



# High School Esports League Tournament Rule Book

Version 03.18.2018

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### **Foreword:**

This document outlines the rules that should be followed at all times while participating in an High School Esports League hosted event. Failure to abide by these rules may be penalized as outlined.

It should be noted that an High School Esports League or Varsity Esports administrator's word is final. The administration reserves the right to make decisions that are not specifically defined in this rulebook, or even that go against the rulebook in an attempt to support fair play and sportsmanship.

The administration hopes that whether you are a participant, spectator, or member of the press that you have a competitive and enjoyable event.

- The High School Esports League and Varsity Esports Team

# 1 Definitions

## 1.1 Participants

An High School Esports League/Varsity Network participant is any person directly associated with the club or team. This includes players, managing staff, and school faculty. Participants playing in official matches must be high school students enrolled in the school affiliated with the club. No participant can have any role in another club at the same time.

## 1.2 Time Zone

All broadcasts, announcements, and web pages regarding High School Esports League competitions will always display time in the Central Time Zone, which is six hours behind the coordinated universal time (UTC -6). With the exception of our "Schedule" page under the "High School Esports League Majors" tab as on that page all the times follow your timezone.

## 1.3 Region

For High School Esports League, participants will be split into regions based off of time zones as follows:

- East
- Central
- West

At points, some regions may be combined due to lack of participation from a region. If a region is combined that change can be found on the tournament's information page. For a full list of states and their assigned regions please refer to section 10

## 1.5 Penalties

### 1.5.1 Definitions

Penalties are given for rule violations within the High School Esports League or Varsity Network. These penalties may come in the form of match forfeits, match overturns, player/team suspension, player/team disqualification, or partial or full deduction or prizes. Each penalty is given on a case to case basis and the severity of said penalty is at the full discretion of the administration member or members assigned to the case.

## 1.5.2 Match Forfeits

Match forfeits are given when a team fails to provide a full roster at the scheduled time of their match or if they fail to contact their opponent by default time. Receiving too many forfeits could result in personal or club restrictions for future participation.

## 1.5.3 Suspension

### 1.5.3.1 Player Suspension

A player suspension can be given to any player that breaks any rule in this rulebook per discretion by the High School Esports League administration.

### 1.5.3.2 Team Suspension

A team suspension can be given to any team that breaks any rule in this rulebook per discretion by the High School Esports League administration.

## 1.5.4 Disqualification

Disqualifications are given for the most severe incidents such as cheating, multiple forfeits, or multiple minor offenses. Disqualifications can be issued to either a team or a player. In the case of a team disqualification all or some players may also be suspended depending on the cause for DQ.

## 1.5.5 Combination Penalties

The listed penalties are not exclusive and may be given in any combination as seen fit by the league administration.

## 1.5.6 Repeat Offenses

All punishments outlined in this document are applicable for first time offenses. Repeat offenses will usually carry more severe punishments than the ones listed in this rulebook.

## 1.5.7 Compensation

Clubs, teams, and players are expected to know and uphold the rules before and while participating in High School Esports League events. If a player or team associated with your club is given a punishment neither your club nor the player will receive any refund or compensation for their inability to play.

## 1.6 Official Matches

The term “Official Matches” refers to any match that takes place during events, both online and offline.

## 1.7 Disciplines

The games played are:

- Call of Duty WWII by Activision for the PlayStation 4
- Counter-Strike:Global Offensive by Valve Corporation for PC
- Hearthstone by Blizzard Entertainment for PC and Mobile devices
- Injustice 2 by NetherRealm Studios for the PlayStation 4
- League of Legends by Riot Games for PC
- Overwatch by Blizzard Entertainment for PC
- Paladins by Hi-Rez Studios for PC
- Rocket League by Psyonix for PC and the PlayStation 4
- Smite by Hi-Rez Studios for PC
- Tom Clancy’s Rainbow Six Siege by Ubisoft for PC
- Super Smash Bros. by Nintendo for Wii U
- DotA 2 by Valve Corporation for PC
- Heroes of the Storm by Blizzard Entertainment for PC

## 1.8 Administration List

Name	Title
Mason Mullenieux	CEO
Charlie Reilly	COO
Aaron Hawkey	CCO
Brennan Wright	Production Manager
Beau Hughes	Head Tournament Organizer
Elijah Smith	Head of League Rules & Regulations
Reese Handley	Head of Content Creation
Benjamin Leviloff	League Administrator

It should be noted that all members of the administration may not be listed in this document as they may have been added to the team following the distribution of this document.

## 2 General

### 2.1 Rule Changes

The High School Esports League and Varsity Esports reserves the right to add, remove, or otherwise alter rules without further notice.

### 2.2 Confidentiality

The content of private information, emails, support tickets, or any other correspondence with league officials are deemed strictly confidential. The publication of such material is prohibited without the expressed written permission from the High School Esports League tournament directors.

### 2.3 Match Broadcasting

#### 2.3.1 Rights

All broadcasting rights of the High School Esports League are owned by High School Esports League, LLC. This includes, but is not limited to: IRC Bots, audio streams, video streams, GOTV, demos, or television broadcasts. Affiliated streamers and official school twitch pages of participating teams are authorized to stream matches, but the High School Esports League reserves the right to use, distribute, and modify all parts of the stream indefinitely.

#### 2.3.2 Waiving These Rights

Varsity Esports and High School Esports League has the right to award broadcasting rights to one or multiple matches to a third party or participants themselves. In these cases broadcasts must have been arranged with High School Esports League and Varsity Esports administration prior to the start of the match.

#### 2.3.3 Responsibility

Players and participants cannot refuse to have their matches broadcasted by High School Esports League or Varsity Esports authorized broadcast, nor can they choose in what manner of which the match will be broadcasted.

## 2.4 Communication

### 2.4.1 Team Communication

Players and teams can communicate with their opponent through Discord, Email, and by adding the other players in-game to schedule their match.

### 2.4.2 Outside Communication

Teams may not have any communication with any outside sources while the match is in progress, including but not limited to coaches, teachers, or substitutes. Teams may only have communication with outside sources during the grace period between matches in a series or unless otherwise outlined in game-specific rules.

## 2.5 Player Details

When requested, players are required to submit all needed or requested information for verification including but not limited to full name, contact details, date of birth, school address, and proof of enrollment.

### 2.5.1 Proof of enrollment

When requested, players must provide proof of enrollment in the form of any of the following:

- A dated report card
- A school ID with year and your name
- An email from a teacher or school administrator using their school email

Players may be suspended from play and prizeing may be withheld from the team until proof of enrollment is provided.

## 2.6 Eligibility

### 2.6.1 Enrollment

All participants in High School Esports League events must currently be enrolled in a high school (grades 9-12). Incoming freshman may play the summer before they start high school and outgoing seniors may play the summer after graduation. All players must also be over the age of 13 to participate. If it is a combined high school and middle school the participants must be at least 13 years of age to participate. All participants in the same club must be from the same school, unless the student is homeschooled and lives within the school's district. Proof of homeschool residency may be requested.

## 2.6.2 Home Country

All participants must reside in the United States of America or Canada.

## 2.6.3 Professional Status & Amateurism (Holiday Major 2017-2018)

Players who are considered to play on a professional level are not eligible to play in any High School Esports League competition. The High School Esports League considers professional players as any player who is currently enrolled in the following competitions either on the starting or backup rosters:

- ESL Pro League (EPL)
- Esports Championship Series (ECS)
- League of Legends Championship Series (LCS)

## 2.6.3 Professional Status & Amateurism (In Effect Winter Major 2018)

It is imperative that all students in the High School Esports League must maintain a quasi-amateur status to qualify for league play. This status must have been maintained for one year prior to joining the High School Esports League. Players considered to play on a professional level are not eligible to play in any High School Esports League competition.

The High School Esports League considers professional players as any player who is currently enrolled in the following competitions either on the starting or backup rosters:

- ESL Pro League (EPL)
- Esports Championship Series (ECS)
- League of Legends Championship Series (LCS)
- Overwatch League (OWL)
- Rocket League Championship Series (RLCS)
- Hearthstone Championship Tour (HCT)

We also extend professional status to those whom:

- Received monetary prizing exceeding \$1,000 in tournaments within a year. (Scholarship excluded)
- Have an active contract with an esports organization or team.
- Received a salary or income from an esports team or organization within the past 6 months
- Competition with a professional team
- Benefit or have been signed with a prospective agent
- Interrupted or postponed high school education for participating in organized esports.

