

NadezNation Gaming League Official Rulebook



1. General Disclaimers

1.1 Disputes Process

In order to launch a dispute, enter the appropriate channel in the discord and tag the admin team with any evidence and the reason or reasons for opening a protest. The admins will then proceed to make their judgment. Disputes in game must be handled immediately. Disputes post game must be posted within 24 hours of the game ending on grounds not relating to the game. All protests involving a singular round must be done at the time of that round or will not be recognized. Appeals will be handled, if necessary, by the head admins and ownership group. From the time of the final judgment being made, teams have 15 minutes to resume their game.

1.2 Admin Process

When the admins are reviewing evidence on pending disciplinary matters, they will not be providing details to the teams beyond what they need to know in order to allow them to review the evidence without interference from other parties. Once the review is concluded and a verdict has been reached then all evidence and explanations will be released. Harassment of the administration team during an investigation or harassment between the teams involved with the

protest will result in actions taken. Those actions will be taken from anywhere to forfeiting matches, point deductions, bans, and suspensions from the league.

1.3 Extreme Circumstances

Not all scenarios can be covered in this rule book, and no two situations are exactly the same. In the case of any situation not covered in the rulebook, the Admin team and ownership will make the decision they deem appropriate in the best interest of the league and general fairness. Any conduct detrimental to the league will be handled at the sole discretion of the admins and ownership as need be.

1.4 Exception Clause

NadezNation Gaming is an organization built upon competitive gamesmanship. If a situation arises that would result in a match forfeit, a team can allow exceptions in order to continue the game. This is NOT MANDATORY left solely to the discretion of the captains.

1.5 Entry Fees

In all NadezNation functions requiring a paid entry, the designated fee must be paid both on time and in full to the Oathsworn Gaming PayPal account. If you are not able to provide the entry fee for an event in its entirety by the deadline provided you will be barred from competing in said event. In the case of which a team is no longer participating in an event by means of withdrawal or banishment their entry fee is NON-REFUNDABLE. Once league play begins under no circumstance will an entry fee be refunded.

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2.0 Technical Issues

2.1 Player Responsibilities

Players are responsible for their own equipment and connection. Matches will not be rescheduled due to technical issues. If hardware or software issues result in a team being unable to play the game with a full roster in compliance with the league rulebook it will result in a forfeit.

2.2 Connection

All Matches will be played on CUS servers to allow for all players regardless of coast to have the best possible ping. Every player must ensure they are doing all they can to have the best possible ping under available circumstances and not artificially increase their ping.

2.3 Ping Requirements

The maximum allowed ping is 130ms. This ping must be continuously over 130ms for that player in order to constitute a high ping. The first step is to re-host the game. If this fails to resolve the issue, a protest can be opened. The protest must be issued proceeding the conclusion of the game and contain three screenshots over two separate rounds during the ACTION PHASE in which the ping was above the allowed threshold. In the situation in which a high ping protest is verified the match will end and the team with the player in violation will forfeit the match.

3.0 Input Devices

3.1 Controllers

All officially licensed controllers will be allowed to be used in league play. The only exception is the Hori Tac Pro. Unlicensed controller and modifications to them are expressly prohibited, including but not limited to macros, auto-firers, and turbos. Unlicensed paddles are authorized but at any time the admin team can request a handcam to confirm that the device is being used legally and in a fair manner(tournament mode).

3.2 Mouse and Keyboard

To open a protest for MnK, collect evidence and send it directly to a league admin, we will then investigate and make a ruling based upon evidence given to us and what we investigate.

Usage of any console keyboard adaptor is not allowed as well as any other methods of utilizing a mouse and keyboard to play.

3.3 Hand Cameras

In any situation in which the admins feel there is probable cause they can mandate a player to use a hand camera for as long as they see fit, to ensure the fairness of the league. Players can provide video evidence to request one. During league playoffs ALL PLAYERS will be subject to handcam review at all times. If a team/player refuses to cooperate with this precautionary measure they will not be allowed to compete, then the team has the option of being kicked or has

the option to kick said player, if they kick the player they will get a forfeit for the match played and any future mnk transgression will see a whole team ban. This is done to all players for the sake of league integrity.

3.4 Punishment

If the admin team find sufficient evidence to constitute a ban (with or without usage of a hand camera first) they have the right to do so. It will result in the banning of the individual caught using MnK. That team can then have the option to continue playing without said player who will be banned. If they're caught with another player using MnK they will all be completely banned.

4.0 Team Rules

4.1 Rosters

Each roster is composed of 5 starters and allowed up to 5 substitutes. If you cannot compete with a roster composed of your 10 roster members your team will be forced to forfeit the match. Each member of your roster must be in the NBN discord page and assigned the proper team roles. Players not on the discord with the proper roles will be treated as a non-roster player and usage of such a player will lead to immediate forfeiture of the match.

