

# **Ireland Esports Collegiate Series**

Rulebook

Winter 2024



**Ireland Esports  
Collegiate Series**

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## Purpose

The purpose of this rulebook is to serve as the guidelines for fair and organised participation in the Ireland Esports Collegiate Series- it serves as the definitive reference guide for all participants, including players, coaches, and admins, outlining the rules, regulations, and expectations governing the series.

## Eligibility

### College Eligibility

- Individuals must be registered to a Third Level Institution on the island of Ireland. This includes:
  - Higher Education
    - Universities
    - Institutes of Technology
    - Higher Education Institutions
  - Further Education
    - Post Leaving Certificate Colleges
    - Further Education Colleges
- Colleges of education will compete under their affiliated university.
- Please See Appendix A for a list of eligible institutions. If you believe your institution should be eligible to take part in Ireland Collegiate please contact an admin.

### Individual Eligibility

- Verification will take place in the form of authentication via student login/email confirmation.
- Ireland Collegiate reserves the right to verify a student's proof of registration in the form of high-quality images of their student card and will need to include:
  - Student name
  - Student number
  - Student photograph
- Students are eligible to take part in all Ireland Collegiate seasons of that academic year, even if they have finished their course midway through, or have resigned from their studies during the academic year.
- Students taking part in a "sandwich year", (i.e. a year abroad or a year in industry) are eligible to play in that year.



- Students who transfer from one college to another during the academic year will be eligible to compete for the college of their choice during the season in which the transfer occurs, then compete for the college they have transferred to in the following season.
- Once a student plays on a team in a specific season, they may not play on another team in the same game.

## Player Imports

### General Player Imports

- Students will be allowed to take part in teams from other institutions (“become imports”) in the current games:
  - Valorant
  - Rocket League
  - Counter-Strike 2
  - League of Legends
- Given they belong to:
  - Further Education Institutions, or
  - Higher Education Institutions with a population below 10,000 students (within a range of 10%), or
  - Higher Education Institutions with a population above 10,000 students (within a range of 10%) where their institution has not competed in that specific title for more than two seasons (e.g. winter and spring)
- Each team will be allowed one imported player per team.

### Additional Imports for Further Education Institutions

- Teams competing from Further Education Institutions will be allowed to import two players from another Further Education Institution (Valorant, CS2, and League of Legends only), or import one player from a Higher Education Institution.
- Each player import must be requested by the captain of that team to be reviewed by the administrators.
- Player imports must be made prior to the closure of sign-ups and cannot take place mid-season.



## Conduct

- By playing in any Ireland Collegiate event you accept to follow our code of conduct policy.
- By joining our Discord server, you automatically & irrevocably agree to our policies & rules, including following the Discord terms of service.
- Toxic behaviour is not allowed anywhere within Ireland Collegiate, this includes but is not limited to our Discord channels, matches, and direct messages (DMs).
- Bad days happen sometimes, however, you are asked to conduct yourself in a sporting manner at all times.
- Communication must be done in English.
- You must own and use a functioning microphone to participate in any Ireland Collegiate matches.
- All players must be present in their team's Discord channel for the duration of the match (unless specified by an admin to use in-game comms).
- Ongoing games are not eligible for cancellation due to technical issues with Discord. If technical issues arise the following applies:
  - In-game comms will be used in the event of a Discord outage while a game is in progress.

## Gross Misconduct

- Any form of Racism, Sexism, Ableism, Xenophobia, Homophobia, Death Threats, etc is not tolerated in any form within Ireland Collegiate.
- Any player found guilty of Gross Misconduct in either text or voice chat will be punished as follows:
  - 1st Offence:  
Staff Discretion (Min. 1 Week, Max 1 year)
  - 2nd Offence:  
Staff Discretion (Min. 2 Month, Max Perm)
  - 3rd Offence:  
Permanent Ban
- All players found guilty of Gross Misconduct will be banned from Discord for the duration of their ban.
- All gross misconduct bans carry across to every game.
- All misconduct offences are cumulative.
- All players found guilty of Gross Misconduct will be banned from Discord for the duration of their ban.



