loss of eligibility.

2.2.6 One School Per Player. Players are only allowed to compete for one school or community-based organization during the course of this tournament.

2.2.7 Electronic Arts Affiliation

Employees, officers, directors, agents, and representatives of Electronic Arts (including the legal, promotion, and advertising agencies of Electronic Arts) and their immediate family members (defined as spouse, mother, father, sisters, brothers, sons, daughters, uncles, aunts, nephews, nieces, grandparents and in-laws, regardless of where they live) and those living in their household (whether or not related), and each person or entity connected with the production or



administration of the Tournament, and each parent company, affiliate, subsidiary, agent and representative of Electronic Arts are not eligible.

2.3 Verification of Eligibility

2.3.1 Club Dashboard. The 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.

2.3.1.1 Clubs who attain "ACTIVE" status on the Club Dashboard are eligible for competitive play. Clubs who have a "PENDING ACTIVATION" or "PENDING RENEWAL" status on the Club Dashboard are ineligible for competitive play.

2.3.1.2 Students who attain "ACTIVE" status on the Club Members page located in the Club Dashboard are eligible for competitive play. Students who have a "PENDING" status on the Club Roster are ineligible for competitive play.

Compliance. Your Club, organization, and all of its members, partners and associates of any type or kind acknowledge and agree to comply with all local, state and federal laws, rules, and regulations governing any and all aspects of your activities.

2.4 Player and Team Name Restrictions

2.4.1 Player Names and Team Names may not contain: vulgarities or obscenities; the terms Madden NFL 21®, Electronic Arts (EA), or any other trademark, trade name, or logo owned by or licensed to Electronic Arts (EA); or derivatives of products or services that may create confusion. These restrictions will be applied solely at the discretion of NASEF officials.

A roster shall not contain duplicates of the same name, names that consist only of symbols, or names that are difficult to distinguish from one another.

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 Tags, 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.

2.4.8 Madden NFL 21 EULA. Each Player must follow the Madden NFL 21 End User License Agreement (“Madden NFL 21 EULA”) (<https://www.ea.com/legal/>). These Rules add to, and do not replace, the Madden NFL 21 EULA.

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 in-game item seller 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 Teams. A “Team” will consist of one (1) player which will be the “Active Roster” and a General Manager (who may not be one of the Players on a Team). The General Manager may be the manager of multiple teams in the event a school has more than one player. 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 Institution. 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 as many students compete as they desire to 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.

3.1.3.1 See Section 2.1.2 Community-Based Organization for definition.

3.1.4 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 Club Dashboard.

3.1.5 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 Club Dashboard.

3.1.6 Adult supervision required. General Managers must be over the age of 18 years old, and cannot be a student of the Club or a parent/guardian of a student of the Club. Clubs found to have student General Managers may be disqualified from all active NASEF competitions.

3.1.7 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.

3.1.8 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.



3.2 Roster Requirements

3.2.1 Players. Each Team will consist of one player.

3.2.2 Matching Player Names. In order to play any official tournament match, the roster of player names in-game must match the roster of player names submitted for that week of competition.

3.2.6 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.

3.2.7 Required Information. The following is a list of required information for Players. This will need to be provided for every roster submission and change.

- A. Full Name
- B. Game Handle:
 - PS4 Tournament: PlayStation™ Network ID (PSN ID)
 - Xbox One Tournament: Microsoft® Account
 - The Game Handle on LeagueSpot should match what is shown in the game lobby.
 - If a Player makes a change to his or her Player Name, the change must be declared to and approved by NASEF, then updated on the roster and submitted before the roster lock of that week.
- C. Player School or Community-Based Organization Name
- D. Player Email
- E. Player Discord Username - Example: Student#1234 (This is case sensitive and may contain special characters)
 - At a minimum, each Team must have a team representative in the form of their General Manager, esports coach, or adult-equivalent join the [NASEF Compete Discord server](#).
 - Students ages 13+ are able to join the [NASEF Compete Discord server](#), given their team representative listed above has joined the server.
 - Parents and adult-guardians of students may join the the [NASEF Compete Discord server](#), both on behalf of and in addition to their participating student
- F. Other. For reasons including, but not limited to: press, broadcast, and live events, NASEF may request information other than what is outlined above, including but not limited to: Player Photos, game statistics, and more.

