



## e-Sports

**Dates:** June 10th    June 11th  
**Location:** Sports Centre de Bongerd



# Regulations e-Sports

In preparation for the GNSK 2023, e-Sports has chosen to offer the following three games: League of Legends, Super Smash Bros. Ultimate and Valorant.

Below are the rules and first draft regarding these games.

It is important to note that the regulations below are subject to change and that certain games may be dropped for lack of interest. This will be decided on April 9.

For all games applies:

1. Per member city/student sports board multiple teams can be registered. The first registered team is always entitled to participate. Depending on the capacity and the number of registered teams it will be decided whether the second, third team may participate. Should there be too many extra teams for the remaining spots, participation is based on order of registration.
2. Each team of a member city/student sports board may consist only of students who meet the conditions as stated in chapter 1 of the SSN event regulations. In case of violation of this rule, the team concerned will lose all relevant matches 20-0.
3. If an ineligible participant competes in the GNSK, a fine of €200 charged to the member city/students sports board for which that participant competes. Also, the results of the team in question will be deleted.

## League of Legends

1. The League of Legends teams will play a group phase ◊ knock-out format over a period of 2 days.
2. All teams will be divided into two groups based on seeding.
3. The group phase is a single round robin. The 1st place from both groups will play the final, the 2nd place will play for 3rd place.
4. Finals will be played in a BO3 format. Coinflip determines the first side selection, then the loser gets to choose the side of the next game.
5. The remaining points distribution will be determined based on the standings in each pool.
6. Play will be in teams of 5 against 5 on Summoners Rift, tournament draft. Side selection is determined by coinflip.
7. Each team is entitled to 5 bans during the pick and ban phase.
8. Should a team not be on time for the match they lose the right to 1 ban after 3 minutes, after 10 minutes the team loses immediately.
9. Should the referee in attendance see any unregulated actions by a particular team, this will be passed on to the management immediately. Note: It will only be determined after the game what will happen.
10. If a player has problems affecting his or her game, be it technical, software or hardware related, the player is entitled to a break. However, he or she must answer to the referee supervising the match.
11. During a Pause, no talking about the game is allowed between players unless there is permission from the referee.

12. PCs used will be provided, their own mouse, headset and keyboard must be brought by the players themselves.
13. All players' in-game names must be known to the tournament management at least one week before the tournament starts, so that they can also be passed online to other teams.
14. All players are required to have a level 30 account and are responsible for the availability of runes, masteries and champions. However, in champion select so called placeholders may be used. However, this must be reported in advance to the competition management.
15. Point scoring is as follows:

Position	Points
1	15
2	12
3	10
4	8
5,6	6
7,8	4

## Smash

1. Each player is responsible for bringing their own controller.
2. If a player is using a wireless pro controller, the player is required to desync it after the game via mobile or by synchronizing with a setup that is not in use.
3. The tournament will be played in a 3-person crew format. This means a team of 3 players sign up under 1 name, each gets 3 lives per set.
4. Game settings are: 3 Stocks, Unlimited Time, Handicap : Off, Damage Ratio : 1.0x, Items : Off & None, On (BIG), Custom balancing : Off, Stage hazards : Off, Final Smash Meter : Off
5. Both teams choose a player to play the first round.
6. Both players choose a character
7. Through Rock-Paper-Scissors, it is determined who will begin to strip stages. Then players remove stages from round 1. The player who starts removes one, then the other player removes two and the starting player chooses the stage.
8. Allowed stages in round 1 are: Battlefield, FD, Pokémon stage 1, Smashville, Lylat Cruise.
9. The winner remains seated and retains any lives he or she had left in the previous round.
10. The loser swaps with another player on the team.
11. After one player wins, another player comes to play. Before that player chooses a character the winning player removes 3 stages from the total stages (Before and after round 1) after this the new player chooses his stage and a character. For the next round, all stages are open again and the winning player crosses off 3 stages again.
12. Allowed internships after round 1 are: Battlefield, FD, Pokémon stage 1, Smashville, Lylat Cruise, Town and City, Yoshi Story (melee), Skyloft, Kalos Pokémon league
13. Before the players begin fighting, the winner of the previous match jumps off as many times as they want until they have the correct number of lives.
14. Players from both teams count down together from 3 > 2 > 1 > go to give the starting signal for the match to begin.
15. Repeat steps 4 to 8 until one team has no players left.
16. The winning team then gives the final score to the organization (Includes remaining lives)



17. In the event that pausing is accidentally not turned off and a player pauses during an active moment in a match then the pausing player must give up a life if requested by the opponent.
18. In the event that both players lose their last life at the same time a sudden death occurs. The winner in this case is the person who had the least percent at the time of death. Should this number have been exactly the same then both players play a 1 stock match to determine the winner.
19. Should a disruption occur at a match due to the user of a pro controller, the aggrieved players have the right to request a disqualification from the match committee.
20. In case the settings of the played game are not correct, the aggrieved players can call the organization to come to a conclusion. The decision of the competition management is hereby binding.
21. Should circumstances arise that are not mentioned above but affect the playability of the tournament, the decision of the tournament management is binding.
22. The tournament will be played via a two-loss format. Players are placed by the organization based on the strength of the players on the team. After losing twice, the team receives a final place with the corresponding points. This place depends on the round in which a team is eliminated.

The points earned by teams is as follows:

Position	Points
1	15
2	12
3	10
4	8
5,6	6
7,8	4

## Valorant

1. The tournament format is a double elimination bracket or a single round robin group>knockout, more information can be found here <https://www.printyourbrackets.com/double-elimination-tournament-brackets.html> or <https://www.printyourbrackets.com/roundrobin.html>
2. Double elimination consists of BO1s with only the grand final as BO3. In case of Single round robin, the format consists of 2 pools in which BO1's are played after which the knockout phase follows for the #1 and #2 of each pool. #1 play BO3 for places 1 and 2 and #2 play BO1/BO3 for 3rd place.
3. 5 against 5 will be played.
4. Players can enter their settings during warm up time.
5. Players are expected to bring their own mouse, keyboard, headset and other gear.
6. Communication may only take place between the players and their coach, not with externals or substitutes.
7. The maps to be used are predetermined with a randomizer.
8. Tactical pauses may be used twice per half by each team.
9. Technical pauses may only be initiated in case of hardware/software problems. Abuse will be penalized.
10. Should a team not be on time for the game they will lose the first round after 3 minutes, after 10 minutes the team will lose immediately.
  
11. The points earned by teams is as follows:

Position	Points
1	15
2	12
3	10
4	8
5,6	6
7,8	4

## File a protest:

**Protest must be submitted up till one hour after the end of the match.**

Participants or teams can file a protest against other participants/ teams based on eligibility and competition rules. Decisions of referees or other officials cannot be challenged, nor can the regulations of the GNSK, the regulations of the camping and other articles from the event regulations of Studentensport Nederland.

To file a protest, the teams have to do the following:

- The sports committee must be notified of the protest as soon as possible after the end of the match, during which the alleged violation has occurred.
- The person to be called: *to be determined*
- The protest must be signed by an official representative of the team and must contain the following elements:
  - Date, time and location of the incident
  - The relevant article which was violated
  - A description of the situation
  - The names of the protesting team/participants, signed.
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On Saturday, the protests will be processed at the end of the day. On Sunday, the protests will be processed no later than two hours after the protest has been submitted. All protests must be dealt with before the start of the finals.