RULEBOOK

NECL
SINCE 2019

RULEBOOK

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ARTICLE 1 GENERAL LEAGUE RULES

1.1 Player Rules

Players competing in the NECL MUST follow these rules. Breaking any of these rules will result in action from the league director. Any dispute can be taken up with the league director.

1.1.1 In Game Names

Players IGN is not allowed to to be anything sexual or racial. Players IGN is not allowed to have profanity of any kind. Players must report their name prior to the season start. Players are permitted ONE name change per season, which must be submitted through the player name change form. If a player changes their name without submitting the form, or changes their name more than once, their stats will no longer be kept throughout the season. If a player competes with another name that is not one listed, their stats will not count toward that match in weekly and season statistics collection. At our discretion, players can be removed from matches for an inappropriate IGN.

1.1.2 Player Rank

Each Player's Full Rank must be disclosed to start the season. Players' Full Rank is determined by the in-game ranking system in their specific game. This is to ensure that the substitute process and division, if applicable, are equal and fair.

Fortnite is by league:
- Fortnite: Open, Contender, Champion.
Valorant and Rocket League are by Rank along with 1, 2, or 3:
- Rocket League: Unranked, Bronze, Silver, Gold, Platinum, Diamond, Champion, Grand Champion, Super Sonic Legend.
- Valorant: Unranked, Iron, Bronze, Silver, Gold, Platinum, Diamond, Immortal, Radiant.

1.1.3 Player Misconduct

If at any time a player uses sexual, racial, or discriminatory terms or phrases toward another player they will recieve a minimum one week suspension as well as sitting out the rest of the series in which it took place. Any additional punishment will be handled by his/her club/organization. If a repeat offense occurs, a full season suspension can be levied against said player.

Toxic players will be handled with the 3 Strikes rule. 1 Strike would result in a verbal warning. 2 Strikes would result in a written warning. 3 Strikes would result in a disqualification from the series in which the player is competing, as well as meeting with parents to discuss what can be done (could also result in suspension). All

Player Strikes must be recorded in the Player Misconduct Log Channel in the NECL Discord.

Toxic Definition: Causing unpleasant feelings in a harmful or malicious manner. This will be judged at league officials discretion.

1.1.4 Rage Quit/Voluntarily Disconnecting
Rage quitting of any kind is not allowed. If at any time a player voluntarily disconnects from the middle a match they will be forced to sit out the remainder of the series. If voluntary disconnection occurs on repeated offenses, the player will be suspended from play for one week.

1.2 Coach Rules
Coaches in the NECL MUST follow these rules. Breaking any of these rules will result in action from the league director. Any dispute can be taken up with the league director.

1.2.1 Basic Coaching Rules
Coaches are to set an example for their kids to follow. This means being professional at all times with all parties. Coaches are to treat each player and coach with respect, while doing their job of teaching kids the fundamentals of esports.

1.2.2 Coaches Names
Coaches are permitted to use their own alias/IGN, or go by their first name (ex. Coach chuegi or Coach Charlie). Coaches names are not permitted to be anything inappropriate, and must follow the same rules as players (No profanity, racial, or sexual terminology). Coaches that are in the NECL discord must also update their server name to include their IGN, as well as their affiliated center or organization in brackets in front of their name (ex. [Uptime] Coach Charlie/chuegi). This is to allow for easy communication between coaches and organizations with no confusion on who belongs to what organization or teams.

1.2.3 Coaching Misconduct
If at any time a coach uses sexual, racial, or discriminatory terms or phrases toward another player or coach they will recieve a minimum one week suspension. Any additional punishment will be handled by his/her club/organization. If repeated offenses occur, permanent action will be taken.

1.2.4 Support Tickets
If any issues come up throughout the week, coaches or other staff will be allowed to submit a support ticket to NECL Staff via the NECL discord. Reacting to the Ticket Tool in the support channel will allow you to fill out a support ticket. These tickets will be viewed and resolved on an ongoing basis within a 24-48 hour window. If the matter is urgent you may reach out to NECL Staff in combination with a ticket so it may be resolved quicker.

1.3 Team Rules

1.3.1 Team Name

Team names must be a maximum of 15 characters (including spaces). Team names must also be submitted the Sunday after the pre-season matches. Team names will be submitted through a google form that will be provided through the NECL Discord.