3.3 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.



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. Structure and Schedule

5.1 Structure

Teams will be divided into several regional brackets based on local Time Zone. NASEF Affiliates will have the option to have their teams in Affiliate brackets. Each bracket will have its own Regular Season.

The top team from each region will advance to a Single Elimination playoff bracket, competing against other winners over a two week period with the top teams competing in a weekend final event (April 23-25).

5.2 Tournament Stages and Format

5.2.1 Regular Season. Teams will compete in a 6-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.

5.2.1.1 Seeding. Teams will be seeded randomly into their first matches. Subsequent matches will be against teams with exact if not similar records. This will continue until the end of the Swiss System bracket.

5.2.1.2 Affiliate Brackets. NASEF Affiliates that choose to are provided a separate regular season bracket with the same rules and schedule. The winner of each NASEF Affiliate bracket will advance to a playoffs bracket. For more information about the NASEF Affiliate program, visit <https://www.esportsfed.org/about/affiliates/>.

Final brackets will be published March 1, 2021 after the close of registration.



5.2.2 Tournament Playoffs.

The top 16 teams from each Swiss bracket will advance to a 16-team, four-round single elimination bracket where all rounds are best of five.

5.2.3 Finals Event

Information regarding teams participating in the tournament finals will be shared on March 1 to all clubs and posted publicly.

5.3 Schedule

To view the most up-to-date schedule, visit the main NASEF webpage for this tournament.

5.3.1 Default Match Time (Local time)

Regular Season - Wednesday, 3:30 PM

Playoffs - TBD, 3:30 PM

Championship - TBA

5.3.2 Regular Season

Week 1 - March 1 - 6, 2021

Week 2 - March 8 - 13, 2021

Week 3 - March 15 - 20, 2021

Week 4 - March 22 - 27, 2021

Week 5 - March 29 - April 3, 2021

Week 6 - April 5 - 10, 2021

5.3.1 Default Match Time

Regular Season - Wednesday, 3:30 PM

5.3.3 Tiebreakers

Tiebreaker system will be shared with all competing clubs and posted prior to the first regular season match.

5.3.4 Tournament Playoffs.

April 12 - April 22, 2021

5.3.5 Final Event.

April 23 - 25, 2021

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 MATCH SETTINGS

6.1.1 GAME SETTINGS

Game Mode: Head to Head

Fatigue: On

Injuries: Off

Even Teams: Off

Quarter Length: 5 minutes

Skill Level: All Madden

Accelerated Clock: Off

Weather: Clear

Play Clock: 40 seconds (default)

Game Speed: Normal

Game Style: Competitive

Event Type: Quick Preseason

Auto Sprint: Default On

Auto Strafe: Default On

Heat Seeker: Default On

Ball Hawk: Default On

Switch Assist: Default Off

Auto Play Flip: Off

Camera Settings: Standard

Only current NFL teams will be allowed (no Madden Elites or Madden Legends)

6.1.2 FIELDS

During the Regular Season, matches can be played on any field as long as the proper match settings are in place.

6.1.3 CONTROLLERS

All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g., turbo buttons) are not permitted. Note that wireless controllers are not permitted in the National Championship.

6.2 MATCH PROCEDURES

6.2.1 HOSTING

The higher-seeded team will create the lobby. Games are to be played in the online lobby. It is up to the home player to host the lobby and invite the opponent. The home player will be the player who is listed first on the website (left hand side on desktop, on top on mobile devices).

6.2.2 GAME START



Players join once the lobby settings are set up properly.

6.2.2 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-five) match. NASEF officials will inform Players of the remaining amount of time before the next game begins. Teams are subject to lateness penalties per Section 5.7 if they are not ready to begin after the break time ends.

6.2.3 RE-HOSTS

Between Games in a Match, Teams may request that the Match be re-hosted on the same server region due to connection issues. Teams may mutually agree to cancel the current Game of the Match and re-host the Match with approval from Tournament Administrators. Tournament Administrators reserve the right to suspend and invalidate the current Game of the Match for a re-host at any time.