It is important to note that being a qualified amateur by the High School Esports League does not entitle you to be qualified as an amateur by any other organization. It is imperative that if

planning to play collegiate esports that the respective organization's amateurism rules are followed.

## 2.7 Accounts

### 2.7.1 Clean Accounts

Varsity Esports and the High School Esports League defines a clean account as an account who has not received any form of ban in the last year, is clear of vulgar or inappropriate content, is at least 15 days old, and owns a valid copy of an High School Esports League discipline.

### 2.7.2 Game Connections

#### 2.7.2.1 Unregistered Game Connections

At no point in time is any participant allowed to play on an account not linked to their profile on Varsity Esports, nor at any point may a player or account that is not on the roster for a 24 hour grace period before the match play in said match. Doing so may result in an overturn of the match, or a suspension from play. If a player wishes to change accounts during season, they must change it on Varsity Esports 24 hours before the match. The old account will still be considered the players for the remainder of the season and will stay on file. If that account receives any kind of ban during the remainder of the season the player will still receive penalties. A player must remain on the roster to be eligible for play in official matches for that roster.

#### 2.7.2.2 Multiple Game Connections

Players may not have multiple multiple game connections for the same game service linked to their account.

### 2.7.3 Player Profiles

A player's name in game must match the name that they registered for on the Varsity Esports site. A player's name or profile can not include:

- Gang Affiliation
- Drugs (including alcohol and tobacco)
- Sexual Material
- Offensive Material
- Politically Charged Symbols/Images
- Slander of The High School Esports League, Varsity Esports, students, or its Staff



These rules apply to accounts linking to Varsity Esports or High School Esports League in any way. This includes our Discord communities.

## 2.8 Teams

### 2.8.1 Club Affiliation

All teams must be affiliated with a partnered club to participate.

### 2.8.2 Team Names

Team names may not contain any extensions such as “RL Team”. The team name may only consist of a unique team name. To prevent confusion, no two teams in the same game may use the same team name. Team names cannot be changed after the season officially starts.

### 2.8.3 Minimums

Teams are required to have a full roster at all times. Failure to have a full roster at any given time can result in suspension or disqualification.

### 2.8.4 Multi Teaming

Players may only be on one roster participating within the same bracket.

## 2.9 Roster Changes

Roster changes may be made at any point in time during or in between seasons, as long as it is changed 24 hours before the match is scheduled to be played and the players added are eligible players.

## 2.10 Prizing

All prizing will ideally be sent out 30 days after the High School Esports League event in question has concluded, but it could take as long as 120 days for the shipment to be completed. If a team or player is missing any required criteria for prizing the prize will be held for 30 days after the conclusion of the High School Esports League event in question. If a team or player fails to provide the required information or payments within those 30 days they forfeit all prize winnings from said event.

## 2.10.1 Required Criteria

For teams and players to receive prizing all of the following must be provided before winnings are shipped out:

- Proof of enrollment for all players on the roster including past players.
- All pending Varsity Esports and High School Esports League payments paid and cleared.

## 2.11 Withdrawal

Teams who choose to withdraw from the competition during the season will not be allowed to rejoin once the final decision is made and will most likely cause the club to face suspension from play in the discipline for the following season.

## 2.12 Matches

### 2.12.1 Match Times

Matches must be played at the default time, unless a rescheduled time has been previously decided upon by both teams. Teams may reschedule anytime before the default match time, but teams should not rely on rescheduling as High School Esports League will not force a reschedule upon any team. Teams will have a 15 minute grace period after their scheduled time to get all of the required players into the server/lobby and start the match. If a team fails to join or fails to produce the required amount of eligible players by the time the grace period ends, the other team may request a forfeit win.

#### 2.12.1.1 Playoff Matches

During the postseason, special rescheduling rules are in place:

- Playoff dates can not be rescheduled
- Pre-quarterfinal and quarterfinal matches may have their times rescheduled, but not their dates
- Semifinal and Grand Final matches may not be rescheduled without prior approval of High School Esports League administration

### 2.12.2 Match Results

Matches must be reported by the winning team immediately following the completion of their game. Match reports must include the map score(s) and all results must be reported by 11:59 pm of the default match day. After this, matches will be locked and their scores will be uneditable. Points will not be awarded for matches whose scores were not submitted before

11:59 PM on the default day. The only exception to this would be if the scores were lost due to a bug in the score reporting system beyond both the team and the High School Esports League's control.

### 2.12.3 Match Disputes

Match disputes may be made at any time before the creation of the next round. The High School Esports League will always wait at least 12 hours after the match play deadline before creating the next round to allow teams to review, and if necessary, dispute their reported matches. Teams may not dispute matches outside of the current round. Sufficient and undoctored evidence, including but not limited to screenshots, demo recordings, or VODs must be submitted per the request of the High School Esports league official handling the match dispute before any decision regarding the dispute will be made. All match disputes can be submitted in the following link: <http://www.highschoolsportsleague.com/match-disputes>

### 2.12.4 Play Deadline

The play deadline is the latest a match may be played for the current round. Play deadlines are published with the schedule. Teams are not permitted under any circumstances to play or report matches after this time.

### 2.12.5 Match Formats

The following match formats are to be used in the regular season (before playoffs)

- Counter-Strike: Global Offensive - Best of 1
- League of Legends - Home/Away (2 matches in a series, possibility to tie series 1-1)
- Overwatch - Best of 3
- Hearthstone - Best of 5
- Rocket League - Best of 5
- Smite - Home/Away
- Call of Duty - Best of 3
- Injustice 2 - Best of 5
- Rainbow Six Siege - Home/Away
- Paladins - Best of 3
- Super Smash Bros. - Best of 3
- DotA 2 - Home/Away
- Heroes of the Storm - Best of 3

The following match formats are to be used in the post-season (playoffs/finals)

- Counter-Strike: Global Offensive - Best of 3
- League of Legends - Best of 3
- Overwatch - Best of 5
- Hearthstone - Best of 5

- Rocket League - Best of 5
- Smite - Best of 3
- Call of Duty - Best of 5
- Injustice 2 - Best of 5
- Rainbow Six Siege - Best of 3
- Paladins - Best of 5
- Super Smash Bros. - Best of 5
- DotA 2 - Best of 3
- Heroes of the Storm - Best of 5

## 2.12.6 Multiple Game Series

### 2.12.6.1 Grace Period

Teams may have up to a 5 minute break between each game in a multiple game series if they wish to do so.

### 2.12.6.2 Substitutions

Substitutions may only be made during a multiple game series in-between games. Substitutions may only be made in team games (i.e. one player game are prohibited from having any player substitutions). In games with a drafting period before a game, substitutions can not be made after the draft has begun.

## 2.13 Spectators

Spectators are only permitted in an official match if they meet the following criteria:

- They are livestreaming the game to the official school Twitch page, or recording the game for release to the school's official YouTube channel
- They are a student or faculty of the school for which they are streaming/recording the match
- They have absolutely no contact of any kind (direct or indirect) with either team other than to ready up prior to a game

Other spectators, including coaches, are not permitted without previous written permission by the High School Esports League staff. Having unauthorized spectators in the server at any point should result in a pause until the spectators are removed from the game. The High School Esports League reserves the right to prohibit spectators of any kind in an official match.

# 3 Tournament Rules

## 3.1 Tournament Stages

### 3.1.1 Regionals

The regional stage for the High School Esports League will run for 5 weeks with 2 matches played per week. The format played is a swiss system. Games may have different scoring and will be in game specific rules if applicable.

### 3.1.2 Regional Finals

The top 5 teams from each region will move to the regional playoffs. The format for this stage is played as a single elimination bracket with Best of Three matches. Overtime is enabled for this stage.

## 3.2 Equipment

### 3.2.1 Online Play

The High School Esports League will not provide any equipment for regular online play.

#### 3.2.1.1 Connection Issues

The High School Esports League is not responsible for any internet issues affecting the team or players.

### 3.2.2 LAN events

The High School Esports League will provide computers monitors, and noise canceling headphones. Participants are responsible for bringing their own keyboard, mouse, mousepad, and In-Ear headphones with long enough cables. Our machines do not support PS 2 keyboards or mice.