## Intentional Dodging / Leaving

- Intentionally Dodging / Leaving a game is against our rules and when found guilty you will receive a warning.
- Any team found guilty of deliberately throwing a game, for any reason, will be banned.

## Account Names

- Accounts with inappropriate names are prohibited in Ireland Collegiate. This is to protect our players, staff, and supporters.
- Names deemed inappropriate by Ireland Collegiate staff and the admin team will be dealt with in the following way:
  - Discord Name:
    - An admin will request that the offending player change their name
    - If the request goes unanswered, a warning will be issued
    - If the request is still unanswered after a given period of time, the user will be kicked from the server.
    - If the user re-joins with their name un-changed, they will be banned from the server for the season.
    - If the user is also competing in a tournament, they will be banned for the season.
  - In-game Name:
    - An admin will request that the offending player change their name
    - If the request goes unanswered, a warning will be issued
    - If the request is still unanswered after a given time , the player will be disqualified from the current game (or upcoming game)
    - If the request is still unanswered, the player will be banned for the season.

## Account Requirements

- Players must be using their highest-ranked account as of sign up date. Failure to do so will result in disqualification.
- Accounts must be at least 30 days old by the time of competing in Ireland Collegiate.

## Other

- Advertising another Discord server anywhere in the Ireland Collegiate Discord server, without permission from a server moderator, will result in a ban.
- Evading any type of ban will result in a permanent ban.





## Sponsorships

- Contestants must not endorse or promote in any manner, any product, service, person, firm, corporation or event that is in competition directly or indirectly with Nativz Gaming Sponsors;
- Contestants shall not at any time use, consume or promote the products of a competitor, that directly or indirectly compete with Nativz Gaming Sponsors during any Live Stream in which Contestants participate during the Ireland Collegiate Esports Series and related events such as the Winter Finals, Spring Finals and the Collegiate Challenge;
- Contestants covenant and undertake to obtain Nativz Gaming's prior written approval before any Contestant agrees to any endorsement or promotion arrangement which would promote products or services during any Live Stream or Event.
- Contestants and Event guests shall not be libellous, defamatory, intentionally false, obscene, intentionally misrepresentative or disparaging of any third party;
- Contestants and Event guests shall not violate any third party right of privacy or publicity;
- Contestants and Event guests shall not abuse, harass, stalk or threaten a person or any party;
- Contestants and Event guests shall not be libellous, defamatory, intentionally false, obscene, intentionally misrepresentative or disparaging of Nativz Gaming, it's sponsors and their respective parent, subsidiary and affiliated companies, their officers, directors, representatives, agents and its employees;
- Contestants and Event guests shall not act in such a way which would, in Nativz Gaming's opinion, bring the Nativz Gaming, the Ireland Esports Collegiate Series, the sponsors, their respective parent, subsidiary and affiliated companies, their officers, directors, representatives, agents and its employees into disrepute.

## Cheats / Scripts / Exploits

- All forms of cheating are strictly forbidden.
- Any player found to be abusing or exploiting in-game bugs that ruin or is a detriment to other players will result in a minimum of a week's ban from Ireland Collegiate competitions.
- Further clarification will be provided regarding individual games.



## Other Organiser Bans

- Ireland Collegiate maintains the right to ban players for breaking any of its rules outside of Ireland Collegiate games.
- In the case of a player having a ban from another organisation, if presented with evidence from the ban, Ireland Collegiate will produce its own ruling regarding the issue.

## Ireland Collegiate Staff

- Staff members have the last word. If no answer can be found in the regulation, decisions will be made if a problem arises.
- In extreme cases, staff members can also make a decision that goes against the regulation, in order to preserve the fairness and fair play of the competition.
- Any player found arguing with/abusing staff members will receive a mute and a ban if deemed necessary.
- Please do not argue with the admin involved or publicly comment about your suspected admin abuse as this is not productive behaviour. You may be muted to prevent community disruption.
- If you feel that a decision made by a mod/admin has violated any of our rules as written here or has abused their position please create a ticket.



## Prizing

Cash prizes will be paid to the captain to be distributed to the team. Ireland Collegiate store vouchers will be emailed to each player. Monster 4-Pack and Ireland Collegiate Mousemats will be awarded to each player attending the LAN finals.

Please note that Ireland Collegiate reserves the right to withhold or reassign prizing if deemed necessary.

## VALORANT

- 1st Place: €350 (€40, plus a Monster 4-Pack and an Ireland Collegiate Mousemat per player)
- 2nd Place: €150 (€20, plus a Monster 4-Pack per player)
- 3rd Place: €50 (€10 Ireland Collegiate Store voucher per player)

## League of Legends

- 1st Place: €350 (€40, plus a Monster 4-Pack and an Ireland Collegiate Mousemat per player)
- 2nd Place: €150 (€20, plus a Monster 4-Pack per player)
- 3rd Place: €50 (€10 Ireland Collegiate Store voucher per player)

## Counter-Strike 2

- 1st Place: €350 (€40, plus a Monster 4-Pack and an Ireland Collegiate Mousemat per player)
- 2nd Place: €150 (€20, plus a Monster 4-Pack per player)
- 3rd Place: €50 (€10 Ireland Collegiate Store voucher per player)

## Rocket League

- 1st Place: €210 (€40, plus a Monster 4-Pack and an Ireland Collegiate Mousemat per player)
- 2nd Place: €90 (€20, plus a Monster 4-Pack per player)
- 3rd Place: €50 (€10 Ireland Collegiate Store voucher per player)

## Team Fight Tactics

- 1st Place: €40, plus a Monster 4-Pack and an Ireland Collegiate Mousemat



- 2nd Place: €20, plus a Monster 4-Pack
- 3rd Place: €10 Ireland Collegiate Store voucher

## F1 24

- 1st Place: €40, plus a Monster 4-Pack and an Ireland Collegiate Mousemat
- 2nd Place: €20, plus a Monster 4-Pack
- 3rd Place: €10 Ireland Collegiate Store voucher

## EA FC 25

- 1st Place: €40, plus a Monster 4-Pack and an Ireland Collegiate Mousemat
- 2nd Place: €20, plus a Monster 4-Pack
- 3rd Place: €10 Ireland Collegiate Store voucher

# Tournament Structure

Information outlining the timeline for the season and further explaining the tournament structure can be found [here](#).

## Weekly Match Schedule

Monday: VALORANT

Tuesday: Rocket League & Team Fight Tactics

Wednesday: Counter-Strike 2

Thursday: League of Legends

Friday: F1 24

EAFC 25 will be scheduled at each player's availability but must be completed before 5pm each Thursday, when the next matchups will be released.

## Scheduling

- The start time for all regularly scheduled games is 20:00.
- Check-in to the game opens 30 minutes before the start date.
  - If a team does not check in, that team is given a forfeit loss.
  - If a team checks in but does not show within 15 minutes of the game start time, that team is given a forfeit loss.
  - If both teams do not show up, they will both be given a forfeit loss.



## Substitutions

- There is a limit to the number of substitutes each team can have, depending on the game:
  - VALORANT, Counter-Strike 2, League of Legends: 5
  - Rocket League: 3
- Substitutions may be used between games. The captain must inform the opposing captain of the change, and update the roster within Nemesis.
- In cases where there are technical issues (i.e. connection, hardware, etc.), a request for an in-game substitution can be made by the captain of the team to the game admin.
- Substitutes can only play for one team, and players of one team cannot become substitutes for another team.
- For VALORANT and CS2, please note the Roster Lock rule which can be found in each of their respective sections.

## Bracket Structure

Please refer [here](#) for more explanation on each structure and playoff style.



# League of Legends

## Tiebreakers

Tiebreakers are sorted automatically by Nemesis and are computed using score difference as well as game time.