1.3.2 Roster Submissions

Roster submissions must be put in the Roster Channel in the NECL discord.

1.4 Scheduling and Matches

1.4.1 Basic Rules

All scheduling and matches will be done by the NECL staff to ensure fairness and that every team plays the same amount of matches. Matches are to be played the day they are assigned unless the following occurs:

- Power Outage
- Dangerous Weather
- Server Error
- Covid-19

Matches are not allowed to be remade and will result in a forfeit for the following:

- Rostered players did not show up
- No available substitutes
- Late players causing match delays

1.4.2 Rescheduling

If the criteria for a rescheduled match is met, the team that was unable to play must reach out to coordinate the make-up date. This must be done within 72 hours of the original scheduled match time. If a match needs to be rescheduled prior to the match date, it must be brought up to the league administration 72 hours in advance to the match time. Failure to do either of these will result in a forfeit of the match.

Make-up matches must be played within 2 weeks of the original match date. If a make-up match can't be played it will result in a draw for both teams.

1.4.3 Player Substitutions

If a player for a match is not available to play in his/her match, a player substitute (sub) from his/her organization can play as a sub. This sub MUST be part of the same organization and must be within 2 ranks of the player being subbed for. This is to ensure that teams are not receiving extra help or an unfair advantage in a match. If there is a dispute about a substitution it can be brought to the league director.

If a team has a set sub based on their roster size, that player can be substituted only in between games. No substitutions are allowed to take place during any

ongoing game or match.

1.4.4 Reporting Substitutes

Substitutes MUST be reported prior to the match starts. Reporting the player must include the players IGN, Rank and Team, as well as the IGN, Rank and Team of the player they are replacing. All substitutions must be reported in the Substitutions Channel in the NECL Discord.

Fortnite substitutions will be reported by the following:

- Player highlighted yellow in the spreadsheet for both players. Must be done for both teams to give both players points.

Valorant and Rocket League

- Players IGN and Rank posted and labeled in the correct week category and correct match channel in the NECL discord.
- Absent players IGN and Rank posted and labeled in the correct week category and correct match channel in the NECL discord.

1.4.5 Match Disputes

A dispute over any match can be brought to the league director. Proof regarding your claim must also be submitted to the league director. The decision reached by the league director is final and can not be appealed.

Proof can be submitted in the following forms:

- Video
- Screenshot
- Audio Recordings

1.5 Playoff Rules

1.5.1 Playoff Match Conduct

Matches are to be played the same way as regular season matches with a few exceptions. In Semi-Finals and Finals matches players are required to be in the NECL Discord Teams Chat with a league representative. Both teams coaches will be in the NECL Discord Coaches Chat with a league representative as well. This will allow us to monitor competitive integrity.

1.5.2 Playoff Substitutes

Substitutions are not allowed. This is to ensure competitive integrity. The only exception is if there is an emergency that causes the player to be unavailable to play the match.

1.5.3 Playoff Content

As part of Playoff Content, coaches and player comms will be recorded. This will allow the creation of unique content that can be used to promote the NECL and its players. Organizations are encouraged to have reaction videos of the teams playing their matches during the playoffs as well.

ARTICLE 2 GAME SPECIFIC RULES

2.1   Fortnite

2.1.1   League Format
- Custom Arena Matches (Team size will be determined each season)
- 3 Custom Matches Per Week
- 2 Divisions to split the player base based on skill gap (If enough players)
- 1 Week of Preseason
- 6 Weeks of League Matches
- 2 Tournament weeks
- NA-East Servers

2.1.2   Reporting Scores
Each match day coaches are responsible for reporting the scores of their own players and teams. This will be done by inputting the placement of each team, and each player's eliminations in a google sheet. The google sheet will automatically calculate scores for each match day and match for the standings.