## 3.3 Clothing

The players and teams are not required to wear team or club attire at LAN events but it is strongly recommended. Any kind of headwear is forbidden while playing on LAN. Participant clothing may not contain any references of the following:

- Gang affiliation

- Drugs (including alcohol and tobacco)
- Sex or pornography
- Vulgar or offensive speech
- Other sports teams or clubs
- Slander towards High School Esports League or Varsity Esports

### 3.4 Play Zones (LAN Events)

Unless previously announced, players may not bring or eat food into the practice areas. Smoking is also strictly prohibited at LAN events. Players may bring beverages into play zones but only if in a sealable plastic bottle. Bottles and beverages must be approved by High School Esports League administration prior to entering a play zone with it. All cellular devices must be turned off. While playing your match, you must hand over all cellular devices to High School Esports League administrators. These devices will be returned at the conclusion of the match. Loud noise and offensive language are forbidden.

### 3.5 Administrators

The instructions of a Staff, Administrator, or Intern should always be followed and obeyed.

### 3.7 Official Matches

Each team is required to play their official matches.

### 3.8 Removable Media (LAN)

It is strictly forbidden to connect or in any way use any form of removable media (USB, SD card, External hard drive, etc.) on any tournament computer without prior examination and approval from the tournament administrations.

### 3.9 Configurations and Drivers

All players must submit their configurations and required drivers prior to attending an High School Esports League offline event. Players who fail to submit configurations prior to attendance must set up their config file on site and play with default drivers.

### 3.10 Internet Access (LAN)

Internet access is disabled on all tournament computers for all participants.

### 3.11 Demos and Replays

Demos and replays of official matches must be available if requested by an administrator.

#### 3.11.1 Rights

High School Esports League reserves the right to play, broadcast, and distribute all demos that are recorded under an High School Esports League event.

### 3.12 Photo and Media Rights

Participants will be required to sign two copies of a release form that they will receive prior to the event. If the participant is under the age of 18 the form must also be signed by a parent or legal guardian. By participating, all clubs grant High School Esports League and Varsity Esports the right to use their name, logo, and other media from their website for any promotional purpose.

### 3.13 Closing Ceremony (LAN)

Participants must remain in the tournament area for the closing ceremony following the conclusion of the Grand Final.

## 4 Rule Violations

### 4.1 Code of Conduct

It is expected that all active participants, including students, club admins, school faculty, and High School Esports League staff read and know the rules outlined in this document prior to participating in any High School Esports League sponsored event.

## 4.2 Cheating

### 4.2.1 Programs

The use of the following programs is considered cheating:

- Multihacks
- Wallhack
- Aimbot
- Triggerbot
- Colored Models
- No-Recoil
- No-Flash
- Sound changes

The previous list are just example, other programs may be deemed cheating if they are found to be giving a player or team an unfair advantage.

### 4.2.2 Bugs/Glitches

The exploitation of any bugs/glitches that give a player or team an unfair advantage are strictly prohibited from use in official matches. The following are some examples of prohibited exploits:

- Pixel Walking in Counter-Strike: Global Offensive
- See Through Smokes in Counter-Strike: Global Offensive
- Coastline Roof Vault Glitch in Tom Clancy's Rainbow Six Siege
- Card glitches in Paladins
- Champion/Hero swap glitches
- Ability Timer glitches
- Illegal/Out-Of-Bounds spots

The above list of exploits is not a comprehensive list of all exploits prohibited from use by the High School Esports League in official matches. Any potential exploit used that is deemed by High School Esports League administration to be illegal will result in punishment for the player or team that used the exploit.

### 4.2.3 Acts of Disruption

Players acting on and/or conspiring to cause any disruption to the match will also be treated as cheating. Acts of disruption include, but is not limited to:

- DDoS attacks
- Disconnecting with the intent of resetting a game
- Physically damaging player equipment.



## 4.3 Doping

The use of performance enhancing drugs is strictly prohibited and will be punished severely.

### 4.3.1 Prohibited Substances

The List of Prohibited Substances and Methods created by the World Anti-Doping Agency (WADA) is valid for all High School Esports League events. The full list can be found at <http://list.wada-ama.org/>. An unprescribed use of these substances is considered doping.

### 4.3.2 Prescribed Medication

If a player has an active prescription for a substance included in the WADA list, they must notify and provide proof to the tournament administration prior to the start of the tournament.

## 4.5 Using Alcohol or Drugs

The use of Alcohol or other drugs, including tobacco and cannabis, during an official match is strictly prohibited.

## 4.6 Betting

No players, team managers, or staff of attending clubs may be involved in any form of betting or gambling, associate with betters or gamblers, or provide anyone information that may assist betting or gambling, either directly or indirectly for any High School Esports League matches or tournament in general. Any of the listed individuals found to be in violation of this rule will be disqualified immediately.

## 4.7 Match Fixing

Match fixing is defined as the act of arranging the outcome of a match prior to its being played. Match fixing is strictly prohibited and all individuals involved will face at a minimum, a 1 season suspension.

## 4.8 Sportsmanship

All participants are expected to withhold a universal level of sportsmanship while participating in High School Esports League sanctioned events. Those who fail to behave in a sportsmanlike manner may face penalties at the discretion of tournament administrators.

### 4.8.1 Rule Violations

Violating any of the listed rules in this document is considered unsportsmanlike.

### 4.8.2 Insults

All insults occurring in connection with High School Esports League or Varsity Esports sanctioned events will not be tolerated. This includes but is not limited to:

- Profane insults
- Racial/Ethnic/Cultural slurs
- Toxic statements
- Personal attacks

The High School Esports League aims to provide a respectable environment for Esports while facilitating competition. Therefore, friendly trash talk and banter is allowed.

### 4.8.3 Inappropriate Language

All participants in High School Esports League or Varsity Esports sanctioned events are prohibited from using inappropriate language in all text and voice channels, regardless of context. Inappropriate language includes but is not limited to:

- Excessive Profanity
- Pseudo-Profanity (i.e. replacing letters in profane words or phrases)
- Racial/Ethnic/Cultural Slurs
- Politically incorrect terms
- Sexual innuendos
- Drug/alcohol references

### 4.8.4 Spamming

The excess posting on senseless, harmful, or offensive messages on any platform directed at or referencing High School Esports League, Varsity Esports, our sponsors, or a participant is considered spamming and will not be tolerated. Abusing the in game text and voice chat functions will also not be tolerated.

### 4.8.5 Witch Hunting

Witch hunts, or accusing someone publicly without basis will not be tolerated. If you suspect another player or club of any rule violation you should contact a league administrator privately and as soon as possible so an investigation can be opened.

## 4.8.6 Incorrect Match Results

Reporting incorrect match results will not be tolerated and will be considered cheating. If you report the incorrect results of a match by accident contact an administrator immediately so they can be fixed.

## 4.8.7 Deception

Any attempt to mislead or deceive opposing players, administrators, or any other person related to High School Esports League or Varsity Esports may be penalized.

# 5 Counter-Strike: Global Offensive

## 5.1 Anti-Cheat

No additional anti-cheat is required for official matches at this time.

## 5.2 Match Procedure

The higher seed will create the Popflash lobby. Matches are played as a Best of One in regular season, Best of Three in the postseason.

### 5.2.1 Server Settings

All servers that are used to play official matches which are not being officially streamed by the High School Esports League are to be hosted on [PopFlash.site](http://PopFlash.site) with the following settings:

- Location: To be determined by team captains before the match begins in accordance with rule
- Map: To be determined by map veto as stated in the sub rules of 5.2.2.

No servers other than those hosted on [PopFlash.site](http://PopFlash.site) are to be used without prior written consent from High School Esports League administration.

### 5.2.2 Map Veto

Maps which are available for draft are stated in 5.2.3.

#### 5.2.2.1 Best of One

The higher seed will have the ability to choose who starts the veto. Teams will take turns banning until there is a single map left (3 bans each).

#### 5.2.2.2 Best of Three

The higher seed will have the ability to choose who starts the veto and act as Team 1, with the second banning team acting as Team 2. Teams will take turns and will pick/ban in the following format:

- Team 1 bans a map
- Team 2 bans a map
- Team 1 picks the first map
- Team 2 picks the second map
- Team 1 bans a map
- Team 2 bans a map
- The remaining map will be map 3

#### 5.2.3 Map Pool

The following maps are permitted for play in official matches:

- Cache
- Cobblestone
- Inferno
- Mirage
- Nuke
- Overpass
- Train

#### 5.2.4 Overtime

##### 5.2.4.1 Best of One

All matches played in the Best of One format will be played with no overtime (i.e. matches can tie 15-15).

