Tab 1

National College Cup
RULEBOOK

1. Introduction

The 2025 National College Cup is an intercollegiate esports tournament designed to showcase the best collegiate talent. This rulebook serves as the official guide for all participants, covering eligibility, format, gameplay rules, and conduct

1.1 Applicability of These Rules

These Official Rules govern the conduct of all individuals involved in the league, including but not limited to:

- **Teams**: Each team admitted to play in the league consists of **7 players**.

- **Owners**: The rules also apply to all direct and indirect owners of entities that own teams participating in the league.

By adhering to these Official Rules, **Team Members** and **Owners** contribute to fostering long-term fan engagement and loyalty, ultimately benefiting all participants in the league.

Note: These rules will remain in effect until an updated version is officially released.

1.2 Acceptance and Agreement

As a condition of participation in the league, each **Team Member** must agree to comply with the **Official Rules** at all times. The league reserves the right to require each Team Member to complete and sign a **Team Member Certificate** and an **Acceptance Form**, which will be provided by the league.

Similarly, each **Owner/Team Leader** must agree to comply with the **Official Rules** as a condition of owning/managing a team.

Additionally, all documents and files issued by the **Operating Committee** are considered part of the **Official Rules**, and all participating teams are required to adhere to them.

1.3 Modifications

The field of **professional esports competitions** is rapidly evolving each year. To keep pace with these changes, the **Official Rules** may need to be updated in real time.

Accordingly, at its sole discretion, the **Admins** may:
 (a) **Update, amend, or supplement** the Official Rules as needed.
 (b) **Interpret or apply** the Official Rules by issuing **bulletins, notices, explanatory videos, online postings, emails,** or other electronic communications that provide instructions and guidance to **Owners** and **Team Members**

2. Structure and Terms

2.1 Definition of Terms
(a) **Game** - A single instance of competition on the designated map chosen by NCC, played until a winner is determined by one of the following methods:
- Completion of the final objective (e.g., destruction of a base).

- Team surrender.
- Team disqualification.
- A verdict by NCC officials declaring a team as the winner.

(b) **Match** A series of Games played until one Team wins the majority of the total games. The formats may include:
- Competitive Knockout Format
- Best-of-3 from Top 32 to Quarterfinals
- Best-of-5 for Semifinals
- Best-of-7 for Grand Finals

The winning Team will either:

- Receive a win tally in a league format.
- Advance to the next round in a tournament format.

2.2 Definition of Terms

(a) **Game**. An instance of competition on the map designated by NCC that is played until a winner is determined by one of the following methods, whichever occurs first: **(a)** completion of the final objective (destruction of a base), **(b)** Team Surrender, **(c)** Team disqualification, or **(d)** A verdict by NCC officials that a team has won.

(b) **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 ("BO3"); winning three Games out of five (" BO5"); winning four Games out of seven ("BO7")). The winning Team will either receive a win tally in a league format or advance to the next round in a tournament format.

3. Team Member Eligibility

3.1 General Rules

(a) Team Formation
- Each **Team** must have a **minimum of 7 members**, consisting of:
  - **5 Starters** (Active Players).
  - **2 Substitute Players**.
- Failure to maintain the required number of players **may result in penalties**.

- Each event in the **Competition** requires Players to form a **Team**.
- Certain events may have **additional team requirements**, which will be communicated before the event.
- The **administration reserves the right** to exclude any Team from the Competition **at any time, for any reason**.

3.2 Eligibility Requirements

(a) Eligibility Form
- All Teams **must read** the eligibility rules and regulations.
- Teams must **confirm** their understanding by marking the rules as **read** in the **Discord section**.

(b) Review and Approval
- Any agreement required under this clause **must be submitted** by the Team leader.
- The **NCC referees** will review and approve the submitted agreements.
- Adding or changing any player after registration and before the match starts requires the team leader to inform the NCC referee.
- **Top 8 teams may replace one player from a disqualified team before their matches begin. No player changes are allowed after the Top 8 stage starts**

3.3 Player Eligibility

To participate in the **Competition**, all **Players** must meet the following eligibility requirements.

1. **Student Status Requirement** – All players **must be enrolled students** at a recognized educational institution.

2. **Identity Verification** – Players are required to submit a **valid student ID** or **admit card** as proof of enrollment.

3. **Photo Submission** – Each player must provide a **recent full-standing photograph** for identity verification.

4. **One Team Policy** – Players are only allowed to **compete for a single team** throughout the tournament.

5. **No Account Sharing or Piloting** – **Account switching, piloting (playing on another player's account), or using alternate accounts** to play for different teams is strictly prohibited.