2.1.3   Scoring Format
The scoring format for the Fortnite matches will change based on the amount of players for each team. Points are awarded for surviving as the match goes on.
For example using the duos scoring, a team that came in 8th place would receive 5 placement points (Top 25, Top 20, Top 15, Top 12, Top 9 all reward 1 point each totaling 5 points). The scoring format for each team size will be listed below:

2.1.3.1   Solos (Individual Players)
Victory Royale - 29 PTS
2nd - 24 PTS
3rd - 21 PTS
4th - 19 PTS
5th - 17 PTS
6th - 15 PTS
7th - 14 PTS
8th - 13 PTS
9th - 12 PTS
10th - 11 PTS
11th - 10 PTS
12th - 9 PTS
13th - 8 PTS
14th - 7 PTS

15th - 6 PTS
16th - 5 PTS
17th - 4 PTS
18th - 3 PTS
19th - 2 PTS
20th - 1 PT
Each Elimination - 1 PT (Max 12 Elimination Points per Match)

2.1.3.2 Duos (Teams of two)

Victory Royal - 7 PTS
2nd - 5 PTS
3rd - 3 PTS
4th - 2 PTS
5th - 2 PTS
6th - 1 PT
9th - 1 PT
12th - 1 PT
15th - 1 PT
20th - 1 PT
25th - 1 PT
Each Elimination - 1 PT (Max 12 Elimination Points per Match)

2.1.3.3 Trios

Victory Royale - 29 PTS
2nd - 24 PTS
3rd - 21 PTS
4th - 19 PTS
5th - 17 PTS
6th - 15 PTS
7th - 14 PTS
8th - 13 PTS
9th - 12 PTS
10th - 11 PTS
11th - 10 PTS
12th - 9 PTS
13th - 8 PTS
14th - 7 PTS
15th - 6 PTS
16th - 5 PTS

17th - 4 PTS
18th - 3 PTS
19th - 2 PTS
20th - 1 PT
Each Elimination - 1 PT (Max 12 Elimination Points per Match)

2.1.3.4 Squads

Victory Royale - 29 PTS
2nd - 24 PTS
3rd - 21 PTS
4th - 19 PTS
5th - 17 PTS
6th - 15 PTS
7th - 14 PTS
8th - 13 PTS
9th - 12 PTS
10th - 11 PTS
11th - 10 PTS
12th - 9 PTS
13th - 8 PTS
14th - 7 PTS
15th - 6 PTS
16th - 5 PTS
17th - 4 PTS
18th - 3 PTS
19th - 2 PTS
20th - 1 PT
Each Elimination - 1 PT (Max 12 Elimination Points per Match)

2.1.3.5 National Championship Bonus Points

Points will be awarded to the top 5 teams at the end of the regular season, which will provide an advantage in the National Championship. The points awarded are listed below.

National Championship Bonus:
1st - 5 PTS
2nd - 4 PTS
3rd - 3 PTS
4th - 2 PTS
5th - 1 PT

2.1.4 Teaming

Teaming of any kind is strictly prohibited. Playing together not with your assigned teams in the server for whatever reason will result in immediate disqualification from the match, as well as one verbal and written warning. If there is a second occurrence, the team will be disqualified from the series as well as receive a one week suspension.

2.1.5 Toxic Behavior

2.1.5.1 Dancing, Sprays, Shooting Bodies

Dancing is allowed with the exception of two dances - the "laughing" emote and the "Take the L" emote. If one is used during the game it will result in a warning. The second time it is used the player in question will be taken out of the series. If a team is caught using it on three separate occasions they will be disqualified from the match.

2.1.5.2 Pickaxing Enemies

Pickaxing enemy players is situational. 50/50 Early Game pickaxing and last resort when ammo is diminished is perfectly acceptable. However, Pickaxing to finish an enemy when ample amounts of ammo are available or to be toxic is strictly prohibited. Punishment would follow the 3 Strike Rule (see general player misconduct).

2.1.5.3 Words In Builds

Building words or letters (an L for example) is prohibited in all matches. Punishment would follow the 3 Strike Rule (see general player misconduct).

2.1.6 Finals

- The top 50% of teams from each group (If applicable) will move onto the finals.
- The top 50% will be determined by the accumulated points from the 18 league matches.
- The bottom 50% of teams from each group will move on to a consolation finals.

2.2 Valorant

2.2.1 League Format

- 5v5 custom matches (Tournament Mode)
- 2 best of 1 (BO1) matches against the same teams
- 1 week preseason
- 7 weeks of league matches (14 matches total)
- Win: Team earns 4 points by winning both BO1 matches in the series.
- Draw: Team earns 2 points by winning one BO1 match in the series while the opposing team wins the other BO1 match.
- Loss: Team earns 0 points by losing both BO1 matches in the series.

