NJCAAE Rules

Engagement Level Rules

Fall 26 - Spring 27

GATEWAY ESPORTS

njcaaesports.org

DEFINITIONS

NJCAAE Definitions

1. Acceptance of Official Rules

1.1. Acceptance

By participating in any association sponsored activity, event and / or community, you agree to be bound by all applicable rules and regulations.

1.2. Whitelist Ports

Members must make sure to open the ports listed on **Required Whitelisted Ports**.

1.3. Match Attendance Requirements

All institutions who join Engagement Level activity queues, tournaments, and game nights must play any matches they are scheduled for. No-shows and forfeits will be recorded and retained.

1.4. No-Show & Forfeits Process

Any team or individual with No-shows or excessive forfeits during any stage of Engagement Level activity may be subject, but not limited, to the following progressive sanctions:

- Degraded ranking;
- Removal;
- A ban for a determined amount of time from all activity.

1.5. Use of Engagement Level

Teams from competitive tiers may use the **Engagement Level** of activity so long as they meet the following conditions:

- all teams housing any players who are currently participating in Competitive Level activity are not eligible for **Engagement Level** opt-in tournament activity for that game mode.

2. Competition Rules

2.1. Lobby Responsibilities

The home team is responsible for lobby creation, unless a ping test is used. All teams participating in a match are responsible for ensuring all settings and rules are set according to association requirements.

- The host team will send an invite to their opponent to start the match.
- Lobbies must be hosted on North American Servers or hosts.
- If a ping test is required, players must follow the **2.2.1 Ping Test Rules** process.

2.1.1. Ping Test Rules

If a team requests the use of a ping test, all teams must perform a ping test according to the specific game titles ping test outline. If a ping test is utilized, the host/server with the lowest average overall ping for both teams will host the lobby, unless both teams agree otherwise.

- Both teams can agree on which host/server they want to use at any time.
- Refer to your game titles specific ping test outline for the ping test process.
- Verifiable proof of all participating team's ping is required.

2.2. Game of Record (GOR)

A Game of Record (GOR) shall be a game where all present participants have loaded in and the game has progressed to a point where any statistic or measurable action that may appear on a player card or interface is different from the starting value. Once a session has reached GOR status, it will be considered as “official” from that point forward.

2.3. Game Restarts

The decision of what circumstances merit a forced game restart are solely at the discretion of the National Office and Tournament Administrators. The restart protocol will be communicated to participating rosters before being executed.

2.3.1. Overturned Games

When an overturned game results in a match tie, the teams involved will be required to make up the match in a time defined by the National Office.

2.4. Playing Player(s) Down

Games that require more than one person to be on the roster may begin or continue with a team playing “player(s) down” no matter the reason. Participants who are not in a game when that game begins can only join between the end of the current game and start of the next game.

2.5. Results

Competitors will be responsible for accurately reporting all game and match results on the match page within twenty four (24) hours of match completion.

- For activities defined as Round Robin, final results must be submitted by the end of the week in which the match was completed. If match results are not submitted by the outlined time, all participating teams may receive a forfeit for that match.
- For activities defined as Queue, results must be submitted no later than 10 minutes after the conclusion of the match.

2.6. Round Progression

During any form of Bracket Play, if the then current match continues past the scheduled match start time for a following round, teams must start the match following the then current match no later than ten (10) minutes after the then current match concludes. Teams who fail to do so may be forfeited for the unsubmitted match, and / or for the remainder of that bracket.

2.7. Patch

The association sanctions current, live patches for use as the required version for all game titles, unless otherwise specified by the National Office.

2.8. Reschedules

Reschedules are not allowed between teams at the Engagement Level of play.

2.9. Right to Concede

During a Match or Game for activities not designated as postseason or bracket play, with a major score disparity in their opponents favor, teams may concede, so long as all participating teams agree to the concession.

- When a Match is conceded all gameplay must end and the team not conceding will be considered the winner of the remaining game rounds and/or games within the Match Series. This is not to be counted as a No-show.
- When a Game is conceded all gameplay for the then current game must end and the team not conceding will be considered the winner of all remaining rounds within the set of game rounds for the conceded Game. The teams will then continue to play any remaining games left in the match series.

2.10. Stoppage of Play

Once a match has progressed to a **Game of Record (GOR)**, participants stopping play outside of allotted rules and provisions, intentionally or not, will result in a loss of the then current game. Any malfunctions are the player's/team's responsibility. All automatic stoppage functions must be turned off, if allowed by an activity.

2.11. Breaks & Pauses Between Games

Teams are allotted two (2) breaks between games in a match series. Breaks must be communicated through the association's chosen competitive platform match chat and may not exceed seven (7) minutes in length per break. These breaks may be taken together as one (1)

break for a total of fourteen (14) minutes. Going past allotted break times will begin the **1.13. Delay of Game Process**.

2.12. Cheating & Hacking

Cheating and/or Hacking is strictly prohibited. Below is a non-exhaustive list of examples:

- Cheating is any act of dishonesty and/or breaking of applicable rules.
- The use, implementation, modification, and/or execution of any code, programs, hardware, and/or software to give any participant(s) an advantage and/or create an unfair advantage not native to the game title in its original state. This includes the use of hardware or software to bind multiple actions to a single command or key press.

2.13. Use of Exploits

Exploits are defined as intentionally taking advantage of in-game bugs, glitches, or flaws. Each game title will host non-exhaustive lists of exploits that are disallowed for that specific game title. Member institutions will not be sanctioned for use of a glitch or exploit that is not listed on that game's non-exhaustive list prior to the alleged misuse of the glitch or exploit.

If you wish to report an unlisted glitch or exploit, please click **HERE** to submit it for review by the National Office and Competition Committee.

3. Participant Eligibility

3.1.Engagement Platform Eligibility

To be eligible as a “Participant” in any Engagement Level event, one must:

- Be approved as a participant at an applicable member organization.
- Create an account on the chosen competitive platform and complete the participant registration;

- Be listed on the roster before the match time begins to be considered a player eligible to compete. Once match time begins, teams are not allowed to add any participants to their roster until the then current match has finished;
- List all of their appropriate in game connections and in-game names in the appropriate fields to be eligible for competition;
- Meet all **ESRB** age rating requirements;
    - **https://www.esrb.org/**

3.3. Participant Naming Policies

All Participant Naming policies apply, but are not limited to the participant's competitive platform account name, in-game names, game connections, usernames, and more (non-exhaustive list).

3.3.1. Participant Naming Policies - General

Participant names within the association's activities must fall under the following guidelines:

- Participant names may not impersonate a Tournament Admin or any other staff associated with the National Office, Association Partners, Association Sponsors or staff of any companies associated with sanctioned game titles hosted by the association.

- A participant may not change their in-game name, game connections, or any identifiable information about their game account once any official activity starts, unless otherwise expressly approved in writing by the National Office.
    - If a participant does change any identifiable information about their game account without the permission described above, that participant will be deemed ineligible, pending a review by the National Office.

- The association reserves the right to request a participant name change for any reason.

3.3.2. Participant Naming Policies - Professionalism

All player names or profiles are prohibited from including, but are not limited to the following: (non-exhaustive list)

- Names that attack any group of individuals, including but not limited to race, gender, or age; Gang Affiliation; Drugs (including alcohol and tobacco); Sexual Material; Offensive Material; Politically Charged Symbols / Images; and More…

3.3.3. Participant Naming Policies - Commercialized

Participant names within the association's activities may not be commercialized, support, or promote a product. Participant names must not include a sponsor name, a product name, a product description, or any words that are purely commercial.

4. Technical Issues

4.1. Technical Issues

Participants are responsible for their own technical issues, including but not limited to hardware, software, connection, or internet issues. All competitors are strongly recommended to have a hardwired connection.

4.1.1. Technical Issue Pausing

A team may request a Technical Issue Pause only in the presence of verifiable technical issues.

- Technical Issue Pausing may only take place if it is before the listed match start time, between games in a match series, teams are not engaged in combat of any kind, or a game title allows pausing during the match and teams are not engaged in combat of any kind.
    - For pauses before the listed match time, teams are allowed ten (10) minutes Technical issue pausing. Play must begin at the end of the pause timer, or the team causing a delay past the pause timer will forfeit the then current game.
    - For pauses during the course of a live match, teams have up to three (3) technical issue pauses per Match, with the total time allowed for technical issue pausing being twenty (20) minutes. Play must resume at the end of the pause

timer, or the team causing a delay past the pause timer will forfeit the then current game.

- Pauses must be communicated on the competitive platforms match chat with details of the reason for the pause. If the game is live, the notification must also be in the game title chat for live matches.

4.2. Connectivity Issues - Allowed restarts

In the event the publisher game server is lagging, the current game may be reset if all participants or teams participating in the match consent to the reset.

- In the event of a sanctioned game restart due to connectivity and/or server issues, if the game state can be reset or replicated within reason, it should be reset to the point of the disconnect. If the game state cannot be reset, the game should begin at the start of the game round where the disconnect happened.

4.2.2. Player Disconnects - Solo-player Game Titles

In the event a player participating in a solo-player game title competition disconnects due to internet connectivity issues, the disconnected player will lose the current game, unless their opponent agrees to replay the game, or if all participants:

- have all their starting stocks; combined have not accumulated more than 60% damage; and a minute in-game has not passed.

4.2.3. Player Disconnects - Team Game Titles

For activities that require teams of two (2) or more players, when participants disconnect from an active game in progress due to an unexpected issue that does not meet the requirements for a replay (**4.2. Connectivity Issues - Allowed restarts**):

- Participants who disconnect from a live game may reconnect during the game if allowed to do so without restarting or interrupting that then current game.

- If pausing the match is allowed in the activity, teams may utilize that activity's active game pause rules while using up to the remainder of the **4.1.1. Technical Issue Pausing** policy timer to try and have a player reconnect to the match.

- If pausing the match is not allowed in the activity, the current game or game round in progress must be played to completion with the current game state. Once the current game round or game is finished, teams may use up to the remainder of the **4.1.1. Technical Issue Pausing** policy timer to try and have a player reconnect to the match.

4.3. Disruption of Service - Publisher Issue

If a participant disconnects due to widespread Publisher issues, the current game round or game, whichever ends first, must be played to completion.

5. Media & Broadcasting Rules

5.1. Broadcasting Standards

View the Media & Broadcasting Rules on the **Rules - Media & Broadcasting Rules - LIVE**.

6. Support, Violations, & Appeals

Participants, Teams, Coaches, Administrators, and Institutions agree to fully cooperate in any investigation regarding violations of any rules associated with the association. Any participant found to not be truthful, withholding, destroying, or tampering with any evidence related to the investigation will be subject to disciplinary action.