## Punctuality

Players must arrive in the pregame lobby no later than 5 minutes after their scheduled match start time. If a team does not have all five players in the pregame lobby before five minutes have passed, the team will lose one ban for every 5 minutes they are late in their next game (5 minutes late -1 ban, 10 minutes -2 bans, 15 minutes -3 bans, etc...) If a team does not have all five players in the pregame lobby by 15 minutes past the scheduled start time, they must forfeit the series.

## Placeholder Picks

Placeholder picks during champion selection are no longer allowed under any circumstances. All players and teams should familiarise themselves with [draftlol.dawe.gg](http://draftlol.dawe.gg). DraftLOL is required to be used for all Ireland Collegiate League of Legends Matches. If your match is being streamed, make sure to communicate this with the production team with a link of the DraftLOL.

## Accidental Picks

If a team accidentally picks the wrong champion and thereby causing a delay to the start of the game, that team will lose one ban in the next game of that series. If this happens during the last game of the series, then for each remade draft, the team will lose 5 minutes of their pause time.

## Pauses

Teams may pause during the game in the event of a technical difficulty using the `"/pause"` command. Teams are allotted a total of 15 minutes of pause time. If a team uses up their allotted 15 minutes, they must un-pause the game and continue, or forfeit the game. Teams may not pause the game for any other reason. Within the 15 minutes of pause time, a member of the pausing team must reach out to the tournament admin with the reason and how long ago the pause/timeout was called.



## Side Selection

For group stages, the team on the left is blue for Game 1 and the team on the right is blue for Game 2. For the seeded knockout stage series, the higher seed (left) gets the side choice in Game 1 of the series. In each following game, the loser of the previous game will have the chance to select a side.

For unseeded knockout stage series and tiebreakers, a coin is flipped to determine who gets the side choice for Game 1 of the series. For each following game of the series, the loser of the previous game will select the side.

## Game Setup

All games are to be set up as 5v5 Tournament Draft games on Summoner's Rift. Tournament codes are automatically generated by Nemesis.

Should there be technical difficulty in utilising the tournament code given by Nemesis, you may create your own lobby. If your game is being streamed, production may ask you to join their lobby for streaming purposes. In the event of this happening, screenshots of **ALL** games must be provided to the tournament admin.

## New and Reworked Champions

In the event of Riot Games releasing a new or significantly reworked champion, those champions will be ineligible to be played in Ireland Collegiate tournaments for 2 weeks after the release date. If you are unsure what constitutes a significantly reworked Champion, please ask the League of Legends tournament admin.



## Game Of Record

A game of record ("GOR") refers to a game where all ten 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 "official" from that point onward. After the establishment of GOR, game restarts will be allowed only under limited conditions. Examples of conditions that establish GOR:

- Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
- Line-of-sight is established between players on opposing teams.
- Setting foot, establishing vision, or targeting skillshot ability in an opponent's jungle by either team, which includes either leaving the river or entering brush connected to the enemy jungle.
- The game timer reaches two minutes (00:02:00)

## Game Restarts

The conditions under which a Game Restart can occur are solely at the discretion of tournament admins, who will only allow for a Game Restart in exceptional circumstances.

If a game has not reached a GOR when a Game Restart is called, teams must use the same picks as before the restart. If a game has reached GOR when a Game Restart is called, the Pick-Ban Phase will be repeated, with both teams able to make new picks and bans.





## Counter-Strike 2

### Tiebreakers

Tiebreakers are settled automatically by Nemesis, taking into account head-to-head and round differences.

### Roster locks

Substitutes are added to the roster prior to the start of the season.

Afterwards, the rosters will be locked until the middle of the season (i.e. from after the week 3 games have finished and before the week 4 games begin), in which one change to the roster can be made.

Prior to the playoffs, two additional roster changes can be made.

### Banned Skins

All Player Model skins other than the default player model skins are banned.

### Pauses

Each team will be allowed two 30-second pauses per map half.

