



NJCAA Rules

Competitive Level Rules

Fall 26 - Spring 27



GATEWAY
ESPORTS

DEFINITIONS

Learn and review definitions applicable to association operations on the [NJCAAE Definitions document](#).

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. Official Communication

While the National Office may send communication through social media, [discord](#), and beyond, the official sources of regular communication are email, [weekly newsletter](#), and the [official website\(s\)](#). Administrators, leads, and coaches charged with operating an esports program must actively monitor the association's emails, newsletters, and website.

- [njcaaesports.org](#); [NJCAAE Discord Server](#)

1.3. Seasons

The NJCAAE operates two official competition seasons each membership year, with the addition of a non-competitive season.

- **Competitive Seasons:**
 - Competitive Level - Fall Season; Spring Season
- **Engagement Activity:**
 - Engagement Level Regular Activity; Engagement Tournaments

1.4. Rule & Operational Discretion

While the association continually seeks to create a stabilized set of rules and operations, the collegiate esports space is ever-growing and changing. As such, the association reserves the



right to, at any time, change, update, add, adapt or remove any rules and operations it deems necessary for competitive integrity and consistency across the industry.

1.5. Gentlemen's Agreements

The use of a Gentlemen's Agreement to overlook, adjust, or add any and all rules set by the association is prohibited in all association activities. Gentlemen's Agreements will lead to both teams receiving a loss for the match in question.

1.6. Association Processes

To view a list of all association processes, please refer to the [NJCAA Process - Operational Processes document](#).

1.7. Live Support

If you're looking for assistance, please refer to the following lists for help:

- **Office Hours:** Monday - Friday 8:30 am ET - 5:00 pm ET - esports@njcaa.org
- **Competition Hours:** 6:00 pm ET - 10:00 pm ET - Competitive Assistants
- **Send Reports on** app.gatewayesports.org

1.8. Whitelist Ports

Members must make sure to open the ports listed on [Required Whitelisted Ports](#).

1.9. Competitive Activity Limitations

Member Institutions in part or in whole may be limited to only non-competitive activity for at least, but not limited to one (1) season of competition followed by a review of the teams activity, if they meet the following:

- Any institution that is new to the association and/or has not been verified as operating as an official program before this review;
- Any institution who has not completed membership registration and competition registration requirements for the then current season; and/or



- Any institution that has in part or in whole been sanctioned to a lower tier of activity by the National Office.

1.10. Match Attendance Requirements

All institutions participating in Competitive Level activity are required to attend all match times they are scheduled for. No-shows and forfeits will be recorded and retained.

1.11. No-Show & Forfeits Process

Any team or individual with No-shows during any stage of applicable association activity may be subject, but not limited, to the following actions:

- one verified no-show for a team or participant results in:
 - notification to the esports lead and their immediate administrator, with each no-show being publicly viewable by the general public; removal of the offending team from their applicable activity through forfeiture of their remaining season; and at minimum, a loss of eligibility for any activities connected to the applicable activity no-showed by the offending team.
- two (2) no-shows across multiple teams may result in:
 - notification to the esports lead, their administrator, and the institution's president.
- excessive no-shows across multiple teams within an institution may result in:
 - a review of the institution's status within the association by the National Office; relegation to specified activities for the current and possibly future seasons for the specific participant(s), game title teams, game title activity, or the entire program.

1.11.1. Forfeits

Forfeit submissions are reviewed by the National Office through the process outlined below. If a submission is determined to be a forfeit, the forfeiting team will only receive a loss for the match in question. If a match is not determined to be a forfeit, the match must be played, or the offending team will receive a no-show for the match in question.

- **Forfeit Submission Process:**



- **Send an email to:** esports@njcaa.org
- **The subject line of the email must be:** "Forfeit Submission: (Your institution name) - (Current Season) - (Membership Year)"
- **The body of the email must contain:** Match page link & Reason for the Forfeit

1.11.2. Postseason Forfeits & No-shows

Rosters who no-show, forfeit, or concede during any competition considered as postseason activity, bracket tournament activity, or any variation of them may face the following sanctions:

- Loss of eligibility for any postseasons, opt-in tournaments, and special events connected to the current season of activity for the specific participant(s), game title teams, game title activity, or the entire program for a determined amount of time.
- Automatic relegation to non-competitive activity for the current and possibly future seasons for the specific participant(s), game title teams, game title activity, or the entire program.

1.12. Match Preparation Process

For matches to start by the listed match time, teams must start all pre-match preparations, selections, bans, lobby set-up, network tests, patching, and hardware tests, at least thirty (30) minutes before the listed match time. All pre-match preparations must be complete with all participants being present in the [Match Lobby](#) ten (10) minutes, defined as the Scheduled Lobby Load-in Time, before the listed match time. The [1.13. Delay of Game Process](#) will begin for any team that is not fully present in the match lobby and ready to start the match by this time. If the [1.13. Delay of Game Process](#) is not continued four (4) minutes before the listed match time, it can not be used for the start of the match, but can be used for other delays.

- Teams applying the [1.13. Delay of Game Process](#) at any time must have verifiable proof, any form of timestamps pertinent to this match, as to the delay.
- If a team chooses not to progress the [1.13. Delay of Game Process](#) for the start of the match, but their opponent is still not in the lobby ready to play twenty (20) minutes past the match start time, the violating team will receive a match loss.



- The [1.13. Delay of Game Process](#) can not be used for a bracketed match that is not considered round robin if the previous rounds match is going long. Teams just follow the guidelines for [5.7 Round Progression](#) instead.

1.13. Delay of Game Process

The Delay of Game Process is based on a total amount of time for delay, rather than a per instance delay. This means if the delay of game process has already hit a time, 5 minutes or Step 2 for example, the next time the same team creates a delay of game, the process will begin at the time the timer was last stopped, or 5 minutes. In this example, the timer will start at 5 minutes and begin progressing to Step 3, or the 10 minute marker. Teams who delay a game past the outlined time allotments are subject to the following:

Step 1. Start of Delay of Game Process - 1 minute past scheduled lobby load-in, breaks, and/or pausing - For Match Preparation Process Delay of Game issues, the National Office or Tournament Administrators may release an announcement stating the official warning of the start of the Delay of Game Process.

Step 2. Delay of 5 minutes - 5 minute past scheduled lobby load-in, breaks, and/or pausing - Offending team may receive a one game loss in the Match Series and must progress the match before the next step in the Delay of Game process.

Step 3. Delay of 10 minutes - 10 minute past scheduled lobby load-in, breaks, and/or pausing - Offending team may receive another game loss in the Match Series and must progress the match before the next step in the Delay of Game process.

Step 4. Delay of 15 minutes - 15 minute past scheduled lobby load-in, breaks, and/or pausing - If the match has not progressed by this time and the offending team never showed up to the match, the offending team will receive a No-show. If the offending team did show up to the match and played to a game of record, any current and remaining games in the match series required to determine the winner will be counted as a loss.



- **Example: Match Preparation Process Delay of Game Example**

- Teams should finish all pre match preparations before Scheduled Lobby Load-in time.
- Scheduled Lobby Load-in time: 5:50
- Delay of Game Step 1 begins: 5:51 - Grace period
- Delay of Game Step 2: 5:55 - First game in the Match Series is counted as a loss for the offending team.
- Delay of Game Step 3: 6:00 - Second game in the Match series is counted as a loss for the offending team.
- Delay of Game Step 3: 6:05 - The offending team receives a No-show for the match in question.

1.14. Match Suspensions

Only National Office Staff and Tournament Administrators are allowed to suspend matches, meaning all play is paused until the suspension is lifted. The [1.13. Delay of Game Process](#) is not in effect while a match is suspended.

1.15. Participant Competition Limitations

Participants are only allowed to play in Competitive Level competition for the same activity within one-week. In addition, players are only allowed to be listed on a maximum of one team per game mode in each level of play during a season, unless otherwise allowed by the National Office. The National Office may allow players to be moved from team to team within the same level of play.