##### 5.2.4.2 Best of Three

All matches played in the Best of Three format will be played with overtime in the following format:

- MR3 (Three round halves, win at 4 points in overtime)
- 10000 starting money

## 5.2.5 Match Disruption

If a match is disrupted (e.g. a server crash) within the first 4 rounds of a match, then the match should be restarted. If the match is disrupted after the initial 4 rounds the match should continue where it left off, with the following changes made to the configuration:

- 5500 starting money
- The remaining rounds unplayed should be played

If backup files are available they should be used to resume the match.

## 5.3 In Game Names and Tags

Player's in game names must match their registered Varsity Esports name. In game name group and weapon name tags must follow the guidelines for names as stated in 2.7.3

## 5.4 Player Settings

### 5.4.1 Configuration / Start Parameters

The following commands are not allowed:

- mat\_hdr\_enabled

The following start parameters are not allowed:

- +mat\_hdr\_enabled 0/1
- +mat\_hdr\_level 0/1/2

All other configuration changes are allowed as long as they do not give the player or their team an unfair advantage in the match. If three or more players of the same team are found with forbidden settings their team will forfeit the match. Admins may decide under special circumstances to give a forfeit to a team even if they have less than 3 players with forbidden configurations.

### 5.4.2 Scripts

The majority of scripts are not permitted except for buy, toggle, and demo scripts. The following scripts are prohibited for use including but not limited to:

- Anti-flash
- Bhop, or bunnyhop
- Burst Fire
- Center View
- FPS
- Jumpthrow
- No Recoil
- RateChanger
- Stop shoot

- Stop sound
- Tooltips

If you are unsure on whether or not a script is allowed or not, contact an admin team before playing an official match. A player can be penalized for scripts in any config file regardless if it is used or not.

### 5.4.3 VR Audio

Programs that simulate audio in 3D space, such as A3D, are not permitted. The use of such programs will be considered cheating.

### 5.4.4 Graphics Drivers or Similar

Any modification or change to the game done using outside graphics solutions are not permitted and may be considered cheating. Overlays that display system performance (outside of the ones built into the game) are forbidden.

### 5.4.5 Custom Data

Only official Counter-Strike: Global Offensive skins may be used in game. Any skin, sprite, GUI, crosshairs, and models downloaded by a third party are not allowed. Crosshairs may only be edited with the cvars in the game.

## 5.5 Pauses

### 5.5.1 Technical Pause

If a player has a problem that prevents them from playing they may use the pause function to pause the game at the next available freeze time. When pausing teams must announce that it is a technical pause, why the pause was called, and approximately how long the pause will take either immediately before, or after using the pause command. If no reason is given it can be assumed that the pause is instead a tactical pause. Both teams are prohibited from having any tactical conversations during a technical pause.

### 5.5.2 Tactical Pause

Each team is allowed 4 tactical pauses of 30 seconds each per game. When pausing teams must announce that it is a tactical pause immediately before, or after using the pause command. If no reason is given, or the 30 seconds has expired the opponent may unpause the game and

continue playing. If a team exceeds their 30 second limit by more than 5 seconds it will count as using a second tactical pause.

### 5.5.3 Admin Pauses

A High School Esports League administrator can pause the game from their station at any time as seen necessary.

### 5.5.4 Pause Communication

During a pause, headsets must stay on unless instructed otherwise by an admin. Any form of communication among a team is only permitted during a tactical pause.

## 5.6 Fair Connection Rule

The difference between each team's average pings can be no greater than 40 milliseconds. Pings must be confirmed by connecting to the agreed upon server and not through 3rd party software. Loss and Choke are not considered valid reasons to change server locations. If the difference in ping is too high, either team may request a server location change or match restart within the first 5 rounds of the match. If teams fail to find a server that falls into the Fair Connection Rule, players should play on the closest option.

## 5.7 Player Count

All matches must be played with 5 players. Any team that fails to provide 5 players at the time of their match will receive a forfeit loss.

## 5.8 Player Disconnects

If a player drops before the first kill of the round the round will be restarted if possible. If a player drops after the first kill of the match the game will be paused in the next freeze time.

# 6 League of Legends

## 6.1 Anti-Cheat

There is no additional anti-cheat required for official matches.

## 6.2 Match Procedure

The higher seed should create the game lobby. Matches will be played Home/Away (two games with the possibility to tie the series 1-1) in the regular season, Best of 3 in the postseason.

### 6.2.1 Game Lobby

The lobby should be created with the following settings:

- Map - Summoner's Rift
- Name - "HSEL - (Team A) vs (Team B) Game (Game #)"
- Team Size - 5
- Password - To be chosen by the hosting team captain
- Game Type: Tournament Draft
- Allow Spectators - None UNLESS the match is being streamed by HSEL or a team has an officially allowed spectator

The order in which players join the lobby and enter the draft is not regulated by the High School Esports League. Any matches played in a series on an incorrect map or game type will not count toward the series and must be replayed.

### 6.2.2 Restrictions

Any champions, items, champion/ward skins, or emotes are forbidden from use in official matches if they are disabled in any Summoner's Rift queues for the duration that they are disabled in those queues.

#### 6.2.2.1 Champions

A player may select play any champion that they have unlocked.

#### 6.2.2.2 Items

All items may be used.

#### 6.2.2.3 Champion/Ward Skins

All champion and ward skins may be used.



#### 6.2.2.4 Emotes

All emotes may be used.

#### 6.2.2.5 Account Eligibility

To participate in Tournament Draft, accounts must have 20 champions available for pick.

### 6.2.3 Draft

All drafting will take place using the game's built in draft mode.

#### 6.2.3.1 Substitutions

Substitutions may not be made after the draft has begun.

#### 6.2.3.2 Side Selection

The higher seed will have first choice of side (Blue/Team 1 or Red/Team 2).

#### 6.2.3.3 Multiple Game Series

In multiple series games, the loser of the previous map will receive first pick on the next map.

#### 6.2.3.4 Process

The draft will proceed as follows:

Team 1=A Team 2=B

1st Bans: ABABAB

1st Picks: ABBAAB

2nd Bans: BABA

2nd Picks: BAAB

#### 6.2.3.5 Outside Communication

In accordance with rule 2.4.2, teams may have communication with a coach only during the drafting portion of the match.

### 6.2.4 Stoppage of Play

The game may only be paused for the following reasons:

- Player drop

- Player disconnect
- Server crash
- Technical issues

Pauses may not be called during combat. Each team will have 5 total minutes of pause time per map.

#### 6.2.4.1 Notification of Pause

A team must give a reason to their opponent immediately before or after stopping play.

#### 6.2.4.2 Match Restarts

A match may only be restarted within and first 5 minutes of play and before first blood.

### 6.3 Player Count

All matches must be played with 5 players. Any team that fails to provide 5 players at the time of their match will receive a forfeit loss.

### 6.4 In Game Names

A players summoner name must match the name registered on their Varsity Esports profile page.

## 7 Overwatch

### 7.1 Anti-Cheat

No additional anti-cheat is required for official matches.

### 7.2 Match Procedure

The higher seed will create the lobby. Matches are played as a Best of Three in the regular season, Best of Five in the postseason.

## 7.2.1 Match Format

Competitive rules preset with the following settings adjusted:

- Killcams: No
- Swap Teams After Match: No

In the event that an incorrect ruleset is loaded on the server, the match should be stopped and reset. Previously played maps with incorrect format will not count towards the series.

## 7.2.2 Map Veto

Map vetoes will be done using [www.warpdraft.com](http://www.warpdraft.com)

### 7.2.2.1 Best of Three

In a best of three format, teams will take turns banning until there are 3 maps left. Out of the remaining three maps, the high seed will select map 1, the low seed will select map 2, and the third map will be the wildcard. The low seed will start the veto.

### 7.2.2.2 Best of Five

In a best of five format, teams will take turns banning until there are 5 maps left. Out of the remaining five maps, the high seed will select map 1, the low seed will select map 2, the high seed will select map 3, the low seed will select map 4, and the fifth map will be the wildcard. The low seed will start the veto.