6.2.3 SUBSTITUTIONS

No substitutions for this competition.

6.2.4 REPORTING SCORES

After a Match is completed, the Winning Team must submit the Match result using the tournament platform. The losing Team must also confirm the Match result. Taking a screenshot of the results screen or replay of the Match is strongly recommended in case of disputed results. If a Team disputes a Match claiming a win and submits proof of their claim, the other Team must submit proof of their claim to avoid an automatic forfeit of the Match. Any Teams or Players found to be submitting false or doctored results will be permanently banned from the Tournament and future tournaments.

6.2.5 BUGS AND GLITCHES

In the event of a bug or glitch that affects gameplay, the full Match should be played out. If a Team calls for a rematch due to the bug or glitch, they must save the replay and submit it to the Tournament Administrator for review.

6.3 MATCH OBLIGATIONS

6.3.1 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 if a reschedule occurs). Readiness includes, but is not limited to, having joined the game lobby and completed client patching, configuration of in-game settings, and other software.

6.3.1.1 Schedule Adjustments by Officials

NASEF officials reserve 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 viewer experiences.



6.3.2 COMMUNICATIONS

Teams will communicate with their opponents and Tournament Administrators in the NASEF Compete Discord server during all online stages of the Tournament. Please see ##### for Discord requirements for competing Teams.

6.3.2.1 Match Reschedules

Teams may only reschedule matches with their opponent's permission in writing. Teams may agree to reschedule their matches to a different time, such that the match begins before the round ends.

It is the responsibility of the team seeking to reschedule to reach out to their opponent's General Manager, Team Manager/Captain to find a new time to play the match. If teams agree on a reschedule, the agreed-upon time is considered the official match time for the purpose of lateness or forfeits. If teams cannot agree on a different time, the match must be played at the default match 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 week of tournament play. NASEF officials reserve the right to uphold or reject reschedule requests at their sole discretion.

To avoid misuse of the reschedule process, any reschedule requests that are accepted within 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.

6.3.3 PUNCTUALITY

A team will automatically forfeit their match if they are not ready to play within 20 minutes from their official or agreed-upon match time (i.e. if Official Match Time is at 3:30, teams have until 3:50 pm 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.

6.3.4 FORFEITS

Teams that decide to forfeit their match must notify their opponents and Tournament Administrators ASAP.

6.4 MATCH DISRUPTIONS

6.4.1 Leaving and Rejoining Teams

Players are not allowed to leave their team and then rejoin to put them on the other side of the arena. This will be considered cheating, with automatic disqualification and loss.

6.4.2 DISCONNECTS

If a disconnect occurs, the shorthanded Team will continue to play out the single Game within the Match series. The disconnected Player may rejoin during the Game that the disconnect occurred in or in between Games of a Match series but may not join in the middle of subsequent Games in the series.



After a disconnect, if the Player cannot rejoin during the same Game, the Player will have five minutes to rejoin before the next Game of the Match series begins. If the disconnected Player is unable to join the Game prior to the next Game in the series, the Player's Team may substitute another Player from their roster if this is the first disconnect for the Team during the series.

6.4.3 STOPPAGE OF PLAY

Tournament Administrators may pause a Game or Match at any time and for any reason. In the event of a stoppage of play, Players must remain at their devices and may not communicate with other Players until the Game or Match is resumed.

6.4.4 RESTARTS

Tournament Administrators may order a Game or Match restart due to exceptional circumstances, such as if a bug significantly affects a Player's ability to play or the Game or Match is disrupted by a Force Majeure or other event.

6.4.5 LOG SUBMISSION

If a Player or Team makes a complaint that results in a Game or Match restart, they shall provide Tournament Administrators with log files from the Game or Match. These log files will be subject to investigation, and Tournament Administrators will issue penalties if they determine that the restart was requested in error.

6.5 Spectators, Streaming, and Recording Matches

6.5.1 Players will be allowed to stream their matches during the Tournament from their player perspective. Players must stream with at least 3-minute delay.

6.5.2 Spectators are not allowed for this tournament.