

Regulations Esports

GNSK 2024

Team composition and eligibility

1. Each Student Sport Council (OSSO) or city can register multiple teams per game. The number of players in a team is dependent on the game being participated in. The first team registered per OSSO or city and per game always has the right to participate. Depending on the number of registered teams, a decision will be made regarding the participation of the other teams. If there are too many additional teams for the remaining spots, participation will be based on the order of registration. Participants can participate in multiple different games during the tournament and are not limited to one category.

2. The registered participants from an OSSO or city may only consist of students who meet the requirements as set in Chapter 1 of the SSN event regulations. In case of a violation of this rule, the team will forfeit all matches. If an ineligible participant takes part in the GNSK, a fine of €200 will be charged to the OSSO or representative organization in the city to which the participant belongs.

3. The team lineup for a game must be provided to the Esports committee before the start of each team match. If an OSSO or city sends multiple participating teams, players cannot be swapped or participate in other teams. If this happens, Article 2 applies.

General regulations

4. The following four games will be hosted:

- League of Legends;
- Super Smash Bros. Ultimate;
- Valorant;
- Mario Kart Deluxe 8.

5. The following match regulations aim to provide the rules for the tournament along with how the games will be configured, settings and overall tournament format for each game.

6. In all cases, the Esports committee reserves the right to make a binding decision.

7. The organization is not responsible for accidents or damage to third parties before, during, or after the match. Participation is at your own risk.

8. The organization is not responsible for theft before, during, or after the competition.

Match provisions League of Legends

1. A team consists of a minimum of 5 and a maximum of 7 players. All matches are played with teams of 5 versus 5.
2. The preliminary rounds of the team tournament consist of groups. The group placement is determined by drawing with teams from the same OSSO/educational institution distributed across different groups, if possible. The Esports committee decides before the draw how many teams per group qualify for the final bracket, which is played through a knockout system. The Esports committee may deviate from the group system and have the entire tournament played as a knockout system if it deems necessary.
3. The finals are played in a best-of-three format. A coinflip determines the side selection of the first game. The loser of the previous game played will get to choose the side of the next game.
4. The game will be held in the classic setting; teams of 5 against 5 on Summoners Rift with tournament draft option enabled. Each team is entitled to 5 bans during the pick and ban phase at the start of the game.
5. The PC's used are provided by the Esports committee. Participants must bring their own mouse, headset and keyboard.
6. 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, the player must answer to the referee supervising the match. During a break it is not allowed to talk about the game at all, unless there is permission from the referee.
7. Should a team not be on time for the match they lose the right to 1 ban after 5 minutes, after 10 minutes the team loses immediately.
8. Should the referee in attendance see any unregulated actions by a particular team, this will be passed on to the Esports committee immediately. Note: It will only be determined after the game what will happen.
9. All players' in-game names must be known to the Esports committee at least one week before the tournament starts, so that they can also be passed online to other teams. 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 Esports committee.
10. The points are awarded based on the final ranking for this game:

Position	Points
1st	10
2nd	8
3rd	6
4th	4
5th	3
6th	2
7th	1
8th and lower	0

Match provisions Super Smash Bros. Ultimate

1. A team consists of a minimum of 3 and a maximum of 4 players. All matches are played with teams of 3 versus 3. The team captain is obligated to arrange the players in order of increasing playing strength and inform the Esports committee about the order before the start of the first game.

2. The tournament will be played in the fashion of 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 ranking with the corresponding points. This place depends on the round in which a team is eliminated. The Esports committee may deviate from the format if it deems necessary.

3. The game is played like this:

- Both teams choose a player to play the first round.
- Both players choose a character.
- Through Random wheel generator, 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.
- The winner remains seated and retains any lives he or she had left in the previous round. The loser swaps with another player on the team.
- 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.
- Before the players begin fighting, the winner of the previous match jumps off as many times as they need until they have the correct number of lives.
- Players from both teams count down together from '3 > 2 > 1 > go' to give the starting signal for the match to begin.
- Repeat steps 4 to 8 until one team has no players left. The winning team then gives the final score to the organization (including remaining lives).