2.2.2 Match Setup
- Allow Cheats: Off
- Tournament Mode: On
- Play Out All Rounds: Off
- Overtime: Win by Two: On
- Hide Match History: Off
- Server Selection: Teams playing can decide what server to play, however ping must be overall equal across all teams. Disputes can be finalized through the league director or administrator.

2.2.3 Match Conduct
- Each team receives two timeouts per map. If overtime occurs, each team receives one additional timeout.
- If a technical pause is needed, let the match administrator know that a tech pause is needed and the reason for the tech pause. If granted, the lobby host must pause the match timer until resolved.
- Halftime will have a 90 Second Intermission for coaches to talk to their teams.

2.2.4 Map Picks and Bans
- For 2 BO1 Series, map select goes as follows: T1 (Team 1) Ban, T2 (Team 2) Ban, T2 Pick, T1 Pick
- For BO3 Series map select goes as follows: T1 (Team 1) Ban, T2 (Team 2) Ban, T1 Pick, T2 Pick, T1 Ban, T2 Ban, T1 Pick)
- Team's Map pick starts on Offense.

2.2.5 Coaches
- Once a playoff match starts coaches are NOT allowed to talk to players unless a timeout is called.
- If the coach is in the server he/she must be in the coaches section. The only observers can be league representatives streaming or monitoring the match.

2.2.6 Toxic Behavior
No toxic behavior will be tolerated by any party during the match. Nothing is to be communicated through the "All" game chat unless it is about timeouts, disputes, etc. Will result in a forfeit of the match, and suspension depending on severity.

2.2.7 Reporting Scores
Each match day coaches are responsible for reporting the scores of their own players and teams. This will be done by taking a screenshot of the match report scoreboard when the match ends and submitting it to the NECL Discord in the correct week category and match channel. Players names, ACS (Average Combat Score), Kills, Deaths, and Assists must be shown for every player.

2.2.8 Agents and Maps

Current banned agents and maps from professional play rules will apply to the NECL. The same rules apply to new maps and agents. No exceptions allowed. If a team plays with an illegal agent and will not remake the match it will result in a forfeit.

2.2.9 Finals

- The top 4 Teams will make the semi-finals.
- The top 4 teams will be determined by points accumulated through league matches.
- Semi-Finals & Finals Will Be BO3 Series.

2.3 Rocket League

2.3.1 League Format

- 3v3 Custom Matches
- Matches are best of 3 (BO3)
- 3 BO3s Matches Each Week
- 1 week preseason
- 6 weeks league matches
- 18 total matches per team
- 2 tournaments

2.3.2 Match Setup

- Default Arena: Random (Standard)
- Team Size: 3v3
- Bot Difficulty: No Bots
- Mutators: None
- Match Time: 5 Minutes
- Series Length: Dependent on Series
- Joinable: Name/Password
- Team Names: Names of Each Team
- Team colors: Default (Team Focused Optional)

2.3.3 Disconnection or Technical Issues

If a player disconnects intentionally, the match will continue to be played as is with no remake or rematch occurring.

If a player gets disconnected due to server lag, game crash, or internet outage that team must report to their coach so that the correct decision can be made. Teams will continue playing the match until it is finished and the decision will be made when the match is over.

For technical disconnects, matches are allowed to be remade under two

circumstances:

       - The Match Timer has at least 3 minutes remaining

       - No goals have been scored

If one of these has occurred the match will count and will be played out as is.

2.3.4 Timeouts

Teams are allowed to call 1 timeout each in a series. These timeouts can be called in between games and last 2 minutes.

2.3.5 Toxic Behavior

Players are allowed to use any quick chats during matches. However, spamming quick chat to be toxic is strictly prohibited and will be following the 3 Strike Rule (see general player misconduct).

Typing in the chat is strictly prohibited except to communicate about the match, being a lobby remake, a dispute, etc. Toxic comments in this chat would follow the 3 Strike Rule (see general player misconduct) unless the comments are sexual, racial, or discriminatory as these will result in a minimum 1 week suspension.

2.3.6 Reporting Scores

Each match day coaches are responsible for reporting the scores of their own players and teams. This will be done by taking a screenshot of the match scoreboard when each game in the series is completed. This must be done before readying up to start the next game. Screenshots then must be submitted to the NECL Discord in the correct week category and match channel.

2.3.7 Finals

- Seeded bracket based on league matches
- Semi-finals are BO5
- Finals are BO7