4.2 Roster Changes

Roster changes can only happen during the transfer windows, all rosters will be locked at the start of the seasons and remain locked, except during a transfer window. Transfer windows last for two days, they will be listed in the schedule of when a window opens.

-unlimited drops during window

-limit to 2 pickups during window

-limit to 2 trades during window

4.3 Account Hopping

Account hopping is expressly prohibited. If you are caught account hopping your team will be subject to a suspension no shorter in length than one season. Admins can request a voice check at any point.

4.4 Substitutions

Substitutions within a best of one are not allowed. The roster assembled in the menu is the one that must be played throughout the game. In best of 3 matches, substitutions ARE allowed between maps upon notification of the Admins and your opponent.

4.5 Smurf Accounts

In game players may only use the account they have submitted on the roster sheet. Use of any other account would constitute using an illegal player even if it is the same owner.

4.6 Discrimination and Disrespect

Discrimination of any sort will not be tolerated and will result in an immediate ban of players, if said players' team chooses to protest it will result in a whole team ban and is obviously strongly discouraged. Disrespect to players of your team, opposing teams or admin will result in a one time warning following a conversation with the player. Continuation of disrespect after that will be handled by administrative discretion.

Please remember that at the end of the day we are all people with lives outside of gaming. Gaming is supposed to be fun and enjoyable at the end of the day.

5.0 Game Interruptions

5.1 Rehosts

Rehosts can be allowed for a variety of reasons, but only requested once per game (unless allowed under rule [1.4](#)). The process for a rehost is by messaging the opposing captain OR in the case of a casted match the spectator stating the reason for a rehost and requesting it. DO NOT

leave the game until the rehost has been verified and approved. If the rehost is requested before the round is live (see rule 5.2) then the round will be restarted. If not, wait until the end of the FOLLOWING selection phase to rehost the lobby to allow the player to be able to rejoin the game. No rehost should take longer than 10 minutes. If it takes longer than the allotted ten minutes and no valid reasoning has been provided, then it will be considered intentional delaying and will result in a forfeit.

5.2 Live Rounds

A round goes officially live when the action phase clock hits 2:30 OR the moment a player takes damage amounting to over 15 HP. After this, the round can be rehosted and that round restarted.

5.3 Disconnections

In the case that a player disconnects, a rehost is allowed in a manner coinciding with the process and guidelines outlined in rule 5.1. In the case of repeated disconnects the game must continue without rehosts (unless allowed under rule 1.4).

5.4 Debilitating bugs

In the case of a glitch that limits your ability to play the game i.e. sound bugs, a rehost can be requested once per game in accordance with the rehost procedure in rule 5.1. Any more serious bug that makes it IMPOSSIBLE to play the game can be the cause for a rehost. That rehost will not be counted against you IF and ONLY IF you can provide evidence through a screenshot that such an incident did indeed occur and submit it to an admin. In the case of any new or unknown bugs announcements will be made regarding those on a case by case basis as the state of the game is always fluid and continuous regulation of all bugs is unreasonable.

5.5 Game Pauses

If for any reason a team needs to pause the game, they can request a rehost and state the reason. This will count as their one rehost per game. The timeout cannot cause a delay any longer than 10 minutes in length.

6.0 Match Procedure

6.1 Match Scheduling

The entirety of season ones schedule will be announced to the league at the start of the season with dates, times and what teams are playing. Any conflict with the schedule needs to be brought to staff so that we may move games around or times but failure to request this in a timely manner will result in you having to play the match or forfeiting.

6.2 Map Bans

Map bans are done until the requisite maps are remaining. The team that doesn't pick sides will be able to request OT sides. All map bans are done 15 minutes prior to the scheduled map.

6.3 No-Shows

When a team schedules a time, they are held to it. If within 15 minutes of the chosen time they are not able to play, then their opponent can open a protest resulting in a forfeit for the absent team. If circumstances arise in which something happens and you must reschedule ask the other team first. If you absolutely cannot play, notify them at least 24 hours before the scheduled time and your game can be moved and you will not be forced to forfeit.

6.4 Tampering

If a team is found to have intentionally reported an incorrect score or tampered with the scoreboard then their team will be banned from the league.

7.0 Illegal Actions

7.1 Glitches

Any glitch that creates an unfair and unintended benefit to a player is banned. Glitches are constantly changing and not all can be listed in this rulebook. Admins will get the final decision on if something is a glitch or not, and likely make announcements announcing the glitch is illegal. For unannounced glitches a protest can be opened. Upon the first glitching offense the penalty is a restart of that round in which the glitch was used. Upon second offense it is the forfeiture of that game. Upon repeated offenses across the length of the season players can be subject to banishment. Examples of glitches known and illegal include but are not limited to: invisible/indestructible Valkyrie Cameras, boosting into walls or other items, deployable shield glitches. Reported glitches must include a screenshot/clip in order to verify the glitch took place.