1.16 Round Robin Seeding & Tiebreakers

For round robin tournament play, all teams from each group shall qualify for postseason play so long as they are not removed from the season or under a postseason ban. Based on the team's record, they will be placed into a Postseason Tier.

For example:

Top Teams will qualify to Tier 1 Nationals

Middle Tier Teams will qualify for Tier 2 Nationals (If there is enough teams)



Lower Performing teams will play in Tier 3 Nationals (We will scale it to T4/T5/ etc based on registration numbers)

Comparing teams within the same group to determine Postseason Seeding and Tiebreakers

Higher seed determined at initial postseason seeding step will always have home advantage.

1. Overall match record
2. Head to Head record
3. Overall Game Win %
4. Tied teams must participate in a Best-of-One "Tie-breaker Match", which takes place on Saturday and Sunday, leading into the Regional Postseason. If both teams agree to forgo a Tie-breaker Match, or if the National Office determines a Tie-breaker Match will not work, a coinflip will be used to determine seeding.

Comparing teams in different groups to determine Postseason Seeding and Tiebreakers

Higher seed determined at initial postseason seeding step will always have home advantage.

1. Overall match record
2. Overall game win %
3. Number of Byes
4. Tied teams must participate in a Best-of-One "Tie-breaker Match", which takes place on Saturday and Sunday, leading into the Regional Postseason. If both teams agree to forgo a Tie-breaker Match, or if the National Office determines a Tie-breaker Match will not work, a coinflip will be used to determine seeding.

1.17 Team Postseason Admission

The number of teams that qualify for the postseason are announced two (2) weeks after the start of regular season competition.

Nationals Postseason: The number of teams that qualify for Nationals Postseason is based on the total number of registrants and the number of pools.



2. Registration

2.1. Registration Steps

Members must use the registration steps outlined on <https://www.njcaaesports.org/join> to successfully register for all member only competitions and activities.

2.2. Competition & Registration Platform

Institutions must utilize the association's designated competitive platform(s) for team / roster registration and maintenance.

- **Designated Competitive Platform(s):**
 - [Competition Platform](#)

2.3. Important Dates

Important dates related to registration, competitions, and timelines may all be found online at [njcaaesports.org/join](https://www.njcaaesports.org/join). Game day information can be found at [njcaaesports.org/game-titles](https://www.njcaaesports.org/game-titles).

2.4. Registration Adjustments

It is the responsibility of each member to inform the National Office of registration issues, changes, ineligible students, mishaps, glitches, etc... that may have resulted in incorrect registrations before final brackets have been made. Members are responsible for any unreported issues. The National Office must be informed of issues by:

- **Email** - Sent to the **National Office** - esports@njcaa.org
- **Email Content** - The email must contain the following information.
 - **Subject line must contain:** Institution Name followed by "- Registration Issue"
 - **Body must contain:** Roster / Team link of each roster / team with issue(s) - A description of each issue - A description of what needs to be done to solve each issue.



2.5. Postseason & Tournament Date Buffers

Postseason, tournament, and bracket-based activity may have “Date Buffers”, claiming more days than what are needed for the activity. These extra days may be used in case of emergencies, delays, adjustments, or anything else that may require the activity to be moved off the expected schedule. Participants for all postseason, tournament, and bracket-based activity must expect to use all dates listed on the schedule, including all “Date Buffers”.

3. Institution Profiles

3.1. Institution’s Platform Profiles

Review information on the [Institution Platform Profiles](#).

3.2. Platform Eligibility

To be eligible as a “Participant” in any association hosted event, one must:

- Create an account and complete account registration on the associations competitive platform(s);
- Be listed on their institution’s roster at least one (1) hour before the listed match time to be eligible to participate in that specific match. After this time, teams are not allowed to add any participants to their roster until the then current match has finished;
- List all of their appropriate game user id, in-game names, and discord username in the appropriate fields to be eligible for competition;
- Meet all [ESRB](#) age rating requirements - <https://www.esrb.org/>;

3.2.1. Platform Eligibility Violation Limitations

Once a game of record has been reached, violations for [3.2. Platform Eligibility](#) can not result in a forfeiture or loss of a match.



