

# Front Page



Nexus

Championship/Challenger  
League Pre-Season Official  
Rules

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# Team Eligibility

## **1. Team Eligibility**

### **1.1 Player Age**

No player shall be considered eligible to participate in any Nexus-affiliated match before his or her 13th birthday, defined as having lived 13 full years. This shall not however, prevent teams from signing Free Agents who are 17 years old, granted that they may not participate in a Nexus match until they turn 18.

### **1.2 Starters.**

For purposes of Rule 1.2, as stated in Rule 2.2, a "Starter" is defined as one of the four players established in the Team's starting lineup for any given game.

# Team Ownership & Roster Rules

## **2. Team Ownership & Roster Rules**

### **2.1 Team Ownership Restrictions**

When a team qualifies for the Championship/Challenger League, Nexus will recognize the ownership that was established by the team in the Championship/Challenger League. No Team Owner or Team Manager or Affiliate of an Owner may own or control, directly or indirectly, or have a direct (e.g., ownership) or indirect (e.g., a contractual arrangement) financial interest, or be an employee or contractor of, more than one Call of Duty team in a professional eSports league. Any buyback provision, right of first purchase, or similar interest in a team shall be treated as a controlling interest in such team for the purposes of enforcing ownership restrictions.

### **2.2 Roster Requirements**

Each team is required to maintain, at all times during the Nexus League, four players in the starting lineup (“Starters”), and between one and three substitute players (“Reserves”). The Starters and Reserves are considered collectively as the “Active Roster.” No individual may simultaneously hold two or more of the roles listed above.

The Active Roster will be displayed in the discord under #active-roster. The Active Roster in the Discord will be updated upon proper filing of documentation. Once an acquisition is confirmed, the acquisition will be placed on the Discord. The Active Roster on the Discord will be considered the most up to date roster that could be applied within a reasonable time. Roster eligibility is still at the discretion of Nexus League officials.

An Nexus League starter is only allowed to compete for the one Nexus League team that he or she has a contract with. A player will not be allowed to compete for more than one organization simultaneously and therefore cannot be listed on the roster of more than one team. An Nexus League player can only be contracted to one team globally and if he currently has a contract with a team in another region he or she must disclose that information.

For the purpose of clarity, teams may contract with their reserves before they become Starters (if ever), but are only required to submit the Summary Sheet for any player who will be starting a game. A contracted Nexus League reserve player must receive permission from the team owner to whom he is contracted before competing for a Championship/Challenger League team of a different owner. Permission can be submitted via email to a Nexus League official and must have the requisite loan form. The loaned player can only represent one roster for the remainder of the split after the Free Agent deadline has passed.

No team may have on their roster more than two players at a time from any single starting lineup of a different team that played in either region of the Nexus League and/or any aspect of the Championship/Challenger League (including play-in) in the last two completed Splits. A Championship/Challenger League team that wins its match must play at least 2 members of the active roster that earned the spot in the Nexus League in the first game of the split.

### **2.3 Head Coach**

Each team may have a designated head coach who will be considered the official coach for the team. The head coach will be listed in the discord under #active-roster. The head coach cannot be a starting player, active player on a Championship/Challenger League team, owner, and/or manager for a professional team or a Challenger team. Coach may be a substitute player for the team.

The coach can only represent one organization. The coach cannot be an employee of a different organization's Nexus League team in any capacity. The coach may be affiliated with another organization, however, the eligibility of that coach will be at the discretion of Nexus League officials and be determined on a case by case basis.

If a coach is relieved of his or her position for a non-emergency, then that person cannot act as a coach for the same team for 3 game weeks. An interim coach can be designated until a full-time coach is found. An interim coach can only act as a coach for 3 games during the regular season or 1 match in the playoffs. If the head coach is unable to make a game due to an emergency, the GM must assign an interim coach to be on-site instead. The interim coach can be the manager of the organization. If a coach is not present on-site, then the team is subject to penalties.

### **2.4 Roster Submission**

**At a time designated by Nexus officials before the start of each split, each team must submit their roster to Nexus, including four starters and at least one reserves.** In the event that a team selects to modify the starting lineup, the team's captain must make a request to revise the roster to Nexus officials in compliance with Section 4 below. The request must be submitted in advance of any proposed effective date of any such change, at the earliest possible date and time. A team will not be allowed to start a member for the first week of the Summer Split that is not on the Active Roster that was declared on this date.