In the case of technical issues, players can avail of a 5-minute tech pause which can be extended by an admin. Please note that the misuse of technical pauses will result in penalties and sanctions against the team.

### Map Veto & Side Selection

Map Pool:

- de\_vertigo
- de\_anubis
- de\_inferno
- de\_mirage
- de\_nuke
- de\_ancient
- de\_dust2

In the event of a map pool change mid-season, the old map pool will be used for the remainder of the season.



In best of 2 matches, the team listed to the left on Nemesis will ban the first map. The teams will alternate until there are 3 maps remaining in the pool. Teams will then pick a map each to play, leaving the remaining map ignored. On each map, the team who did not pick the map will decide which side they wish to start on. Teams will have to honour the side pick by suiciding during the knife round.

In best of 3 matches, each team will remove one map, then select one map to be played in the BO3, then remove another map. The final map in the pool will be the deciding map in the BO3. The first team listed on Nemesis will have the first ban/pick at each stage of the map veto, with their map selection being the first map played in the BO3. The team who did not select the map will choose their side for the first half of each map for Game 1 and Game 2. Teams will have to honour the side pick by allowing the team with the pick to win the knife round.

The knife round is used to determine which team chooses their side for the first half of the map for Game 3.

## Game Format

Each map will use the standard competitive format, in which the first team to win 13 of 24 rounds wins the map.

In the case of a tie at the end of the 24 rounds, the format will change to MR6 overtime, with teams alternating sides after 3 rounds. Each player begins the half in overtime with \$10000. If two teams are still tied at the end of the 6 overtime rounds, another MR6 overtime begins. This repeats until one team wins 4 of the 6 rounds, and is declared the winner of the map.

## Cheating

Counter-Strike 2 VAC Cheating bans will be honoured but only for 2 years. Cheating bans on other platforms such as FACEIT, ESEA, and others will also be honoured for the same time period.



# Rocket League

## Tournament Structure

The League Stage will consist of two best-of-five matches per night. Repeat matchups will be avoided where possible until the knockout stage, for example a 5-0 team still can't play a 1-4 or 0-5 team.

The knockout stage is double elimination, in which teams will be directly seeded into the bracket based on their final position in the League Stage.

Games in this elimination bracket will be best-of-seven.

## Tiebreakers

If the Swiss stage finishes with two or more teams on the same point score, the following will be used to calculate the order in which the teams are placed in the final standings:

1. Head-To-Head Record across all teams in the tiebreaker
2. Total number of game wins

## Setup

For each match, a player must create a game, and share the game name and password to other players in the match.

The game should be set up using the following game settings:

- Arena: Any standard 3v3 arena in competitive rotation (agreed on by both team captains).
- Team Size: 3v3
- Bot Difficulty: No Bots
- Mutators: None
- Match Time: 5 Minutes
- Joinable By: Name/Password
- Server: Europe

All cars are available for selection, including DLC cars.



## Disconnects

If a player/players disconnect from the game after the game has started, the disconnected player may rejoin during the game that the disconnect occurred in, or in between games of a series.

If a player/players disconnect from the game before the first 30 seconds and no goals have been scored, a rehost is allowed.

If a player/players disconnect(s) from the game in overtime, before the first 10 seconds and no goals have been scored, a rehost is allowed, with the first team to score a goal declared the winner.

If the player/players cannot rejoin during the same game, they will have five minutes to rejoin before the next game begins.

If the disconnected player is unable to join the game prior to the next game in the series, the player's team may substitute another player from their roster.

## Game Restarts

In the event of an in-game issue, please contact an Admin. If the Admin decides that the bug will affect the competitive integrity of the game, then they can decide to restart the game.



# VALORANT

## Tournament Structure

This tournament will be a round robin bracket, with one Bo2 game taking place each night. Teams will qualify to a single elimination playoff where it will become Bo3 games.

## Tiebreakers

Tiebreakers are settled automatically by Nemesis. This takes into account head-to-head results and round differences.