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.



3.4. Game Profiles

If your game profile has a public or private (non-exhaustive list - unlisted, friends only, etc...) option on account profiles, the profile must be set to be publicly viewable by anyone.

4. Roster Rules

4.1. Roster Alternates

The following chart shows the allotted Alternate Slots allowed at any point in time during all Competitive Level activities.

Number of Players	Minimum Required	Max Allowed
Team of 6 players	7	12
Team of 5 players	6	10
Team of 4 players	5	8
Team of 3 players	4	6
Team of 2 players	3	5
1 player	1	1

4.1.1. Roster Slot Locks - Competitive Level

The following chart shows the allotted Slot adjustments allowed starting at **week four (4)** of regular season activity for Competitive Level.

Number of Players	Number of Slot Adjustments Starting at week 4
Team of 6 players	Starting at week 4, teams may only make 3 total roster additions for the remainder of the regular season and before postseason begins.
Team of 5 players	Starting at week 4, teams may only make 2 total roster additions for the remainder of the regular season and before postseason begins.
Team of 4 players	Starting at week 4, teams may only make 2 total roster additions



	for the remainder of the regular season and before postseason begins.
Team of 3 players	Starting at week 4, teams may only make 1 total roster additions for the remainder of the regular season and before postseason begins.
Team of 2 players	Starting at week 4, teams may only make 1 total roster additions for the remainder of the regular season and before postseason begins.
1 player	0 roster additions are allotted for these activities.

4.1.3. Roster Slot Locks - Exceptions

Additions beyond the allotted slots must be sent to the National Office for review and approval through a process designated by the National Office.

- An email to **National Office** - esports@njcaa.org outlining the reason for any roster addition(s) past the allotted slots. The following must be included:
 - Reason for the addition(s);
 - Link to the roster the member wishes to add the student to;
 - Students Name;
 - Proof the student meets student eligibility requirements for the tier of competition they are potentially being added to.

4.2. Postseason Roster Lock

Rosters must be finalized twenty-four (24) hours before any postseason activity begins. After this time, teams are unable to adjust their rosters during postseason competition for any reason.

5. Competition Rules

5.1. Match Day Process

While following the [Match Day Process](#) is not a requirement, it will increase match quality.



5.2. 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 [5.2.1 Ping Test Rules](#) process.

5.2.1. 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.

5.3. 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.

5.4. Game Restarts

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



5.4.1. 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.

5.5. 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.

5.6. 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, 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.

5.7. Round Progression

During any form of Bracket Play, if the then current match continues past the scheduled match start time for the 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.

5.8. Patch

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



5.9. Reschedules

Reschedules are allowed between teams before a match has been played to completion, unless otherwise specified by the National Office.

- Reschedules are only required if mandated by the National Office or a Tournament Administrator. The National Office may require rescheduling in the event of: (non-exhaustive list) Entire Campus Closures; Emergencies; Publisher events; etc...
- If the opposing team refuses a non-mandated reschedule proposal, the requested roster must play the match at the currently scheduled match date and time.
- For a non-mandated reschedule to take place, the following must happen:
 - One lead representative of a roster must ask an opposing team for a reschedule.
 - The opposing roster's lead being asked for the reschedule must respond with an affirmative response (EX: "Yes") for the process to continue.
 - If the team being asked for the reschedule answers affirmatively, a new date and time must be set and listed in the competitive platforms match chat of rescheduling function. This date must be set before the listed reschedule window end date for that round of competition. This means that the original play time is no longer valid and may not be used for play, unless both teams agree to cancel the reschedule.
- **Round Robin Reschedule Window End Date:** Rescheduled dates must be decided upon within 2 weeks of the reschedule request being accepted, or by the end of the season, whichever comes first.
- **Swiss Reschedule Window End Date:** By 11:59 pm Eastern Standard Time on Saturday of the week the match was originally scheduled.
- If a rescheduled match is not played before the listed reschedule window end date, both teams will receive a forfeit loss for the unplayed match.
- Postseason, Qualifier, and Preseason reschedules are allowed for every round except the Final round of any competition, unless otherwise granted by the National Office, so long as the match finishes ten (10) minutes before the next round begins.
- When possible, teams should request reschedules prior to twenty-four (24) hours before the match is scheduled to begin. While not a requirement, doing so maintains a high level of collegiality and sportsmanship.