The Submission must also include all personal information requested about the Team and Team Members by Nexus officials. This shall include the Team Members' In-Game Names (along with desired spelling and capitalization thereof), as well as the formal

spelling of the Team name.

## **2.5 Player Loans**

Players from the Nexus Challenger League may be put on Loan for your team for that week of matches. (Have to send in who will be the player(s) on Loan for that week of matches to the Nexus Admins of the Nexus Championship League).

## **2.6 Substitutions**

Requests to modify a starting lineup for the team's first games on a regular season week may not be submitted no later than 48 hours prior to the start of that broadcast/match. A change to the starting roster for the second game of a regular season week must be made no later than two hours after the completion of the final game on the first day.

**A team may substitute a player within a match. The team must notify an Nexus official and have the substitution approved immediately following the previous game, no later than 5 minutes after the game ends.** For example, if a team wishes to substitute a player in for game 2, then the coach/captain must notify an Nexus official no later than 5 minutes following game 1. A team will be allowed a roster of 5 eligible players for the playoffs barring any extenuating circumstances. The 5 players will be locked at the beginning of the playoffs.

**In the event of an emergency, a team will be given up to two hours to find an immediate substitute for a game. If a replacement cannot be found then the team will forfeit. Nexus officials will determine if an event qualifies as an emergency.**

## **2.7 Team Names, Team Tags, & Player Names**

All Team Tags, Team Names, and Player Names must be approved by Nexus officials in advance of use in play. Name changes are allowed, but must be approved by Nexus officials prior to use in an Nexus game. Any cosmetic change to logos, team names, etc. must be made 72 hours in advance of the first Nexus game of the week. Nexus officials have the ability to deny a team name if it does not reflect the professional standards sought by the Nexus and the team will be required to change their name.

# League Structure

## League Structure

### 3.1 Definition of Terms

3.1.1 Game. An instance of competition on a map that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the game, or (b) Team Forfeit

3.1.2 Match. A set of games that is played until one team wins a majority of the total games (e.g., winning two games out of three (“best of three”); winning three games out of five (“best of five”)). The winning team will either receive a win tally in a league format or advance to the next round in a tournament format.

3.1.3 Split. Scheduled league play that will occur over an approximately three-month period of time. The 2026 Season will be divided into two splits (Spring and Summer). Each split will consist of three phases: (a) Regular Season, (b) Playoffs, which will occur at the conclusion of the Regular Season, and (c) a Promotion Tournament after the Playoffs have concluded.

### 3.2 Schedule

#### Championship Schedule

- 3.2.1 Spring Regular Season (April 23rd-July 9th) (Subject to change due to LAN's)
- 3.2.2 Summer Promotion (July 16th)
- 3.2.3 Spring Playoffs (July 23rd-July 24th)
- 3.2.4 Summer Regular Season (August 13th-October 30th)
- 3.2.5 Spring Promotion for 2018 Season (November 5th)
- 3.2.6 Summer Playoffs (November 12th-November 13th)

#### Challenger Schedule

- 3.2.1 Spring Regular Season (April 21st-July 8th) (Subject to change due to LAN's)
- 3.2.2 Spring Playoffs (July 9th)
- 3.2.3 Summer Promotion (July 16th)
- 3.2.4 Summer Qualifiers (July 30th)
- 3.2.5 Summer Regular Season (August 11th-October 28th)
- 3.2.6 Summer Playoffs (October 29th)
- 3.2.7 Spring Promotion for 2026 Season (November 5th)

3.2.8 Information regarding format of the Nexus Championship/Challenger League can be located at

[https://docs.google.com/document/d/1J4XYkBnboPzRLjcHc\\_SlSd22TzSl3rauSKkyWrrMB8k/edit?usp=sharing](https://docs.google.com/document/d/1J4XYkBnboPzRLjcHc_SlSd22TzSl3rauSKkyWrrMB8k/edit?usp=sharing)

### **3.3 Phase Details**

3.3.1 Regular Season. This phase consists of twelve teams, each playing 24 games per split, in a league format against opponents within their region. Each team will face each of their opponents twice per split. Sides will be pre-determined and teams will start on the defense and attack sides an equal number of times against each opponent (one game per side). Ranking in the league will be determined by percentage of wins. A full schedule of dates and games can be found on the Nexus Discord server under #league-schedule

3.3.2 Regular Season Tiebreaker. In the event that multiple teams are tied in the standings at the conclusion of either Regular Season split (as defined as having the same winning percentage), then any teams so tied will be seeded by head-to-head record. If said teams have identical head-to-head records (as defined as each team winning 50% of games between the two teams), said teams will play one tiebreaker game to determine the final standings.