4. The game will be held in these settings: 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. The game will be played on large television screens and the Nintendo switches used are provided by the Esports committee. Participants are strongly recommended to bring their own Nintendo switch controller, but if impossible participants can reach out to the Esports committee.

6. The allowed stages in round 1 are: Battlefield, FD, Pokémon Stage 1, Smashville and Lylat Cruise. The allowed stages after round 1 are: Battlefield, FD, Pokémon Stage 1, Smashville, Lylat Cruise, Town and City, Yoshi Story (melee), Skyloft and Kalos Pokémon League.

7. 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.

8. Should a team not be on time for the match, in the first 5 mins, they will have to play on the stages requested on the opposing team, after 10 minutes the team that is still late will lose immediately.

9. 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.

10. 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 Esports committee.

11. In case the settings of the played game are not correct, the aggrieved players can call the Esports committee to come to a conclusion. The decision of the Esports committee is hereby binding.

12. The points are awarded based on the final ranking for this game:

Position	Points
1st	10
2nd	8
3rd	6
4th	4
5th	3
6th	2
7th	1
8th and lower	0

Match provisions Valorant

1. A team consists of a minimum of 5 and a maximum of 7 players. All matches are played with teams of 5 versus 5.
2. The tournament will be played in a double elimination bracket or a single round robin group stage with knockout bracket. If the preliminary rounds of the tournament consist of groups, the group placement is determined by drawing, with teams from the same OSSO or city distributed across different groups, if possible. The Esports committee decides, prior to the draw, how many teams per group qualify for the final bracket, which is played through a knockout system.
3. All matches are played according to the best-of-one format, except for the grand final (in case of double elimination bracket) or the final bracket (in case of groups with final stage), where a best-of-three format is used. A match is won by the team that first scores 10 points. The Esports committee may decide to change the format if deemed necessary.
4. Players can enter their settings during warm-up time.
5. The maps to be used are predetermined with a randomizer.
6. The PC's used are provided by the Esports committee. Participants must bring their own mouse, headset and keyboard.
7. Communication may only take place between the players and their coach, not with externals or substitutes.
8. Tactical pauses may be used twice per half by each team, but only at the moment a team obtains 5 points. (For example: If either team obtains 5 points, they or the opponent team can use their tactical pause to re-evaluate their strategy going forward. That is one tactical pause used. If the other team obtains 5 points as well, the team that didn't ask for a tactical pause yet, can implement their tactical pause to allow for a renewed strategy or quick break. That would be the second tactical pause used.) Technical pauses may only be initiated in case of hardware/software problems. Abuse will be penalized by the Esports committee.
9. Should a team not be on time for the game they will lose the first round after 5 minutes, after 10 minutes the team will lose immediately.
10. The points are awarded based on the final ranking for this game:

Position	Points
1st	10
2nd	8
3rd	6
4th	4
5th	3
6th	2
7th	1
8th and lower	0

Match provisions Mario Kart Deluxe 8

1. The game is played by individuals. All matches are played with 4 players racing for a series of 4 races. All matches are played with every racer racing for themselves and forming of teams is not allowed while racing.
2. The match winner will be determined based on who has won most points at the end of four races. The Esports committee will decide on the tournament system (group stage and/or knockout bracket) before the draw takes place.
3. The game will be held in these settings: Type: Versus, Visibility: Friends, Format: 1v1, Class: 150cc Race, Items: Normal, CPU: On, Smart Steering: Off, Auto-Accelerate: Off, Motion Controls: Players Choice, Courses: All courses, Vehicles: All vehicles, Characters: All characters.
4. Players will take turns selecting courses: Player 1 will select the first course, followed by Player 2, and so on. It is allowed for a player to select the same course as another player already did in a previous race.
5. Players can enter their settings during warm-up time.
6. All equipment required to play will be provided by the Esports committee.
7. Communication may not take place between the player and/or coaches about in game situations (such as incoming threats like Blue and Green Shells to ensure fair and spontaneous reactions).
8. Should a player not be on time for the game he/she will lose the first round, after 5 minutes he/she will lose the second round, and after 10 minutes he/she will lose all rounds.
9. The tournament points are awarded based on the accumulative score that a player has earned from all the race placements across the multiple courses that he/she played.