## Coaches

Teams may have a coach in their call, but the coach may only speak before the map starts, during tactical timeouts, and in between maps. Any player registered as a player on the team can be a coach at any given time.

## Roster locks

Substitutes are added to the roster prior to the start of the season.

Afterwards, the rosters will be locked until the middle of the season (i.e. from after the week 3 games have finished and before the week 4 games begin), in which one change to the roster can be made.

Prior to the playoffs, two additional roster changes can be made.

## Pauses

Teams may tactically pause once for 60 seconds per half of each map. A tactical timeout may only be called with `"/to"` or `"/timeout"`. There is one per half, per team, and one more granted to each team in overtime.

In the event of a technical problem or other issue, players may pause for longer than 60 seconds using the "Cheats" menu option. This problem must be documented with evidence and that evidence must be shared with admins. Even if technical problems are less than 60 seconds, you should use the "Cheats" menu option to pause the match timer instead of using the in-game tactical timeout.



Failure to provide evidence of a problem to administrators when asked will result in an infraction on the violating team, scaling with severity.

## Map Veto & Reporting

Map Pool:

- Abyss
- Ascent
- Bind
- Haven
- Icebox
- Lotus
- Sunset

All pick/bans must be done on Nemesis.

### Veto order (in best of 2)

- Ban
- Ban
- Ban
- Ban
- Pick
- Pick

Whichever team is on the left-hand side of the bracket (or higher seed) chooses if they are first or second. Team A bans, Team B bans, and Team A bans, Team B bans, Team A picks first map, Team B chooses side, Team B chooses next map, Team A chooses side.

### Veto Order (in best of 3)

- Ban
- Ban
- Pick
- Pick
- Ban
- Ban
- Decider (if B03)



Whichever team is on the left-hand side of the bracket (or higher seed) gets first selection. The team that doesn't pick the map chooses their starting side.

In the event of a failure in the Nemesis veto process, both teams may conduct the veto between themselves. If a team refuses to do the veto through the lobby chat in-game, they may request an admin join them to oversee the veto process. This may result in a delay to the game.

## Result Reporting

At the conclusion of each map, report the result in the Nemesis match lobby, Map 1 results must be reported for Map 2 to begin. All players must then ready up again for Map 2, and so on.

## Agent Selection

All agents currently released are permitted in competitive play.

Any changes made to Agents by Riot in patches are allowed to be played as soon as they go live unless deemed to be "game breaking". Should this occur the character will be banned from the selection pool until fixed.

In the event of Riot Games releasing a new or significantly reworked agent, those champions will be ineligible to be played in Ireland Collegiate tournaments for 2 weeks after the release date.

If you are unsure what constitutes a significantly reworked Champion, please ask the Valorant tournament admin.

## Game Setup

Game settings:

- Party: Closed
- Map: From Veto
- Mode: Standard
- Options
  - Allow Cheats: Off
  - Tournament Mode: On
  - Overtime Win by Two: On
- Server: London

All other settings are left default. The instructions on how to invite are in Nemesis.



## Game Restarts

Restarts are solely at the discretion of tournament admins who will only allow a restart in exceptional circumstances.

## Cheating

Any Riot bans will be honoured. Account sharing is not allowed and will result in instant disqualification for any teams engaged in it. Furthermore, players can be asked at any time to record the POV of their game with team communications and share it with admins if required. Failure to provide this recording when asked will result in a punishment that matches the suspected infraction.





## EA FC 25

### Tournament Structure

Each game will be scheduled at each player's availability but must be completed before 5pm each Thursday, when the next matchups will be released. Scheduling will be carried out in the #eafc-players chat on the Ireland Collegiate discord for administration purposes.

Each game is a Best of 3 unless otherwise stated by the admin team.