7.2 Spawn Peeking

NadezNation recognizes spawn killing and spawn rushing as two separate things. Spawn rushing is killing an opponent as they exit the spawn zone or running outside to get angles into spawn barring certain runouts. Spawn killing is any spawn peek in which you are able to see the attackers spawn into the map. Reporting a spawn kill is the same process for reporting a glitch as listed in rule [7.1](#).

8.0 League Scoring Guidelines

8.1 Scoring

Points are awarded after the game and entered onto the league Tournament page at the end of every play week. 3 points are awarded for a win and no points are awarded for a loss. THERE ARE NO DRAWS! 2 Points for an overtime win and 1 point for an overtime loss.

8.2 Forfeits

If any team is forfeiting either for procedural or disciplinary reasons, they will be entered into the scoreboard as a forfeit and will lose 1 point in the standings. There will be no counting of round differential on forfeited matches.

8.3 Disbanding Teams

Teams that disband or withdraw from the league WILL NOT have any prior wins annulled. They will instead receive the credit for past games and all future games will be forfeited. They will lose 1 point for every game and no credit for round differential will be given.

8.4 Banned Teams

Teams that are banned from the league WILL have any prior wins annulled. They will not receive the credit for past games and all future games will be forfeited. They will lose 1 point for every game and no credit for round differential will be given.

8.5 Playoffs

At the end of the season the top 2 teams from each of the two divisions will make the playoffs, with the top seed from each division playing the bottom seed from the other division in their conference (Divisions 1 and 2 are one conference, 3 and 4 the other). Playoffs are single elimination best of 3 matches. The second round will be the last remaining teams from each conference playing for an appearance in the finals, which will be a best of 5 series.

9.0 Broadcasting

9.1 Streamed Games Procedure

For all streamed games be sure to accept the friend request from Shoutcaster. From there you will be invited to a group chat. Streamed games utilize a live map banning feature through Mapban.EU. If map bans were already done beforehand the teams can either elect to keep the same bans or re-ban.

9.2 Personal Streaming

9.3 Stream Sniping

Stream sniping an opponent's stream will result in the forfeiture of that game, and a repeat offense will result in a ban. However proof of stream sniping needs to be irrefutable for action to be taken. Once again, STREAM AT YOUR OWN RISK.

9.4 Third-Party Spectators

If you want, you can utilize a third-party spectator/caster if you would like for your non-streamed games. This is only permitted if BOTH teams allow it, and the link to the stream is provided. Finding a last-minute caster is not reason for a game to be delayed. Remember you only have 15 minutes after your scheduled time to start a game.

10.0 Game Settings

10.1 General Settings

Time of Day: Day

HUD Settings: Pro League

Game Mode: Bomb

10.2 Match Settings

Number of Bans: 4

Ban Timer: 20

Number of Rounds: 12

Attacker/Defender Role swap: 6

Overtime Rounds: 3

Overtime Score Difference: 2

Overtime Role Change: 1

Objective Rotation Parameter: 2

Objective Type Rotation: Rounds Played

Attacker Unique Spawn: On

Pick Phase Timer: 30

6th Pick Phase: On

6th Pick Phase Timer: 30

Reveal Phase Timer: 9

Damage Handicap: 100

Friendly Fire Damage: 100

Reverse Friendly Fire: Off

Injured: 20

Sprint: On

Lean: On

Death Replay: Off

10.3 Game Mode Settings

Plant Duration: 7

Defuse Duration: 7

Fuse Time: 45

Defuser Carrier Selection: On

Preparation Phase Duration: 45

Action Phase Duration: 180

11.0 Map Pool

11.1 List of Active Maps

Club House

Chalet

Bank

Kafe Dostoyevsky

Border

Skyscraper

Villa

Oregon

Theme Park

12.0 Operators

12.1 Banned Operators

NBN reserves the right to remove or reinstate operators from the pool. Operators will be banned if they are believed to be detrimental to league play. If a team plays as a banned operator, on first offense the round is rehosted. If they play a banned operator twice in one game, they will forfeit the match. If a team plays a banned operator for a third time in the duration of one tournament they will be banned as a team from the league.

12.2 List of Banned Operators

12.3 Cosmetics

Punishment for using a banned cosmetic will follow the same procedure as banned operators as listed above in rule [12.1](#).

Banned Cosmetics:

13.0 Staff

- Owner: NBN Nadez
- Head of R6 Operations: Ragnar
- Head of Esports Operations: TBD
- Xbox Admin: Bxwlo
- Xbox Admin: Gallium
- Xbox Admin: Stampy
- Xbox Admin
- Xbox Stat Keeper: