Nation League Official Rulebook

Season III

Written by NL Admin team

I. Introduction

- The **Nation League** (NL) is a series of StarCraft II tournaments where nations around the world play against each other with teams made of **Diamond** and **Master league** players
- Each season's top teams may receive a **potential paid prize**
- Each season of **Nation League** tournament is hosted on [Liquipedia page](#)
- This rulebook represents the current state of the rules for the **Nation League** tournament - the rules may be updated without notice by the admin team to reflect changing requirements or circumstances.

II. Format

- Tournament's format will be:
    - Group stage with number of groups depend on number of participants
    - Playoffs with single elimination bracket and 3rd place match
- Each set of games is composed of three Best of 2 series (one Bo2 per division). If after all 6 maps the score is 3-3, then an ace match is played. Each team must select a player from their weekly line up to play the ace match
    - In the unlikely event that a map ends in a tie, the map should be replayed.
- Maps are predetermined on discord
- If a nation is winning 4-0, please complete all 6 games anyway, and this score will be entered into challonge
- Map wins > Walk over wins - NL admins may need to manually review this at the end of group stages

III. Teams Requirements

- Each national team will be composed of three divisions with MMR caps shown in the table below

Division	Soft "Average" Limit	Hard "Peak" Limit
3	<= 3900	<= 4000
2	<= 4300	<= 4400
1	<= 4700	<= 4800

- Each national team must name **at least 1** eligible player per division and a **maximum of 9 total players**
    - Players will be eligible to play in their division and any higher MMR divisions (e.g. a player eligible for Division 3 will also be eligible to play in divisions 1+2)
    - If a player registered for a higher MMR division meets the MMR requirements to be eligible for a lower MMR division, they will be eligible to participate in the lower MMR division if required.
- Each national team must name **a captain,** who will be responsible for any communication with admins, coordinating with and their next opponent's captain, vetting opponents' players, selecting the team's weekly lineup, reporting any changes to the roster, etc.
- A Nation's captain does not have to be part of team's player roster
- A Nation's captain can name one assistant captain to support them.
- The admins **may allow** dual-nation teams under the following circumstances:
    - A team can only consist of a **maximum of 2 nations**
    - There should be **clear evidence that both nations would struggle to form an eligible team without combining**
    - Admins will review any requests to form dual-nation teams on a case-by-case basis.
    - Each nation should field at least **2 eligible players**
- Until the start of the season, nations can register / unregister as many players as they like via the admins.
- Once the season has started, nations may still adjust their registered player pool, however:
    - Nations can still only have a maximum of 9 registered players at any one time.
    - Once a player has been unregistered they cannot be re-registered for the remainder of the season.
    - Any newly registered players will remain ineligible for the first game week after they have been registered.

IV. Players Requirements

- In order to represent a nation, one of the below requirements must be met:
  - The player was born in the nation they wish to represent
  - The player's parent were born in the nation they wish to represent
  - The player holds citizenship within the nation they wish to represent
- A player does not need to live or be in the nation at the time of representing it
- If a player is eligible for multiple nations, he/she need to choose a nation to represent
- No mercenaries are allowed
- Each player must play on their main account (barcodes are NOT allowed).
- No spam name accounts such as AAA, 222.
- **Offracing and race switching is NOT allowed**. Players must play their main race for the entire tournament.
  - Where a player's main race is unclear, admins will determine a player's main race based on a mix of:
    - Most career 1v1 games
    - Highest MMR
  - If a player has 2 races with similar total career 1v1 games that would both be eligible for the same division, the admins may allow the player to decide which race they will play during the event. The player must play that race for the entire event.
- Where a player can **credibly claim** to be main race random - they will be required to:
  - Maintain **at least 25** 1v1 ladder games over the last 60 days **as random**
  - Maintain **at least 25** 1v1 ladder games over the last 60 days **as each race**
  - Only be eligible for the division which their **highest mmr** race would be eligible for
- A player who wishes to participate, **cannot have exceeded 5000 MMR with any race over the last 2 years.**
- Players must have played **at least 500** 1v1 career ladder games with the race they wish to play - The definitive source of this information will be a player's SC2Pulse account - https://sc2pulse.nephest.com/sc2/?#stats
  - The "Summary" tab of a player's profile details total games with each race
  - The "MMR" tab shows games played over time.
  - Where there is a discrepancy between the two tabs, as long as one tab can demonstrate 500+ career 1v1 games with the relevant race a player will be deemed eligible.
- In order to be eligible for a match, as of the day of the match to be played, players must:
  - Not exceed the soft limit (average MMR) of their division based on the last 60 days on any server
  - Not have exceeded the hard limit (max MMR) of their division in the last 60 days on any server
  - Have played **at least 25** 1v1 ladder games over the last 60 days on their main server

V. Scheduling

- The deadline to play the nation vs nation is Sunday at 12AM (Midnight) CET/CEST.
- The two teams scheduled to play in a given week are expected to communicate and agree a specific date and time to play before the deadline for that week.
- If the two teams cannot agree on a specific date and time, admins reserve the right to allow for an extension to the deadline or award a walkover to one of the nations depending on the circumstances.
- Captains must exchange teams at least 15 minutes before the start of a nation vs nation clash.
- The winning Nation is responsible for submitting the results within 3 days. Failure to do so will result in a match loss for the winning Nation.
- All games will be played on the current ladder map pool - with maps determined in advance based on a set schedule of maps to be played each week. It is the responsibility of both captains to ensure the correct map is played, walkovers will not be awarded if a game is played on the incorrect map.