## 7.2.3 Stoppage of Play

The game may only be paused for the following reasons:

- Player drop
- Player disconnect
- Server crash
- Technical issues

Stoppage of play may be requested at any time for the above reasons. The match host (person who created the match lobby and therefore has pausing privileges) must initiate a pause when a team requests it so long as the pause is not called during combat, while the objective is contested, or during overtime. Each team will have 5 total minutes of pause time per map. Players pause the game using the key combination Ctrl + Shift + =.

## 7.3 Player Count

All teams must provide at least 5 players at the scheduled match time. Any team that fails to provide at least 5 players at the time of their match will receive a forfeit loss.

# 8 Hearthstone

## 8.1 Anti-Cheat

No additional anti-cheat is required for official matches.

## 8.2 Match Procedure

The higher seed will issue the challenge. All matches are played as a Best of Five.

### 8.2.1 Style

The game will be played using the conquest match style.

#### 8.2.1.1 Conquest Style Definition

The conquest style is as follows:

- Players choose 4 classes, 1 deck per class which they will be using in the match.
- Classes must be declared at the start of the match.
- Each player will ban one class from their opponents' pool of classes, leaving them with 3 classes for use in the match.
- Win one game with each remaining class to win the match.
- Once you win with a class, you may not use it for the remainder of the match.
- Decks may not be altered during the game. Entering the 'My Collection' tab could result in penalties.

## 8.4 External Applications

Any 3rd party application, such as deck tracking software, are not permitted at any point during official play. The use of 3rd party applications to assist in gameplay in any way may be considered cheating.

## 8.5 Leaving

Leaving the 'Friendly Challenge' screen will result in penalties and a potential forfeit loss. The only exception to this rule is if the player's client crashes during the match. Players missing turns due to a client crash will not be grounds for the match to be reset.

## 8.6 Decks

### 8.6.1 Format

All player's decks must be in the 'Standard' format.

### 8.6.2 Deck Content

Players may not have multiple decks created for the classes which they are using during the series. Players may not have any invalid cards in their decklists at the start of the game. Players should name their decks with the following nomenclature as to not give away the deck archetype should proof be requested: "HSEL vs (Opponent's Battletag)".

### 8.6.3 Right to Proof

Players or High School Esports League administration may request a screenshot of all pages of the deck select screen at any time. High School Esports administration may also request a full deck list of each of the decks which the player has in their deck select screens. Players are forbidden from leaving the deck select screen should proof be requested. Failure to provide proof will be considered an admission of guilt.

#### 8.6.3.1 Multiple Decks for a Class

Should a player's deck select screens show that they have multiple Standard decks for a class which they are using in an official match, their opponent may request that they go into the collection tab and delete the extra decks. Failure to comply with this request will result in a forfeiture of the match.

#### 8.6.3.2 Mismatch of Decklist and Used Deck

If a player's decklist at the start of an official match (which must be provided at the request of High School Esports League administration) has a mismatch with cards played in an official game (excluding cards with flavor text indicating that they were created as the result of another card's effects), the player may be considered as cheating during an official match.

## 8.6.4 Player Responsibility

Players are responsible for having a decklist created for the decks they are using in an official match. The High School Esports League or opposing players are not responsible should a decklist be lost if the deck needs to be deleted.

## 8.7 Player Count

Matches are played as 1 vs 1, meaning that only one player may participate in the match for either side.

# 9 Rocket League

## 9.1 Anti-Cheat

No additional anti-cheat is required in official matches.

## 9.2 Match Procedure

### 9.2.1 Format

The higher seed will create the lobby. All matches will be played as a best of five series.

#### 9.2.1.1 Map

The first map will be played at DFH Stadium. Following arenas will be selected by the team that lost the previous map.

### 9.2.2 Game Settings

The game settings should be set to the following:

- Default Arena: DFH Stadium
- Team Size: 3v3
- Bot Difficulty: No Bots
- Mutators: None
- Match Time: 5 Minutes
- Joinable by: Name/Password
- Platform: Steam or PS4
- Server: US-East/US-West

Teams do not switch sides between games.

In the event that an incorrect ruleset is loaded on the server, the match should be stopped and reset. Previously played maps with incorrect format will not count towards the series.

### 9.2.3 Substitutions

Substitutions may only be made between maps.

### 9.2.4 Leaving and Rejoining Teams

Players are not allowed to leave their team and then rejoin to put them on the other side of the map and will be considered cheating.

## 9.3 Spectators

Spectators, including coaches, are not permitted without previous written permission by High School Esports League staff. Having unauthorized spectators in the server at any point should result in a pause until the spectators are removed from the game.

## 9.4 Player Disconnect

Should a player disconnect from the game less than 30 seconds into the match or before the shot to make the first goal of the game is taken the game will be restarted. If either of these events have occurred, the game will continue.

## 9.5 Match Reset

The match may only be reset if the server settings are incorrect, or 30 seconds into the game with no goals scored.

## 9.6 Player Count

All teams must provide 3 players at the scheduled match time. Any team that fails to provide 3 players at the time of their match will receive a forfeit loss.

# 10 Smite

## 10.1 Anti-Cheat

There is no additional anti-cheat required in official matches.

## 10.2 Match Procedure

Matches will be played Home/Away (two games with the possibility to tie the series 1-1) in the regular season, Best of Three in the postseason.

### 10.2.1 Format

The game should be set up by the higher seed with the following settings:

- Match Selection - Conquest
- Name - "HSEL - (Team A) vs (Team B)"
- Password - Chosen by hosting team captain
- Team Size - 5v5
- Starting Level - Level 1
- Pause Type - Normal
- Region - North America
- Spectator Password - Chosen by hosting team captain
- God Picking Method - Draft - 8 Bans
- Starting Gold - 1500
- Bonus Time - 0
- Allow Spectators/Record Demo - On
- Spawn Lane Minions - On
- Low-Delay Spectate Mode - Off

#### 10.2.1.1 Incorrect Settings

It is the hosting team's responsibility to ensure that the match settings are as outlined in 10.2.1. In the event that settings are incorrect, record video proof of the incorrect settings, ensuring that scores, time, violated rules, and the players in the lobby are visible and immediately disconnect from the game.

### 10.2.2 Substitutions

Once the god draft has started no substitutions can be made for the remainder of the game. In a multiple game series, substitutions can be made before the draft has begun for each game.



### 10.2.3 Stoppage of Play

Teams are allowed a total of 3 pauses per game. Each pause should not exceed more than three minutes. When the match is paused, the pausing team must relay the reason for the pause immediately to the opposing team's captain.

#### 10.2.3.1 Pausing During an Engagement

Pausing during an engagement that provides either team any sort of an advantage in the match is strictly prohibited.

#### 10.2.3.2 Resuming Play

Before resuming play, both teams must indicate that they are ready. If a team indicates that they are not ready after the initiating team finishes their pause, it will count as a pause for the unready team.

#### 10.2.3.3 Technical Pauses

Technical pauses are any pause initiated in order to fix a technical problem. These pauses do not count towards the teams three tactical pauses but it may be requested by High School Esports League administration or the opposing team's captain. If this is the case, an explanation must be provided or else it will count as a tactical pause. Technical pauses have a time limit of 15 minutes per pause and can not be stacked.

#### 10.2.3.4 Limits

If a team uses more than three minutes on a pause, another pause will start. If a team goes overtime on their third pause the opposing team may force the match to be resumed. If a team states that they are forcing the match to resume, and the match is not unpaused it could result in a forfeit for the offending team.

## 10.3 Player Count

All teams must provide 5 players at the scheduled match time. Any team that fails to provide 5 players at the time of their match will receive a forfeit loss.

## 10.4 Match Restarts

Once the ban process has begun the round may not be restarted.

## 10.5 God Skins

Players are prohibited from using any of the following skins in High School Esports League matches:

- All Gold, Legendary, Diamond, and Shadow skins
- Dark Lord Sun Wukong
- Nutcromancer Ah Puch
- Galactic Ah Puch
- Starslayer Anhur
- Death Machine Bakasura
- Feaster Bakasura
- Secret Agent Apollo
- Chronos 64
- Recon Artemis

## 10.6 New Gods

New gods are not permitted in official matches until the god has been released for 2 weeks OR a new god is released, whichever comes first. If a team bans a new god it will count as one of their bans for that game.

## 10.7 Player Disconnects

If a player disconnects within the first thirty seconds of the game, the map is to be restarted with the same god picks. If a player disconnects after the previous statement has happened the following rules apply:

- A team may use one of their three game pauses to allow the player to reconnect
- After the pause expires the team which the player disconnected from must choose to continue with the game, or forfeit the map.