6. **No Rank Restrictions** – There are **no rank level requirements** to register or participate in the tournament.

7. **Fair Play Commitment** – Players must adhere to **fair play guidelines**, and any attempt at **cheating, smurfing, or using unauthorized software** will result in disqualification.

8. **Age 10+** – If required, players may need to provide proof of age to ensure compliance with tournament rules.

9. **Team Integrity** – Teams must **register with their full roster** before the tournament begins, and unauthorized roster changes or replacements outside the allowed rules will not be permitted.

- **Players who fail to meet these requirements will be deemed ineligible** and will be **removed** from the competition until compliance is achieved.
- **Teams using ineligible players** will be **disqualified** from any portion of the competition in which the ineligible player participated and may face **additional disciplinary actions**.

The **administration reserves the right** to investigate player eligibility in accordance with **privacy and data protection laws** and the **NCC Privacy Policy**.

3.4 Verification & Documentation

- Players must provide **personal identification documents** upon request, which may include:
    - **College-issued Identity Card**.
    - **Admit Card**.
    - Any **other student identity documents** required for verification.

- **Failure to provide** the requested documents may result in **disqualification**.

3.5 Discord Requirements

- All **Team Players** must be present on **Discord** during the competition.
- **Referees will actively monitor players** and may request:
    - **Screenshots**.
    - **Live stream proof**.
    - **Login history verification**.

- Players **unable to provide a live stream** must take **continuous screenshots** and submit them to the **assigned referee**.

3.7 Residency and Region

- Eligibility is restricted to players residing in India.

3.8 Online Activity

- Teams must remain active on the Battleknights India Discord throughout all scheduled matches.
- Five players are mandatory to be present in the match.
- Two substitutes may also join but are optional.
- Each Player must be 10+ years of age or older on the day such player registers to enter into any event and/or tournament in the competition.

Match Process

(a) **Before the match:** Team leaders need to confirm the player list of who will join the match when referees request it.

(b) **Punctuality is mandatory.** Teams must be ready in the lobby at least 10 minutes before the match. If a team is late, their opponent will have the right to choose First Pick, even if the late team wins the toss. As a penalty, the opponent can decide whether to take First Pick or not. If a team fails to be ready within the scheduled time (10 minutes), they will be disqualified. A player can only join one team. Only **registered** players can join the matches.

(c) All players shall behave decently during the whole tournament. The Management Panel has the right to disqualify players under some severe circumstances.

In the game

Each team is allowed two pauses per match, each lasting up to 1 minute

If there are any issues during the competition, the referee has the right to make the final decision

All teams need to ensure the internet connection and match stability prior to the match. Lags or electricity failures will not be the reasons for a rematch.

After the match

(a) Referees shall announce the winner.

(b) The date and time of the next match will be informed.

Ineligible Players

Only students with a valid student ID card can participate in this tournament. If a player or team fails to provide their ID, they will be disqualified or not allowed to compete.

4. Team Eligibility – National College Cup

To participate in the **National College Cup**, all teams and players must meet the following eligibility criteria:

1. **Student Requirement:**
   - Only students with a valid **student ID card** from a recognized college or university are eligible to participate.
   - The student ID must be presented during the registration process and before matches if requested.
2. **Team Composition:**
   - Each team must consist of **5 main players** and may include up to **2 substitute players**.
   - All players, including substitutes, must be enrolled as students in a college or university.
3. **Verification Process:**
   - Players must submit their student ID during registration.
   - Any team or player failing to verify their student status will be **disqualified**.
4. **Discord & Communication:**
   - All players must be **active on Discord** throughout the tournament.
   - A minimum of **5 players** from each team must be present in the designated Discord channels during scheduled matches.
5. **Punctuality & Attendance:**
   - Teams must be ready in the match lobby at least **10 minutes before the scheduled time**.
   - Failure to be on time may result in a **penalty** (opponent gets to choose First Pick) or **disqualification** if the delay exceeds 10 minutes.
6. **Fair Play & Conduct:**
   - Players must adhere to the tournament's rules and maintain sportsmanship.
   - Any form of misconduct, cheating, or violation of rules will lead to **immediate disqualification**.

4.1 Player Change rule :

- **Roster Lock Before Tournament Start** – Teams must finalize their roster before the tournament begins, and no player changes will be allowed after registration except under specific conditions.

- **Mid-Tournament Player Change (Top 8 Rule)** – Once the tournament reaches the Top 8 stage, teams are allowed to replace one player from a disqualified team before their next match begins.

- **No Changes After Top 8** – Once the Top 8 matches have started, no further roster changes or substitutions will be permitted.