VI. Walkover Related Rules

- Admins will not enforce walkovers due to player eligibility until it is brought to their attention.
- Captains may agree to allow ineligible players to play, and will not be penalized if both captains decide to allow the player to play.
- If both captains agree to allow an ineligible player to play, then neither Nation can claim a walkover (providing there is proof that both captains decided to play an ineligible player/s.)
- Nations have 30 minutes from the agreed start time to show up to play or contact their opponent about not being able to play. After 30 minutes a nation may request a walkover if the opposite Nation has not shown up OR made any attempt at contact. Nations have the ability to allow the opposing Nation to play after the 30 minute deadline - once that is indicated the opposing Nation may no longer request a walkover.
- The Nation who showed up to their match on time may choose to deny the opposing Nation's request for a change of date (this rule only applies when the other Nation requests a change of date after the official start time of the match).
- Nations have a maximum of 10 minutes to field the next player, or the other Nation may request a walkover for that one set. Nations can agree to play series out of order to allow more time for a player to arrive (if agreed by both nations).
- A Nation is allowed to give up a walkover if they cannot field a player for a set. If that is the case, then it counts as a map win for the opposing Nation, and the match continues as if a map was played.
- In the event of a disconnect: a player has a maximum of 15 minutes to be online or the other Nation may request a walkover. Game to be resumed from replay unless the game

was less than 1 minute long. Captains can use their own judgment but in the case of a dispute or disagreement restart the map to discourage cheating.
- Nations that abuse walkover rules will be subject to punishments - abuse includes but is not limited to: constantly asking for walkover wins, putting the opposing Nation in a position where they can only give up a walkover, or abusing it in a manner that would go against any other rule.
- Nations that give up more than two walkovers per series for 2 weeks in a row may be removed from the event.

VII. Streaming Guidelines

- Each Nation is allowed to have a maximum of 2 observers per lobby, with the purpose of casting the game (1 caster + a co-caster).
  - If a nation has a caster + co-caster pair they must both be on stream and in a VC and the stream link must be shared with the other team.
- Casters should be officially registered with the NL admins and listed on the Liquipedia page for the event, however unregistered casters can cast matches if both teams / players agree
  - Co-casters do not need to be registered with the NL admin team provided they are casting on the main caster's channel.
- Players are allowed to stream their PoV of matches, as long as they acknowledge any potential negative effect of doing so.
- For both streamers and casters, the streams must have a **90s delay**
- No player and/or observer may stream games via Discord, or any other screen sharing software. Penalizations will be given against this.
- When casting from replay, the above restrictions on co-casters and stream delays do not need to be applied.
- It is suggested that the NL logo is displayed on stream to promote the NL. The logo can be found on the first page of this document or in the rules/links channel of the discord.

VIII. Bad Manners, Cheating and Punishment

- Disputes between nations must be reported to the admins as soon as possible
- Bad manners will not be tolerated at all
- Harmful public accusations can also be punished by the admins
- Any player or captain that is found to disobey the rules laid out in this section will be banned from competing or and running as captain for a Nation for a minimum of one NL season
- Any Nation that is found to be ignoring and or not following the rules laid out within will be penalized accordingly
- All forms of hacking and the use of 3rd party software OR otherwise possible ways that affect the balance etc of a match during a game is disallowed

- Any form of outside contact during a match is disallowed. This includes and is not limited to SC2 chat, discord voice/text chat, discord live streams, texting, skype, person to person communications, etc.
- Sandbagging/Smurfing defined as a player intentionally keeping their MMR at a level that does not correctly represent the player's true skill level is not allowed
- Intentionally leaving ladder games and/or ladder leagues is considered to be smurfing and is not allowed
- Admins may penalize players or nations for actions that they feel affect the fairness of a match related to the above or any other unmentioned issues that may arise.

IX. Server Selection

- Players should try to find agreement on the fairest possible server between two nations.
- Should players be unable to agree on a server, then the following guidance should apply:

- **OCEANIA Vs SEA = G1 Australia, G2 Singapore, G3 Australia**

- **EU East Vs ASIA/OCEANIA/KR/TW = NA Central**

- **EU West Vs ASIA/OCEANIA/KR/TW = NA West**

- **LATAM Vs NA = NA East**

- **LATAM Vs EU = NA East**

- **LATAM Vs ASIA/OCEANIA/KR/TW = NA West**

- **NA Vs OCEANIA/SEA = G1 NA West, G2 Australia, G3 NA West**

- **NA West Vs OCEANIA/SEA = KR**

- **NA Vs KR/TW = US West**

- **NA Vs EU = NA East**

- **KR Vs OCEANIA/SEA = TW**

- Matches may only be restarted within the first 60 seconds (1 minute) of the match, after that the server played will be considered correct even if it goes against the above server rules.