# 11 Call of Duty: WWII

## 11.1 Anti-Cheat

There is no additional anti-cheat used for High School Esports League matches.

## 11.2 Match Procedure

### 11.2.1 Format

Each match consists of a best of five series. The game modes should be played in the following order:

- Hardpoint
- Search and Destroy
- Capture the Flag
- Hardpoint
- Search and Destroy

### 11.2.2 Game Settings

The “Esports Modes” presets will be used.

### 11.2.3 Maps

#### 11.2.3.1 Map List

The following are the maps available for play in official matches:

- Hardpoint
  - Ardennes Forest
  - Gibraltar
  - London Docks
  - Saint Marie Du Mont
- Search and Destroy
  - Ardennes Forest
  - London Docks
  - Saint Marie Du Mont
  - USS Texas
- Capture the Flag
  - Ardennes Forest
  - Flak Tower
  - London Docks

#### 11.2.3.2 Map Selection

A veto should be used to select the map for each round. The higher seed will select to act as Team A or B before the match begins. After the higher seed has made this decision the veto will proceed as follows:

- Team A bans a Hardpoint map
  - Team B bans a Hardpoint map
  - Team A chooses the Hardpoint map for Round 1
  - The remaining Hardpoint map will be Round 4
  - Team B chooses which side they will start on for Round 1
  - Team A chooses which side they will start on for Round 4
- 
- Team B Bans a Search and Destroy Map
  - Team A Bans a Search and Destroy Map
  - Team B chooses a Search and Destroy map for Round 2
  - Team A chooses which side they will start on for Round 2
  - The remaining Search and Destroy map will be Round 5
  - Team B chooses which side they will start on for Round 5
- 
- Team A bans one Capture the Flag map
  - Team B bans one Capture the Flag map
  - The remaining map will be Round 3
  - Team A chooses which side they will start on for Round 3

## 11.2.4 Hosting

Each team will take turns hosting the match. The higher seed will host games 1, 3, and 5. The lower seed will host games 2 and 4.

## 11.3 Restrictions

### 11.3.1 Weapons

The following weapons are prohibited from use in official matches:

- Lewis
- MG 15
- Bren
- MG 42

### 11.3.2 Attachments

The following attachments are prohibited from use in official matches:

- High Caliber
- Rapid Fire
- FMJ

### 11.3.3 Scorestreaks

The following scorestreaks are prohibited from use in official matches:

- Recon Aircraft
- Counter Recon Aircraft
- Molotov Cocktail
- Care Package
- Emergency Airdrop
- Paratroopers

### 11.3.4 Basic Trainings

The following basic trainings are prohibited from use in official matches:

- Espionage
- Launched
- Requisitions
- Instincts
- Rifleman
- Lookout
- Ordnance
- Concussed
- Bang
- Saboteur
- Shifty

### 11.3.5 Equipment

The following equipment is prohibited from use in official matches:

- S-Mine 44
- Satchel Charge

### 11.3.6 Miscellaneous

The following miscellaneous items are prohibited from use in official matches:

- Turrets
- Incendiary Shells

### 11.3.6 Divisions

The "Resistance" division is prohibited from use in official matches.

## 11.5 Player Count

All teams must provide 4 players at the scheduled match time. Any team that fails to provide 4 players at the time of their match will receive a forfeit loss.

# 12 Injustice 2

## 12.1 Anti-Cheat

There is no additional anti-cheat required for High School Esports League matches.

## 12.2 Match Procedure

All High School Esports League regular season matches will be Best of 5 with a Best of 5 grand final.

### 12.2.1 Game Settings

All matches should be set up with the following settings:

- Rounds: Best of 5 (First to 3)
- Timer: 240
- Stage Select: Random
- Interactables: On

### 12.2.2 Side Selection

The high seed will have the first pick of starting side.

### 12.2.3 Character Selection

Characters are selected at the beginning of the match. If a player wins a round, they must use the same character again. The losing player may elect to choose characters for the following round if they so choose.

### 12.3.4 Stage Rotation

Players may select the stage of their choice. Injustice 2 will randomly choose the stage between the alternate choices.

## 12.3 Stoppage of Play

Pausing the match at any point in the match by intentionally, or unintentionally pressing the start button or unplugging his/her controller will result in the pausing player to forfeit the round. In the event of a common "Game Session has Ended" disconnect, the best of 5 series will restart.

### 12.3.1 Stalling

Excessive stalling or delaying of a game can result in the forfeit of the round or game.

## 12.4 Hardware

All standard fight sticks and controllers are permitted. All controllers with macro functions are strictly prohibited.

## 12.5 Player Count

Matches are played as 1 vs 1, meaning that only one player may participate in the match for either side.

# 13 Tom Clancy's Rainbow 6 Siege

## 13.1 Anti-Cheat

No additional anticheat is required for High School Esports League matches.

## 13.2 Match Procedure

### 13.2.1 Match Hosting

The match lobby should be hosted by the lower seed in the tournament. The match must be hosted on a dedicated server set to default (ping based).

### 13.2.2 Map Veto

The map veto procedure is as follows: Teams will take turns banning maps until there are three maps left starting with the higher seed banning first, then the lower seed banning next, etc.

From those remaining three maps the higher seed will determine which one of those is to be played first. The lower seed then determines which map will be played second. In the Home/Away format, the third map will be discarded and not played. In a best of three format, the third map will become the third map to be played in the series.

### 13.2.3 Game Settings

- Time of Day: Day
- HUD Settings: Pro League
- Number of Rounds: 8
- Attacker/Defender role swap: 1
- Overtime: 3 rounds
- Overtime Score Difference: 2
- Overtime Role Change: 1
- Objective Rotation Parameter: 1
- Attacker Unique Spawn: On
- Damage Handicap: 100
- Friendly Fire Damage: 100
- Injured: 20
- Sprint: On
- Lean: On
- Death Replay: Off
- Gamemode: TDM BOMB
- Plant Duration: 7
- Defuse Duration: 7
- Fuse Time: 45
- Preparation: 45
- Action: 180

### 13.2.4 Maps

The map pool includes the following:

- Bank
- Border
- Chalet
- Clubhouse
- Coastline
- Consulate
- Kafe Dostoyevsky
- Oregon
- Skyscraper



## 13.3 Operators

All operators are allowed.

### 13.3.1 Operators with Shields

Teams may only have one operator with a shield at any given time. This includes:

- Montagne
- Blitz
- Recruit (with shield)
- Fuse (with shield)

This does not include deployable items.

## 13.4 Player Disconnects

Intentionally disconnecting during the match is strictly prohibited. A player who disconnects for any reason more than three times may face penalty at the administrators discretion. If a player drops from the server during a match, the round will continue uninterrupted until the end of the round. The round is considered as started at the first second of the preparation phase. After the round has been completed, the player who disconnected will be allowed to rejoin the server. The match is considered "live" when the first round has started. At least 4 players need to remain and the match needs to be played until the match ends and a winner is decided. If this is not possible due to connections issues, it will be considered as a forfeit in favor of the team who is able to have the required number of players in the server. If a team leaves the server without informing their opponent, the team risks forfeiting the match.

## 13.5 Re-Host

Each team can have the server canre-hosted once per match. In the event that a match is rehosted, each player must select the same settings as they picked at the start of the original game. If problems persist with regards to a player disconnecting after the server has already been re-hosted, the team must play the remainder of the match with the remaining 4 players.

## 13.6 Pausing the Game

Before a player pauses the game they must state the reason for the interruption in all chat. The game can only be resumed by the player that paused the game after they have already confirmed that both their team and their opponents are ready to resume play. Each team has a maximum pause time of 5 minutes per map. If a team exceeds this pause time, their opponents may determine whether or not the team in the former forfeit the map.

## 13.7 Illegal Actions

Any actions that result in an unfair advantage are illegal. The following actions are considered illegal in official play:

- Exploits as outlined in rule 4.2.2
- Abusing re-host or player disconnects
- Spawn Killing
  - Killing someone immediately after spawning without any change to react or move out of cover will be considered spawn killing. Killing someone who has already spawned, moved out of cover, or is spawn rushed, is not considered spawn killing.

## 13.8 Player Count

All teams must provide 5 players at the scheduled match time. Any team that fails to provide 5 players at the time of their match will receive a forfeit loss.

# 14 Paladins

## 14.1 Anti-Cheat

No additional anti-cheat is required for official matches.