Tiebreaker games will be played following the final game of the Regular Season, but prior to the first day of the Playoffs. Tied teams will compete against each other until there is a winner.

If three or more teams are tied, the head-to-head record of all teams against all other teams involved in the tiebreaker will be considered. If a single team owns a winning record (as defined as winning more than 50% of the games) against every other team in the tiebreaker, they are automatically granted the highest seed available in the tiebreaker, and a new tiebreaker is declared amongst the remaining teams.

If no team in a tiebreaker holds a winning record against all other teams, the following structures will be used:

3.3.3 Three-way tie: A single round-robin will be played among the three teams. If this does not result in a hierarchical ranking of teams (i.e., distinct 2-0, 1-1, and 0-2 team records), then the three teams will be randomly drawn into a single-elimination bracket where one team has a bye into the finals.

3.3.4 Four-way tie: The teams will be randomly drawn into a "Korean-style" or "dual" bracket, where teams play Bo3 matches throughout the tournament. The four teams will be split into two first-round matches; the winners will then face off in Game 3 while the losers face off in Game 4. The winner of Game 3 will be declared the top seed; the loser of Game 3 will face the winner of Game 4 in a contest to determine 2nd/3rd place; and the loser of Game 4 will be declared 4th place.

3.3.5 Five-way tie: The teams will be randomly drawn into a single elimination bracket, where there is a play-in between two teams for the fourth semi-final spot. The tournament will require a 3rd -place match to determine seeding.

3.3.6 Six-way tie: The teams will be randomly drawn into a single elimination bracket, where two

teams have byes into the semi-finals. The tournament will require a 3rd -place match and 5th -place match to determine seeding.

3.3.7 Seven-way tie: The teams will be randomly drawn into a single elimination bracket, where one team has a bye into the semi-finals. The tournament will require a 3rd -place match and loser's bracket to determine seeding

3.3.8 Eight-way tie: The teams will be randomly drawn into a single elimination bracket. The tournament will require a 3rd -place match and loser's bracket (including 7th -place match) to determine seeding.

3.3.9 Nine-way tie: The teams will be randomly drawn into a single elimination bracket, where there is a play-in between two teams for the final spot. The tournament will play out until all seeds are determined one through nine

3.3.10 Ten-way tie: The teams will be randomly drawn into a single elimination bracket where there are two play-in matches among four teams. The tournament will play out until all seeds are determined one through ten.

3.3.11 Eleven-way tie: The teams will be randomly drawn into a single elimination bracket where there are two play-in matches among five teams. The tournament will play out until all seeds are determined one through eleven.

3.3.12 Twelve-way tie: The teams will be randomly drawn into a single elimination bracket where there are two play-in matches among six teams. The tournament will play out until all seeds are determined one through twelve.

Side selection for all tiebreaker games will be determined by a coin flip.

3.3.11 Playoffs. This phase consists of a three-round single-elimination tournament among the top eight (8) teams from the Regular Season split, seeded according to their Regular Season rank. Matchups will be reseeded in the Semifinal Round so that the #1 Seed will face the lowest remaining seed and the #2 Seed will face the highest remaining seed. The 1st - through 8th -place teams as determined by the playoffs and regular season will automatically qualify to compete in the next split. Each round will consist of best-of-five (Bo5) matches. Finals will consist of a best-of-seven (bo7) matches.

Any player that has competed in the Challenger League Playoffs will not be allowed to compete in any phase of the Championship League Playoffs. This will include the Regional Qualifier tournament as well (TBD). Conversely, any player that competes in the Championship League Playoffs will not be allowed to compete in the Challenger League Playoffs or Promotion Tournament.