- **No Cross-Team Transfers** – Players cannot switch teams mid-tournament or play for multiple teams at any stage.

- **Emergency Substitutions** – In extreme cases (e.g., medical emergencies), teams may request an emergency substitution, subject to approval by NCC referees.

- **Player Verification for Substitutions** – Any replacement player must meet all student eligibility criteria and submit necessary documents before approval.

5. Line up changes :

- **Informing Officials** – Teams **must inform** the NCC **Referee or Admins** if they wish to change their lineup after registration.

- **No Cross-Team Registration (Before Round 1)** – Players **cannot be registered with multiple teams** in the tournament. Any player change **before Round 1** must follow this rule.

- **Roster Changes Before Round 1** – Teams are allowed to change players **only before Round 1 begins**, provided the new player is not already registered with another team.

- **Top 8 Roster Change Rule** – Once the tournament reaches the **Top 8 stage**, teams are allowed to **replace one player**, but the replacement **must be from a disqualified team**.

- **No Changes After Top 8** – Once the **Top 8 matches start**, no further roster changes will be allowed

6. Account Eligibility :

- **Registered ID Requirement** – Players **must play** using the **exact in-game ID** they registered with.

- **Strict ID Verification** – Any mismatch between the **registered ID** and the **in-game ID used during matches** will result in penalties.

- **Penalties for Violations** – If a player is found using a different ID, both the **player and the team** will face penalties, which may include **match forfeiture, point deductions, or disqualification**, depending on the severity of the violation.

- **No Account Sharing** – Players **cannot use another player's account** or allow others to play on their behalf.

- **Monitoring & Enforcement** – Tournament officials will **monitor and verify player accounts** before and during matches to ensure compliance

7. Revamp or New hero :

- **Cooldown Period for New or Revamped Heroes** – Newly released or revamped heroes **can only be used after 2 weeks** from the official patch release date.

- **Fair Play Compliance** – This rule ensures **balanced gameplay** and prevents unfair advantages due to untested mechanics.

- **Automatic Agreement to Rules** – By registering for the **National College Cup (NCC)**, all teams **automatically agree** to follow the tournament's rules and regulations

8. Code of Conduct

All Participants are expected to conduct themselves in a manner that reflects positively on the Franchise, the administration, Affiliates, Press, Attendees, and other Participants being represented

8.1 Competition Conduct

(a) Unfair Play:

The following actions will be considered **unfair play** and will be subject to penalties at the discretion of NCC referees:

- **Pre-arranged Prize Splitting** – Teams or players making deals to split prize money or receive compensation outside the tournament's structure.

- **Hacking** – Any use of external software or methods to gain an unfair advantage.

- **Exploiting** – Abusing game mechanics, bugs, or glitches to gain an advantage.

- **Ringing/Piloting** – Having another player compete on behalf of a registered participant.

- **Cheating Methods** – Any action intended to manipulate match outcomes unfairly.

- **Intentional Disconnections** – Purposely disconnecting to disrupt the match.

- **Admin's Discretion** – Any other act or behavior that, in the **sole judgment of the Admins**, violates tournament integrity and the NCC competitive standards.

(b) Profanity and Hate Speech

Players must refrain from using **profanity, hate speech, or offensive language** in any form during the tournament.

(c) Insulting Behavior

Any **personal attacks, harassment, or disrespectful behavior** towards other players, referees, or officials will not be tolerated.

(d) Abusive Behavior

Physical, verbal, or digital abuse, including threats or harassment, will result in immediate penalties, including disqualification.

(e) No Poaching or Tampering

- **No Poaching** – Teams **cannot recruit or lure** players from other registered teams during the tournament.

- **No Tampering** – Any form of **bribery, coercion, or influence** to alter match outcomes is strictly forbidden.

- **Player Commitment** – Once a player is registered with a team, they **cannot switch teams** without **tournament admin approval**.

- **Penalties** – Any team or player involved in **poaching or tampering** will face severe penalties, including **disqualification or future bans**.

- **Reporting Violations** – Any suspected incidents **must be reported immediately** for investigation.

(f) Other Violations

- **Gifts** – Any gifts or favors in exchange for match manipulation are strictly prohibited.

- **Non-Compliance** – Failure to follow tournament rules will result in disciplinary action.

- **Match-Fixing** – Any form of collusion, intentional loss, or coordinated manipulation of match results is strictly forbidden.

- **Document/Screenshot Requests** – Players must provide any requested **proof or documentation** for investigations as required by NCC officials

9. Gameplay Rules

Each event in the **National College Cup (NCC)** will follow these gameplay rules. These settings may be **revised or refined** as the tournament date approaches.