## 14.2 Match Procedure

The higher seed team will create the match lobby. The lower seed team has their selection of first map side.

### 14.2.1 Gamemode

The gamemode played in official matches is Siege. Teams will not manually switch sides after each match.

### 14.2.2 Game Settings

The following are the settings which all official matches are to be played:

- Name - "HSEL - (Team A) vs (Team B)"
- Password - Chosen by hosting team captain
- Region - North America
- Team Size - 5v5
- Draft Mode - Competitive
- Spectators - Enabled
- Spectator Password - Chosen by hosting team captain
- Allow Third Person - Disabled
- Loadout Style - Bound

Games played in a series that have incorrect match settings will not count and will need to be replayed.

### 14.2.3 Map Selection

#### 14.2.3.1 Best of Three

The high seed will act as Team A and the low seed will act as Team B

Team A bans a map

Team B bans a map

Team A picks a map for game 1

Team B picks a map for game 2

Team A bans a map

Team B bans a map

Team A bans a map

Team B bans a map

Team B picks a map for game 3

#### 14.2.3.2 Best of Five

The high seed will act as Team A and the low seed will act as Team B

Team A bans a map

Team B bans a map

Team A Picks a map for game 1

Team B Picks a map for game 2

Team B picks a map for game 3

Team A picks a map for game 4

Team B bans

Team A bans

Team B picks a map for game 5

## 14.2.4 Map Pool

The High School Esports League will use the following map pool:

- Brightmarsh
- Fish Market
- Frog Isle
- Frozen Guard
- Ice Mines
- Jaguar Falls
- Serpent Beach
- Splitstone Quarry
- Stone Keep
- Timber Mill

## 14.4 Restrictions

### 14.4.1 Champions

The latest champion releases are prohibited from use in official matches until two weeks after their release.

### 14.4.2 Skins

All Obsidian and Cosmic skins are prohibited from use in official matches.

### 14.4.3 Cards

No cards are currently prohibited from use in official matches.

## 14.5 Stoppage of Play

There is an automatic combat pause system built into the game that prevents both teams from pausing the game during combat or skill channeling; therefore any pause that successfully goes through the client will be considered valid. The game will not be allowed to resume until both teams have affirmed that they are ready to continue play. If a team unpauses before they have confirmed that both teams are ready to resume play it will be considered unfair play. Teams may not use their pauses for a disconnect/error from the opposing team. Teams are allotted five minutes of pause time per map.

## 14.6 Player Disconnects

If a player fails to load into a game or disconnects during a game where no champion kills have occurred, the game must be remade with the exact same champion and loadout picks. If a player disconnects in a game after a champion occurred, the match will not be remade.

## 14.7 Player Count

All teams must provide 5 players at the scheduled match time. Any team that fails to provide 5 players at the time of their match will receive a forfeit loss.

# 15 Super Smash Bros. for Wii U

## 15.1 Anti-Cheat

No additional anti-cheat is required for official matches.

## 15.2 Match Procedure

The higher seed will create the lobby. Matches are played as a Best of Three in the regular season, Best of Five in the postseason.

### 15.2.1 Match Format

The following settings are to be used in official matches:

- Mode: Smash
- Custom Items/Equipment: Off
- Rules: Stock
- Stock: 2
- Customizations: Off
- Handicap: Off
- Damage Ratio: 1.0x
- Stage Choice: Choose
- Item Switch: Off
- Stock & Time: 6 minutes
- Pause Function: Off
- Damage Gauge: On
- SD Penalty: -1

In the event that an incorrect ruleset is used, the match should be stopped and reset. Previously played stages with incorrect format will not count towards the series.

### 15.2.2 Stage Veto

Before the match begins, players must declare to their opponents which DLC stages they do not own that are present in the Counterpick Stages stage pool. Those stages will be prohibited from play in that match. These stage prohibitions do not cause their counterparts to be immediately banned, i.e. if Dreamland 64 is prohibited due to a player not owning it then Battlefield is not automatically banned as a result.

The stage veto procedure is as follows and is done throughout the match, with the higher seed acting as Player 1 and the lower seed as Player 2:

1. Player 1 chooses their character
2. Player 2 chooses their character
3. Players will select the first stage by striking from the set of starter stages in the following order: Player 1 strikes a stage, Player 2 strikes two stages, Player 1 strikes a stage. The remaining stage is the first stage. Stage strikes only affect the first game and are removed in consecutive games (i.e. stages struck for game 1 can be played in the other games in the series).
4. The first game is played.
5. The winner of the game bans a stage from the list of starter or counterpick stages if they have not already done so in the match (i.e. that stage may not be picked by either player for the rest of the match).
6. The loser of the game chooses the next stage, provided it is not already banned or they have not already won on that stage in the match.
7. The winner selects their character.
8. The loser selects their character.
9. The next game is played.
10. Repeat steps 5-9 until a player has won enough games in the set to win it.

### 15.2.3 Starter Stages

The following starter stages are permitted for use in official matches:

- Battlefield
- Final Destination
- Smashville
- Town and City
- Lylat Cruise

## 15.2.4 Counterpick Stages

The following counterpick stages are permitted for use in official matches:

- Dreamland 64
- Wily Castle (Omega Form)
- Suzaku Castle (Omega Form)
- Palutena's Temple (Omega Form)

In the event where the stage Final Destination is banned during the stage veto outlined in 15.2.2, all Omega Form stages will also be banned and vice versa. In the event where the stage Battlefield is banned during the stage veto outlined in 15.2.2, Dreamland 64 will also be banned and vice versa.

## 15.2.5 Self-Destruct Finishes

In the event where the game ends due to a self-destruct move, the results screen will determine the winner of the game.

## 15.2.6 Sudden Death

In the event where the clock runs out and a sudden death is initiated, the player which had the highest number of stocks is the winner of the game. If both players had the same amount of stocks, the player with the lower percentage is the winner of the game. If both players had the same amount of stocks and the same percentage, players should follow the scenario below this one.

In the event where both players knock-out at the same time and initiate a sudden death, players will play a tiebreaker game on the same stage with the same characters using the official match format with the following modifications:

- Stock: 1
- Stock & Time: 3 minutes

## 15.2.7 Controller Ports (LAN)

The lower seed will have first choice of controller port. After each game in a series, the loser of the game may opt to re-pick controller ports, starting with their own.

## 15.3 Restrictions

### 15.3.1 Characters

Mii Fighters are prohibited from use in official matches. All DLC characters are permitted for use in official matches.

### 15.3.2 Amiibo

All amiibo figures are prohibited from use in official matches.

### 15.3.3 Stages

Any stages not listed in 15.2.3 or 15.2.4 are prohibited from play in official matches. Alternate forms to the stages listed in 15.2.3 or 15.2.4 are prohibited from play in official matches.

### 15.3.4 Stalling

Stalling, or intentionally making the game unplayable, is banned in official matches and is at the discretion of the High School Esports League administration. Stalling includes but is not limited to:

- Becoming invisible
- Continuing infinites past 300%
- Reaching a position that your opponent can never reach you

Stalling will result in a forfeit of the game for the player that initiated the action.

### 15.3.5 Camping

Camping with the purpose to deliberately let time run out is prohibited in official matches.

Camping includes but is not limited to:

- Air camping - using a characters high air mobility to constantly stay out of reach of the opponent
- Platform camping - switching platforms on a stage only when the opponent approaches
- Circle camping - going around a certain stage section that prevents the opponent from intercepting

This rule is broken when 30% or more of the in-game time is spent by one player camping.

A use of camping which is strictly prohibited in official matches is deliberately letting time run out without combat, for example knocking out the opponent once then camping for the remainder of the match.



### 15.3.6 Taunts

Players are allowed to use taunts twice per game in an official match. Additionally, taunt messages must comply with High School Esports League tournament rule 2.7.3.

Characters with taunts that act as part of a character's moveset (Luigi Down-Taunt, Greninja Down-Taunt, Kirby Taunts) may be used disregarding the two taunt limit as long as they are only used as moves and not taunts.

### 15.3.7 Names

Players are prohibited from using any names that do not comply with High School Esports League tournament rule 2.7.3.

### 15.3.8 Controllers

Players are permitted to use any of the following controllers given they are not modified in any way shape or form to give a player an advantage:

- Nintendo GameCube controller
- Nintendo Wii U Pro controller, battery removed method with USB
- Nintendo Wii Remote with/without Nunchuck
- Nintendo Wii Remote with Classic Controller
- Nintendo 3DS in controller mode

Using any other controllers other than the ones listed above is prohibited in official matches.