## Championship League End-of-Split Standings

Champ 1	Advances to Split Playoff Quarterfinals
Champ 2	Advances to Split Playoff Quarterfinals
Champ 3	Advances to Split Playoff
Champ 4	Advances to Split Playoff
Champ 5	Advances to Split Playoff
Champ 6	Advances to Split Playoff
Champ 7	Advances to Split Playoff
Champ 8	Advances to Split Playoff
Champ 9	Qualifies for the Next Split
Champ 10	Proceeds to Promotion Tournament Promotion Round
Champ 11	Proceeds to Promotion Tournament Promotion Round
Champ 12	Proceeds to Promotion Tournament

## Challenger League End-of-Split Standings

Challenger 1	Advances to Split Playoff
Challenger 2	Advances to Split Playoff
Challenger 3	Advances to Split Playoff
Challenger 4	Advances to Split Playoff
Challenger 5	Proceeds to Season Qualifier
Challenger 6	Proceeds to Season Qualifier
Challenger 7	Proceeds to Season Qualifier
Challenger 8	Proceeds to Season Qualifier
Challenger 9	Qualifies for the Next Split
Challenger 10	Eliminated from Challenger League
Challenger 11	Eliminated from Challenger League
Challenger 12	Eliminated from Challenger League

3.3.12 Nexus Points: TBA

3.3.13 Nexus Points Tiebreaker. In the event that multiple teams are tied in the standings at the conclusion of the Summer Split, then the team that gained the most points in the Summer Split will be considered the holder of the tiebreaker. In the event that two teams are tied at the 5th -6th position for the Summer Split, then the Summer Split regular season win-loss record will be the first tiebreaker. If both teams are tied in the Summer Split regular season, then head to head will be used to determine the tiebreaker. Summer Split regular season head to head will include any tiebreaker games needed to determine position.

3.3.15 Promotion Tournament. This phase consists of matches among the bottom three finishers in the Regular Season standings against the top three qualifiers from the Challenger League. The Championship League teams will be seeded as described below.

The lowest seeded Championship team (the 12th place finisher in the Championship regular season) will compete against the Challenger League 1st place finisher.

The top seeded Championship team (the 10th place finisher in the Championship League regular season) will compete against the Challenger League 3rd place finisher. while the 11th place finisher in the Championship regular season will face the 2nd seeded Challenger League team. The winners of the three matches will qualify for the next split.

All matches are a best of 5.

# Match Process

## **Match Process**

### **4.1 Changes to Schedule**

Nexus may, at its sole discretion, re-order the schedule of matches within a given day and/or change the date of a Nexus match to a different date or otherwise modify the schedule of matches. In the event that Nexus modifies a match schedule, Nexus will notify all teams at the earliest convenience.

### **4.2 Role of Referees**

4.3.1 Responsibilities. Referees are Nexus officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following match play. Their oversight includes, but is not limited to:

- 4.3.1.1 Checking the team's lineup before a match.
- 4.3.1.2 Checking and monitoring player peripherals and match areas.
- 4.3.1.3 Announcing the beginning of the match.
- 4.3.1.4 Ordering pause/resume during play.
- 4.3.1.5 Issuing penalties in response to Rule violations during the match.
- 4.3.1.6 Confirming the end of the match and its results.

4.3.2 Referee Comportment. At all times, referees shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any player, team, team manager, coach, owner, or other individual.

4.3.3 Finality of Judgment. If a referee makes an incorrect judgment, the judgment can be subject to reversal. Nexus officials at their discretion may evaluate the decision during or after the match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, Nexus officials reserve the right to potentially invalidate the referee's decision. Nexus officials will always maintain final say in all decisions set forth throughout the Nexus.