5.10. 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.

5.11. 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.

5.12. 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](#).

5.13. 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.

5.14. 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.

5.15. Institution Spectating

Only Coaches and Broadcasters are permitted to be in the spectator slots and are permitted to use the overhead camera.

- Teams are encouraged to set up and record video calls for each match with all individuals utilizing a spectator function. If a team is using a spectator function, their opponent may request that both teams set up a video call with all of the spectating institutions spectators. All spectators must comply with this request while being able to be heard by the opposing team(s) at all times and they must have cameras on.
 - This is not applicable to the following Game Titles: Mario Kart; Super Smash Brothers; Tekken; Street Fighter; Rocket League; Madden; EA FC
- If a team asks for a link to their opponent(s) broadcast and that opponent is broadcasting, the opponent must share the link.

5.16. Communication with Teams

Only official Coaches assigned to a team on the association's chosen competitive platform may communicate with the team(s) they're assigned to during the course of a live match. Programs may choose only one of the following options for coach to team communication for the duration



of a match. Programs must inform their opponent(s) of which coaching option is being used for the match in the competitive platform match chat.

Coaching Option 1. A single coach using this option is only permitted to have communication with their team during times outlined in **Times acceptable for Coaching Option 1 communication**. Any coach using this option is allowed to use spectator and/or overhead views during the course of the match. Opponents of teams using **Coaching Option 1** may request that the program using **Coaching Option 1** join a video call where the Coach is on camera and can be clearly heard at all times during live gameplay. Coaches may mute themselves outside of live gameplay. If requested, the team using Coaching Option 1 must comply. The National Office suggests that teams who make this request record and retain the interaction.

- **Times acceptable for Coaching Option 1 communication -**
 - **Pre-Game Lobby** - coach is permitted to communicate with team
 - **Loading Screen** - coach is NOT permitted to communicate with team
 - **Countdown Screen** - coach is NOT permitted to communicate with team
 - **Active Game** - coach is NOT permitted to communicate with team
 - **Between Games** - coach is permitted to communicate with team
 - **Between Game Rounds** - coach is permitted to communicate with team
 - **Post Game Lobby** - coach is permitted to communicate with team

Coaching Option 2. Coaches may watch their team “over the shoulder”, only viewing the players' point of view at all times during the match, and communicate with them during the live match. These coaches must be listed on the team roster. For a coach to use this option, they must be on the roster no later than the fourth week of the regular season. Any coach who chooses to utilize this option must have no auxiliary information outside of their team’s view. This includes a view of any live streams, free camera, and/or broadcasts of the current match. These coaches are the only individuals able to communicate with the team during the live match. If anyone in a program is using **Coaching Option 2** and is using free camera views in a match, they must retain a bull-pen camera view of coaches using this option (the coach must be on camera at all times during active gameplay); otherwise, programs are only required to record the view of what coaches are seeing during the match (either camera or screen recording). Coaches using “over the shoulder” coaching must have their audio clearly recorded and audible



during active gameplay. All recordings must be retained until the end of that current membership year.

- The following activities allow Coaches to utilize **Coaching Option 2** without the viewing limitation and recording requirements: Mario Kart; Super Smash Brothers; Madden; EA FC
- The following activities are not allowed to use **Coaching Option 2**: Chess; Hearthstone; Starcraft; Valorant; CounterStrike; Rainbow Six Siege

6. Equipment Rules & Restrictions

6.1. Specific Controller Rules & Restrictions

These rules only apply to the following titles: Street Fighter; Tekken; Super Smash Bros Ultimate

The National Office allows a “Bring your own controller” (BYOC) model, with certain allowances and limitations. Teams and individuals found violating any one rule listed in [6. Equipment Rules & Restrictions](#) will receive an automatic match loss and may face further sanctions.