9.1 Definition of Terms

- **Unintentional Disconnections** – A player losing connection due to technical issues like game client crashes, mobile device malfunctions, network instability, or other unforeseen circumstances.

- **Intentional Disconnections** – A player deliberately leaving the game. Any action leading to a disconnection, regardless of intent, will be considered **intentional** and

subject to penalties.

- **Server Crash** – A situation where **all players lose connection** due to issues with the game server, match server, or unstable venue internet.

- **BUG** – Any in-game malfunction, exploit, or glitch that may cause abnormal results, faults, or hardware failures.

9.2 Game of Record (GOR)

A **Game of Record (GOR)** is a match where all ten players have loaded in, and **meaningful interaction** has occurred between opposing teams. Once a game reaches **GOR status**, incidental restarts **are no longer permitted**, and the game will be considered **official**.

GOR is established when:

1. Any attack or ability **lands on minions, jungle creeps, structures, or enemy heroes**.
2. **Line-of-sight is established** between opposing players.
3. Players **cross paths** on the battlefield.
4. The **game timer reaches two minutes (00:02:00)**.

After GOR is established, **game restarts will only be allowed under limited conditions**.

9.3 Remaking the Game

Game resets are **entirely at the discretion of NCC officials**. Below are conditions where a remake may be allowed:

a. Remakes Before GOR

A game **may be restarted** if:

1. A player's **emblems, battle spells, or GUI settings** do not apply correctly due to a bug. If adjustments cannot be made in-game, a **restart may be permitted**.
2. **Technical difficulties** prevent the game from resuming normally (e.g., players are unable to reach their positions before minion spawn).

b. Remakes After GOR

A game **may be restarted after GOR** if:

1. A **critical bug** significantly alters game stats or gameplay mechanics.
2. **Unfair environmental conditions** occur (e.g., excessive noise, interference from fans, hostile weather, safety concerns).

9.4 Rule Changes

The NCC reserves the **right to amend, modify, or supplement** these rules at any time to ensure **fair play and tournament integrity**.

10. Penalty Index

Penalty Index A:

Offense	1st Violation	2nd Violation	3rd Violation	Maximum Penalty
Celebration/Taunting with intent to insult	Warning	Warning	Banned for this & next match	Lose Game + One Season Suspension
Private sale of GameBattles account	Warning	Warning	Banned for this & next match	One Season Suspension
Exploiting a known bug	Lose Game + 3-match suspension + Prize money forfeiture	Lose Game + One Season Suspension + Prize money forfeiture	Permanent Suspension	N/A
Unauthorized pause	Warning	Warning	Banned for this & next match	Lose Game + One Season Suspension
Selling in-game items before game ends	Warning	Warning	Banned for this & next match	Lose Game + One Season Suspension
Team forfeiting a game without league consent	Warning	Warning	Banned for this & next match	Loss of all weekly subsidy
Not having required substitutes	Warning	Warning	Banned for this & next match	Fine (NPR) + Loss of Side Selection Rights
Not being on required Discord channels	Warning	Warning	Disqualification	Disqualification for next season

Penalty Index B: Major Offenses

Offense	Slight Penalty	Typical Penalty	Max Penalty (1st Offense)	Max Penalty (Repeat Offense)
Failure to fulfill contractual obligations	Warning + Immediate payment required	Withhold salaries until resolved	N/A	Permanent Suspension
Cheating (3rd-tier: Spying/eavesdropping)	Warning + 1-match suspension	1-match suspension	3-match suspension	One Season Suspension
Cheating (2nd-tier:Bug abuse,illegal info access)	Lose Game + 1-match suspension	Lose Game + 3-match suspension	One Season Suspension	One Year Suspension
Cheating (1st-tier: Hacking,win trading, boosting)	Lose Game + One Season Suspension	Lose Game + One Year Suspension	Permanent Suspension	N/A
Misconduct (e.g., cheating, intentional disconnections)	Lose Game + 3-match suspension	One Season Suspension	One Year Suspension	Permanent Suspension
Major Misconduct (e.g.,assault, bribery)	1-match suspension	One Season Suspension	Two Season Suspension	Permanent Suspension
Unprofessional Behavior (e.g., harassment,	1-match suspension	One Season Suspension	Two Season Suspension	Permanent Suspension

violence,hate speech)				
Match-Fixing	One Season Suspension	Two Season Suspension	Permanent Suspension	Permanent Suspension
Competing in non-NCC tournaments during season	Warning + Removal from other tournament	One Season Suspension	Permanent Suspension	N/A

Tab 2