### **4.3 Competitive Patch & Ruleset**

The 2026 Season will be played on the current patch available on the Live Service (following the Premier/VCT Map Pool)

### **4.4 Pre-Match Setup**

4.4.1 Server Selection. Default Servers for matches are to be played on either Texas or Illinois. The server with the lowest ping differential is to be used. Other server locations can be determined by the agreement of both teams. If both teams can not agree on a server, the final location decision will be placed by the Tournament Officials

#### 4.4.2 Server Settings

Cheats: Off

Tournament Mode: On

Win By 2: On

Play Out All Rounds: Off

Hide Match History: Off

#### 4.4.3 Map Vetoing

Best of 3 Map Veto:

Team A Bans 1 Map

Team B Bans 1 Map

Team A Picks First Map

Team B Picks Side

Team B Picks Second Map

Team A Picks Side

Team A Bans 1 Map

Team B Bans 1 Map

Team A Picks Side (Decider Map)

Best of 5 Map Veto:

Team A Bans Map

Team A Bans Map

Team A Picks First Map

Team B Picks Side

Team B Picks Second Map

Team A Picks Side

Team A Picks Third Map

Team B Picks Side

Team B Picks Fourth Map

Team A Picks Side

Team B Picks Side (Decider Map)

4.4.1 Player Ready State. Once all ten players in a match have confirmed completion of setup, and a ready check has been completed, players may not enter the range.

# Game Rules

## **Game Rules**

### **5.1 Maps**

Every Series will be played on the current map pool cycle (following Premier's Cycle)

- Ascent
- Bind
- Corrode
- Haven
- Icebox
- Lotus
- Sunset

### **5.2 Reset Rules**

#### **5.2.1 Game of Record**

A game of record ("GOR") refers to a game where all eight players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as "official" from that point onward. After the establishment of GOR, game restarts will be allowed only under limited conditions. Examples of conditions which establish GOR:

5.2.1 Any attack landed on enemy.

5.2.2 Line-of-sight is established between players on opposing teams.

### **5.3 Disconnections & Forfeits**

If a player disconnects from your match, you are to either:

5.3.1 End the match & replay from the time the player disconnected (Eligible to only Capture The Flag)

5.3.2 Continue the match and the team whose player disconnected is to re invite them back to the game

5.3.3 End the match completely and restart the match over again (Eligible to Gentlemen's Agreement) (Play nice everyone, what if it happened to you?)

Team are only allowed to forfeit the opposing team if:

5.3.5 They do not show up for their match at all (Teams have up to 15 mins to join after the time the match is supposed to begin)

5.3.6 If they use a type of Hack/Cheat (With Validated Proof) (Trust us we know a ton of things in the game so will be very hard to find a Hack/Cheat)

# Player Conducts

## **Player Conducts**

### **6.1 Competition Conduct**

6.1.1 Unfair Play. The following actions will be considered unfair play and will be subject to penalties at the discretion of Nexus officials.

6.1.1.1 Collusion. Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

6.1.1.1.1 Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.

6.1.1.1.2 Pre-arranging to split prize money and/or any other form of compensation.

6.1.1.1.3 Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.

6.1.1.1.4 Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

6.1.1.2 Competitive Integrity. Teams are expected to play at their best at all times within any Nexus game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.

6.1.1.3 Hacking. Hacking is defined as any modification of the Black Ops 4 game client by any player, team or person acting on behalf of a player or a team.

6.1.1.4 Exploiting. Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: movement/ability performance, or any other game function that, in the sole determination of Nexus officials, is not functioning as intended.

6.1.1.5 Spectator Monitors. Looking at or attempting to look at spectator monitors

6.1.1.6 Ringing. Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

6.1.1.7 Cheating Methods. The use of any kind of cheating device and/or cheat program, or any similar cheating method such as signaling devices, hand signals, etc.

6.1.1.8 Intentional Disconnection. An intentional disconnection without a proper and explicitly-stated reason.

6.1.1.9 Nexus Discretion. Any other further act, failure to act, or behavior which, in the sole judgment of Nexus officials, violates these Rules and/or the standards of integrity established by Nexus for competitive game play.

6.1.2 Profanity and Hate Speech. A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Team Member may not use any facilities, services or equipment provided or made available by Nexus or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications.

6.1.3 Disruptive Behavior / Insults. A Team Member may not take any action or perform any gesture directed at an opposing Team Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

6.1.4 Abusive Behavior. Abuse of Nexus officials, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's computer, body or property will result in penalties. Team Members and their guests (if any) must treat all individuals attending a match with respect. 7.2.1 Responsibility Under Code. Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

6.2.2 Harassment. Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

6.2.3 Sexual Harassment. Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

6.2.4 Discrimination and Denigration. Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigratory words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

6.2.4 Releasing Information Without Approval. Teams will be asked to submit paperwork for approval or visibility throughout the Nexus season. This paperwork is necessary for maintaining expectations throughout the league. Early announcements can disrupt the competitive scouting a team would use to create strategies for upcoming matches. For this reason, if a Team Member has been told not to release information, as it may undermine the competitive process, and the Team Member proceeds to release said information, then the Team Member and/or Team will be subject to penalties.