### Lobby Settings

- 6 minute halves, 1v1, FUT Friendly Mode, Extra Time and Penalties
- Each player is allowed a 5 minute break between games

### Squad building & formation restrictions:

- Up to three ICON or Heroes
- Up to three non-ICON or Hero items above 90 OVR
- All other items must have OVR of 89 or below
- Restrictions apply to both the starting 11 and substitutes and do not apply to the goalkeeper
- An additional non-ICON 92 OVR or above may replace an ICON or Hero in any squad
- Competitors may use Loan items in their squad
- Competitors are strictly prohibited from using the following formations for their squad: 5-2-2-1, 5-2-3, 5-4-1, 5-1-2-2, 5-2-1-2, 5-3-2, 3-5-2, 3-4-1-2, 3-4-2-1, 3-1-4-2, 3-4-3

### Additional Requirements

- Players MUST record their POV for admin and broadcast purposes.
- Players MUST join the Ireland Esports Collegiate Discord.
- To play in this tournament, you MUST be playing on a PlayStation 5, Xbox Series X|S, or PC.



## F1 24

### Tournament Structure

The tracks for this tournament are listed in order of how they appear in the 8-week series:

1. Bahrain International Circuit (Bahrain)
2. Circuit de Barcelona-Catalunya (Spain)
3. Circuit Gilles Villeneuve (Canada)
4. Silverstone Circuit (Britain)
5. Spa-Francorchamps (Belgium)
6. Suzuka International Racing Course (Japan)
7. Lusail International Circuit (Qatar)
8. Yas Marina Circuit (Abu Dhabi)

### Lobby Settings

- Maximum Players: 22
- Car Category: Player Car
- Car Performance: Equal
- Car Setup: Full

### Assists

- Steering Assist: Off
- Braking Assist: Medium
- Anti-Lock Brakes: On
- Traction Control: Full
- Gearbox: Automatic/Manual
- Racing Line: Corners Only
- Pit Assist: Off
- Pit Release Assist: On/Off
- ERS Assist: On/Off
- DRS Assist: On/Off

### Weekend Structure

- Qualifying Format: Short Quali
- Session Length: Long (50%)



### Weather and Time of Day

- Quick Weather: Dynamic
- Session Start Time: Realistic

### Rules and Flags

- Rules and Flags: On
- Corner Cutting Stringency: Strict
- Parc Fermé Rules: On
- Safety Car: Standard
- Formation Lap: On

### Simulation Settings

- Surface Type: Realistic
- Recovery Mode: None
- Car Damage: Standard
- Car Damage Rate: Standard
- Low Fuel Mode: Easy
- Race Starts: Manual
- Collisions: On
- Ghosting: On
- Unsafe Pit Release: On

### Additional

- Misbehaviour, intentionally causing collisions and/or other accidents is prohibited and will be punished.
- Points earned from all 10 races will be totalled.



# Team Fight Tactics

## Tournament Structure

The preliminary stages of this tournament will contain 2 matches every night for 7 weeks. The top 8 players of which will qualify for the grand final.

The admins reserve the right to adjust the tournament structure depending on the number of participants.

Game breaking bugs will postpone games under admins discretion.

## Lobby Creation

- All games will be played on EU West servers.
- The player who appears at the top on Nemesis will create the lobby.
- If the player at the top on Nemesis is a no-show, the player below shall become the new host.
- All players must add this player and request an invite to the lobby.

## Scoring

- Points are awarded based on the player's finishing position in a fixture:
  - 1st: 8 points
  - 2nd: 7 points
  - 3rd: 6 points
  - 4th: 5 points
  - 5th: 4 points
  - 6th: 3 points
  - 7th: 2 points
  - 8th: 1 point
- If group sizes are more than 1 and less than 8, players will be matched with other players on the EUW server. In this scenario, players from our tournament will receive points based on their finishing position, not including the non tournament participants.
- In case of a tie in the number of points, the tiebreaker will be the number of 1st place finishes. If there is still a tie, the tiebreaker will move to 2nd place finishes, and so on.



## Student Reps

Each institution with a functioning esports society (or equivalent) will have 1 representative which is chosen by the society chairperson (or equivalent). This role can be delegated to any member of their society.

Student reps are the first point of contact between the societies and Ireland Collegiate, and their thoughts can also advise how Ireland Collegiate is run.