## 15.4 Player Disconnects

Players unplugging their controller at any time, accidentally or intentionally, will result in a forfeiture of the series. Any controller malfunctions are the player's responsibility, and as such the High School Esports League will not force a game/match restart should a player's controller malfunction during a game.

In the event that a player should have internet connectivity issues that causes them to drop out of the game the game will be reset only if both players have all their starting stocks, combined have not accumulated more than 40% damage, and a minute in-game has not passed. If these conditions are not met, then the player will forfeit that game, unless their opponent agrees to a redo.

In the event where the game server is lagging (e.g. it takes much more than a second for an in-game second to pass or the smash ball loading icon is constantly appearing), the game may be reset if and only if both players consent to the reset.

## 15.5 Player Count

Matches are played as 1 vs 1, meaning that only one player may participate in the match for either side.

## 16 DotA 2

### 16.1 Anti-Cheat

No additional anti-cheat is required for official matches.

### 16.2 Match Procedure

The higher seed will create the lobby. Matches are played as Home/Away in the regular season, Best of Three in the postseason.

#### 16.2.1 Match Format

The lobby should be set up with the following settings:

- Game Name - "HSEL - (Team A) vs (Team B)"
- Game Mode - Captains Mode
- Lobby Password - To be chosen by the hosting team captain
- Server Location - US East/West
- Lobby Visibility - Unlisted
- Enable Cheats - Off
- Competitive Settings
  - Selection Priority - Manual
  - Starting Team - See subsections in rule 16.2.2
  - Penalty Dire/Radiant - No Penalty
  - League - None
- Gameplay Rules
  - Spectators - Enabled
  - Dota TV Delay - 5 minutes
  - Pausing - Unlimited
  - Series Type - No Series
- Bot Settings
  - Fill Empty Slots With Bots - Off

## 16.2.2 Side Selection

### 16.2.2.1 Home/Away Series

Lower seed will have choice of side for the first game, and higher seed will have choice for which side (Dire/Radiant) will draft first (competitive setting "Starting Team"). In the second game teams will switch sides but drafting order will not switch.

### 16.2.2.2 Best of Three Series

Lower seed will have choice of side for the first game, and "Starting Team" will be set to random. In game two, teams will switch sides and "Starting Team" will be set to random. In game three, lower seed will have choice of side, and higher seed will have choice for which side (Dire/Radiant) will draft first (competitive setting "Starting Team").

## 16.2.3 Draft

All drafting will take place using the game's built-in drafting system. For reference the drafting process is (with the Starting Team acting as Team A and the other team acting as Team B):

1. Team A Bans 1 Hero
2. Team B Bans 1 Hero
3. Team A Bans 1 Hero
4. Team B Bans 1 Hero
5. Team A Bans 1 Hero
6. Team B Bans 1 Hero
7. Team A Picks 1 Hero
8. Team B Picks 2 Heroes
9. Team A Picks 1 Hero
10. Team B Bans 1 Hero
11. Team A Bans 1 Hero
12. Team B Bans 1 Hero
13. Team A Bans 1 Hero
14. Team B Picks 1 Hero
15. Team A Picks 1 Hero
16. Team B Picks 1 Hero
17. Team A Picks 1 Hero
18. Team B Bans 1 Hero
19. Team A Bans 1 Hero
20. Team A Picks 1 Hero
21. Team B Picks 1 Hero

## 16.4 Pausing

Teams are allowed a maximum of five minutes of pause time per game. Teams are prohibited from pausing during Hero vs. Hero combat. Immediately before/after pausing, the pausing team must state the reason for their pause. The team which called the pause will be the ones to unpaue the game, but before they are able to unpaue they must confirm that both teams are ready to resume play. If the pausing team is ready to unpaue but the other team is not, pause time will be used from the team which is not ready.

## 16.5 Player Count

All teams must provide 5 players at the scheduled match time. Any team that fails to provide 5 players at the time of their match will receive a forfeit loss.

# 17 Heroes of the Storm

## 17.1 Anti-Cheat

No additional anti-cheat is required for official matches.

## 17.2 Match Procedure

The higher seed will create the lobby. Matches are played as a Best of Three series in the regular season, Best of Five in the postseason.

### 17.2.1 Match Format

The lobby should be set up with the following settings:

- Lobby Mode - Tournament Draft
- Game Privacy - Normal
- First Draft Team - See subrules of 17.2.2

### 17.2.2 Map Veto

#### 17.2.2.1 Best of Three

The higher seed will have the choice of which team bans Battlegrounds first from the list of Battlegrounds in 17.2.3. Teams will then take turns banning maps until there are seven

remaining. The team which banned first will then choose the first map, the team which banned second will choose the second map, and the team which banned first will choose the third map. The team which banned second will be the first draft team in games one and three, and the team which banned first will be the first draft team in game two.

#### 17.2.2.2 Best of Five

The higher seed will have the choice of which team bans Battlegrounds first from the list of Battlegrounds in 17.2.3. Teams will then take turns banning maps until there are seven remaining. The team which banned first will then choose the first map, the team which banned second will choose the second map, and the team which banned first will choose the third map, the team which banned second will choose the fourth map, and the team which banned first will choose the fifth map. The team which banned second will be the first draft team in games one, three, and five, and the team which banned first will be the first draft team in games two and four.

### 17.2.3 Battlegrounds

The following Battlegrounds are permitted for play in official matches:

- Battlefield of Eternity
- Blackheart's Bay
- Braxis Holdout
- Cursed Hollow
- Dragon Shire
- Garden of Terror
- Hanamura
- Haunted Mines
- Infernal Shrines
- Sky Temple
- Tomb of the Spider Queen
- Towers of Doom
- Volskaya Foundry
- Warhead Junction

Sandbox and Brawl-specific Battlegrounds are prohibited from play in official matches.

### 17.2.3 Hero Picking Process

All drafting will take place using the game's in-game draft system. For reference the hero picking order is (with the team that is the first draft team acting as Team A and the other team acting as Team B):

- Team A Bans 1 Hero
- Team B Bans 1 Hero

- Team A Picks 1 Hero
- Team B Picks 2 Heroes
- Team A Picks 2 Heroes
- Team B Bans 1 Hero
- Team A Bans 1 Hero
- Team B Picks 2 Heroes
- Team A Picks 2 Heroes
- Team B Picks 1 Hero

## 17.4 Pausing

Teams are allowed a maximum of five minutes of pause time per game. Teams are prohibited from pausing during Hero vs. Hero combat. Immediately before/after pausing, the pausing team must state the reason for their pause. The team which called the pause will be the ones to unpause the game, but before they are able to unpause they must confirm that both teams are ready to resume play. If the pausing team is ready to unpause but the other team is not, pause time will be used from the team which is not ready.

## 17.5 Player Count

All teams must provide 5 players at the scheduled match time. Any team that fails to provide 5 players at the time of their match will receive a forfeit loss.

# 18 Regional Divisions

## 18.1 United States of America

State	Region
Alabama	Central
Alaska	West
Arizona	West
Arkansas	Central
California	West
Colorado	Central

Connecticut	East
Delaware	East
Florida	East
Georgia	East
Hawaii	West
Idaho	West
Illinois	Central
Indiana	East
Iowa	Central
Kansas	Central
Kentucky	East
Louisiana	Central
Maine	East
Maryland	East
Massachusetts	East
Michigan	East
Minnesota	Central
Mississippi	Central
Missouri	Central
Montana	West
Nebraska	Central
Nevada	West
New Hampshire	East
New Jersey	East
New Mexico	East
New York	East
North Carolina	East

North Dakota	Central
Ohio	East
Oklahoma	Central
Oregon	West
Pennsylvania	East
Rhode Island	East
South Carolina	East
South Dakota	Central
Tennessee	Central
Texas	Central
Utah	West
Vermont	East
Virginia	East
Washington	West
West Virginia	East
Wisconsin	Central
Wyoming	West

## 18.2 Canada

Providence	Region
Alberta	West
British Columbia	West
Labrador	East



Manitoba	Central
Newfoundland	East
New Brunswick	East
Northwest Territories	West
Nova Scotia	East
Nunavut	Central
Ontario	East
Prince Edward Island	East
Yukon Territory	West

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