6.2.5 Criminal Activity. A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

6.2.6 Confidentiality. A Team Member may not disclose any confidential information provided by Nexus, by any method of communication, including all social media channels

6.2.7 Bribery. No Team Member may offer any gift or reward to a player, coach, manager, Nexus official, or person connected with or employed by another Nexus team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

6.2.8 No Poaching or Tampering. No Team Member or Affiliate of a team may solicit, lure, or make an offer of employment to any official coach or player who is signed to any Nexus team, nor encourage any such official coach or player to breach or otherwise terminate a contract with said Nexus team. An official coach or player may not solicit a team to violate this rule. An official coach or player may express publicly their desire to leave the team and encourage any and all interested parties to contact their management. But, to be clear, the official coach or player may not entice a team directly to reach out to their management or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of Nexus officials. To inquire about the status of an official coach or player from another team, managers must contact the management of the team that the player and/or official coach is currently contracted with. The inquiring team must provide visibility to Nexus officials before being able to discuss the contract with a player

## **6.2 Unprofessionalism Behaviour**

6.2.1 Responsibility Under Code. Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

6.2.2 Harassment. Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

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6.2.6 Confidentiality. A Team Member may not disclose any confidential information provided by Nexus, by any method of communication, including all social media channels

6.2.7 Bribery. No Team Member may offer any gift or reward to a player, coach, manager, Nexus official, or person connected with or employed by another Nexus team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

6.2.8 No Poaching or Tampering. No Team Member or Affiliate of a team may solicit, lure, or make an offer of employment to any official coach or player who is signed to any Nexus team, nor encourage any such official coach or player to breach or otherwise terminate a contract with said Nexus team. An official coach or player may not solicit a team to violate this rule. An official coach or player may express publicly their desire to leave the team and encourage any and all interested parties to contact their management. But, to be clear, the official coach or player may not entice a team directly to reach out to their management or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of Nexus officials. To inquire about the status of an official coach or player from another team, managers must contact the management of the team that the player and/or official coach is currently contracted with. The inquiring team must provide visibility to Nexus officials before being able to discuss the contract with a player

### **6.3 Association With Gambling**

No Team Member or Nexus official may take part, either directly or indirectly, in betting or gambling on any results of any Black Ops 4 tournament or match globally.

### **6.4 Subjection to Penalty**

Any person found to have engaged in or attempted to engage in any act that Nexus believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the Nexus.

## **6.5 Penalties**

Upon discovery of any Team Member committing any violations of the rules listed above, the Nexus may, without limitation of its authority issue the following penalties:

- 6.5.1 Verbal Warning(s)
- 6.5.2 Loss of Side Selection for Current or Future Game(s)
- 6.5.3 Loss of Ban for Current or Future Game(s)
- 6.5.4 Fine(s) and/or Prize Forfeiture(s)
- 6.5.5 Game Forfeiture(s)
- 6.5.6 Match Forfeiture(s)
- 6.5.7 Suspension(s)
- 6.5.8 Disqualification(s)

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in Nexus. It should be noted that penalties may not always be imposed in a successive manner. Nexus, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by Nexus. Penalties that state a listed amount of time for discipline will only apply to competition months. Competition months are defined as the months in which Black Ops 4 professional competition are taking place (i.e. January through October)

# Spirit of the Rules

## **Spirit of the Rules**

### **7.1 Finality of Decisions**

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the Nexus, and penalties for misconduct, lie solely with Nexus, the decisions of which are final. Nexus decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy

### **7.2 Rule Changes**

These Rules may be amended, modified or supplemented by Nexus, from time to time, in order to ensure fair play and the integrity of Nexus.

### **7.3 Best Interests of the Nexus League**

Nexus officials at all times may act with the necessary authority to preserve the best interests of the Nexus. This power is not constrained by the lack of any specific language in this document. Nexus officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the Nexus.