If an institution has both an esports society and a games/computing society, the esports society will be allocated a rep.

If there is more than one functioning esports society (or equivalent) e.g. a games society with an esports division and a society for a specific game, they will both be given a student rep, however when it comes to voting, it will be at an institution level, and as such, their vote must either be unanimous, or it will be voided. Should the distribution of merchandise occur, it will be divided in proportion to each society's size.

At institutions there is a lack of a functioning esports society (or equivalent), the Ireland Collegiate admin team may designate the student rep role to a member who has contributed to the development of esports in that institution.

To register as a student rep, or to change student reps, please create a ticket. Please view Appendix B for a list of student reps.

## Streaming

Individuals and esports societies (or equivalent) may stream Ireland Collegiate matches with an appropriate delay to avoid potential misconduct.

If a player's game is streamed by Ireland Collegiate, then they do not have the right to stream the same game.

If your game is going to be streamed, the broadcast team will be in touch with you/the team captain to ensure the game is played when all players and casters are ready. Please cooperate with them as necessary.



# Appendices

## Appendix A

### Universities

- Dublin City University
- University of Galway
- Maynooth University
- Trinity College Dublin
- University of Limerick
- University College Dublin
- University College Cork
- Technological University Dublin
- Munster Technological University
- South East Technological University
- Technological University of the Shannon: Midlands and Midwest
- Atlantic Technological University
- Queen's University Belfast
- Ulster University
- The Open University

### Institutes of Technology

- Dundalk
- Dun Laoghaire



## Other Higher Education Institutions

- National College of Art and Design, Dublin
- National College of Ireland, Dublin
- Pontifical University of Maynooth
- St Patrick's, Carlow College
- Royal Irish Academy of Music, Dublin
- Royal College of Surgeons Ireland, Dublin
- Royal Irish Academy, Dublin
- Dublin Institute for Advanced Studies
- BIMM Institute Dublin
- Portobello Institute

## Post Leaving Certificate Colleges

- Ballsbridge College of Further Education
- Ballyfermot College of Further Education
- Blackrock Further Education Institute - BFEI
- Bray Institute of Further Education
- Carlow Institute of Further Education
- Cavan Institute
- Central College Limerick
- Colaiste Dhulaigh College of Further Education
- Colaiste Ide College of Further Education
- College of FET
- Crumlin College of Further Education
- CTI - Senior College of Further Education
- Drogheda Institute of FE
- Drumshanbo College of Further Education
- Dun Laoghaire Further Education Institute
- Dunboyne College of Further Education
- Dundrum College of Further Education
- Galway Technical Institute
- Gorey Institute of Further Education
- Inchicore CFE
- Kerry College of FE & Training
- Killester College of Further Education
- Kinsale College



- Limerick College of Further Education
- Mallow College of Further Education
- Mayo College of Further Education - Castlebar
- Monaghan Institute
- Pearse College of Further Education
- Plunket College
- Rathmines College of Further Education
- Sallynoggin College of Further Education
- Sligo College of Further Education
- St. John's Central College
- Stillorgan College of Further Education
- Templemore College of Further Education
- Waterford College of Further Education
- Whitehall College of Further Education

### Further Education Colleges

- Belfast Metropolitan College
- College of Agriculture, Food and Rural Enterprise
- Northern Regional College
- Southern Regional College
- South Eastern Regional College
- North West Regional College
- South West College





## Appendix B

### Student Rep List

Institution	Discord Username
TUS	mrwilde_1337
QUB	synthexicz
UU	dooobert
TUD	Havoc42
TCD	panicjungle
SETU	.oroblanco
UCC	._shiny_.
NCI	EoinFitz
DCU	j05tcg
UCD	jak_cs
BM	childishsadbean
UL	n/a



<b>MU</b>	akizzza
<b>MTU</b>	majic_rl
<b>ATU</b>	slanted2437
<b>UG</b>	a.l.y.x
<b>DKIT</b>	n/a