- **Allowed**
 - Wired controllers; Fight sticks; Wireless controllers - Allowed if it is not restricted in the activity rules; Converters - Allowed as long as they do not affect the performance of the controllers in play. Brooks Converters are preferred.
 - Home-brew controllers created by players (with restrictions).
 - The following are legal: Hit Box Smash Box; Gafrobox; Full Schedule Stick; Hit Box Cross|Up
- **Restrictions**
 - Restrictions can be changed at any time depending on the Game Designer or Publisher’s guidance. Should a modification become illegal two (2) weeks from



writing this, it will be presumed that the Publisher guidance will stand in place of our rules as written. - Written **5.22.23**

- A controller (Home-Brew, especially) may not be modified to activate multiple game inputs from a single input mechanism (commonly known as “macros”). This includes both corded and sequential inputs.
 - In-game assignment of multiple inputs is allowed.
 - You cannot modify or rewire the controller in a way where a button is pushed to allow a hardware macro to activate a series of inputs, or a push-button pushes three other inputs simultaneously or successively.
- The controller may send analog game inputs from analog input mechanisms or digital input mechanisms as long as it doesn't violate the previous restriction.
 - Ex. If R2 is at 25% held when A is pressed, 50% when B is pressed and 100% when both A and B are pressed.
- The controller may not send simultaneous opposite cardinal direction game inputs. “Stock” gamepads are explicitly exempt from this rule.

7. Technical Issues

7.1. 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.

7.1.1. 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 be subject to the [1.13. Delay of Game Process](#).
- 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 be subject to the [1.13. Delay of Game Process](#).
- 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.

7.2. 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. Proof of the agreement, with date and time stamps included, should be retained by both teams in case a review of the restart is required.

- 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.

7.2.2. 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. Proof of any agreements or reasons for restarts,



with date and time stamps included, should be retained by both teams in case a review of the restart is required.

7.2.3. 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 (**7.2. 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 [7.1.1. 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 [7.1.1. Technical Issue Pausing](#) policy timer to try and have a player reconnect to the match.

7.3. 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. The issue must then be reported to the National Office with date and time stamped proof available at the time of the report.

8. Media & Broadcasting Rules

8.1. Broadcasting Standards

View the Media & Broadcasting Rules on the [Rules - Media & Broadcasting Rules - LIVE](#).



9. Support, Violations, & Appeals

9.1. Submitting Support, Dispute, & Violation Tickets

In the event of a rule dispute, need for support, or possible violation, teams are directed to the [Ticket Submissions & Processes](#).

- [Support, Dispute, & Violation Ticket Submission](#) - Submissions lacking required or vital information may be automatically rejected, but may be resubmitted.

9.2. Submitting Evidence

Video evidence must be accessible for review by the reviewing parties without interruption through one of the following means:

- Uploaded as an Unlisted video to YouTube that is accessible by a link. [CLICK HERE FOR GUIDE](#) - Do not make the videos Private access.
- A downloadable video that is not restricted by specific email addresses or access requirements which inhibit NJCAAE National Office staff from review of the materials.

9.3. Appeals Process

[Appeals Process](#)

9.4. Seasonal Report Limitations

Reports related to matches played during regular season must be submitted before the Wednesday after the end of the regular season to be reviewed before postseason matches begin.

9.5. Disciplinary Action

The association may hand out progressive disciplinary action, including but not limited to permanent expulsion from all future play in association activities. [Reporting, Appeals & Sanctions](#)



9.6. Admin Interpretation

The final and binding interpretation of rules rests with the association's National Office Staff and other tournament officials designated by the National Office.

10. Sanctioned Game Titles

View a list of all Sanctioned Game Titles and their rules on the [NJCAAE Website](#).

