

# Neurostrike League

## Rules and Regulations

### 1. Liability

- **1.1 Code of Conduct and Acknowledgment of Rules**

- All participants are expected to fully understand and adhere to the rules and regulations outlined by the Neurostrike League. By entering any Neurostrike-sanctioned event, participants acknowledge and accept these terms in their entirety. Failure to comply may result in disciplinary action, including but not limited to match penalties, disqualification, or suspension.
- No refunds or compensation will be issued for a participant's inability to compete due to penalties incurred from rule violations.
- The Neurostrike League staff retain full authority over all league operations and event-related decisions. All rulings made by the staff are final and binding. Any form of insubordination, including refusal to follow official directives, may result in immediate disciplinary action, including temporary suspension or removal from the event.
- Participation in official tournaments implies full consent and agreement to abide by all Neurostrike League policies.

### 2. Player Eligibility

- **2.1 Compliance Requirement**

To be eligible for participation in any Neurostrike-sanctioned competition, all players must remain in full compliance with the league's rules and regulations. Failure to do so will result in disqualification or denial of entry.

- **2.2 Account Standing and Anti-Cheat Violations**

Players are strictly prohibited from participating in any sanctioned event if they have received a ban from BattleEye, FairFight, or Tab for any reason. Any player found to have an account penalized by one of these systems will be deemed ineligible for a minimum of **12 months**, subject to review on a case-by-case basis.

- **2.3 Player Identification**

All participants must use a recognizable and clearly identifiable Ubisoft (Uplay) username. Names that are ambiguous, unpronounceable, or contain excessive symbols will not be permitted.

- **2.4 Regional and Connection Requirements**

Eligible players must reside within the United States, Canada, or Mexico. Additionally, all players must maintain a stable internet connection with an average ping of **120 ms or lower** to the designated match servers. Players exceeding this threshold may be disqualified from participation.

- **2.5 Association with Cheaters**

Players found to have queued with confirmed cheaters in more than **10 matches** over the past **3 months** will be considered ineligible to compete in Neurostrike-sanctioned events. All cases will be subject to investigation by league administrators.

### 3. Roster Limits

- **3.1 Team Composition and Roster Limits**

Each team must maintain a minimum of **five (5)** players and may register up to **ten (10)** individuals on their roster. This total includes starting players, substitutes, and support staff.

Rosters will be locked following the final week of the regular season. No roster changes will be permitted thereafter. Teams are permitted a maximum of **five (5) roster changes** during the course of the season.

- **3.2 Team Leadership and Communication**

Teams may designate up to **two (2) active captains**. These individuals will serve as the primary points of contact between league administration and the team. Captains are responsible for managing operator bans, ensuring team compliance with rules, and communicating any updates to the roster or regulations.

- **3.3 Account Verification**

All players must compete using the in-game account listed on the official roster submission, as displayed in the designated league roster channel. Failure to comply will result in the use of an **emergency substitute (e-sub)** for that match, counting as **one (1)** of the two (2) e-subs permitted per team per season.

- **3.4 Roster Lock Timing and Name Changes**

Rosters lock **24 hours prior to a team's scheduled match time**. In-game name changes are permitted at any point prior to the match, provided the league administration is notified in advance for verification and approval.

- **3.5 Emergency Substitute (E-Sub) Policy**

Each team is allowed up to **two (2) emergency substitutes** during the season, which may be used without requiring approval from the opposing team. Once both e-subs have been used, teams must compete with officially rostered players or play at a disadvantage, as no further e-subs will be permitted without administrative approval.

### 4. Match Format and Game Settings

#### 4.1 Group Stage Format and Scoring

All group stage matches will be played in a **Best-of-One (BO1)** format. Points will be awarded based on match outcomes as follows:

- **Regulation Win: 3 points**
- **Overtime Win: 2 points**
- **Overtime Loss: 1 point**
- **Regulation Loss: 0 points**

#### **4.2 Playoff Format**

All playoff matches will follow a **Best-of-Three (BO3)** series format with **limited overtime** rules applied.

Grand Finals will follow a **Best-of-Five (BO5)** format. Limited overtime with limited overtime rules applied.

#### **4.2 Official Game Setup Parameters**

All matches must be hosted using the following settings:

- **Time of Day:** Day
- **HUD Settings:** Pro League
- **Server Type:** Central US
- **Voice Chat:** Team Only
- **Game Mode:** TDM – Bomb
- **Number of Bans:** 4
- **Ban Timer:** 20 seconds
- **Number of Rounds:** 12
- **Role Swap (Attacker/Defender):** Every 6 rounds
- **Overtime Rounds:** 3
- **Overtime Win Difference:** 2
- **Overtime Role Change:** Every round (1)
- **Objective Rotation Parameter:** 2
- **Objective Type Rotation:** Rounds Played

- **Attacker Unique Spawn:** ON
- **Pick Phase Timer:** 15 seconds
- **Damage Handicap:** 100%
- **Friendly Fire Damage:** 100%
- **Injury Threshold:** 20
- **Sprint:** Enabled
- **Lean:** Enabled
- **Death Timer:** 2 seconds
- **Death Replay:** OFF
- **Prep Phase Team Killing:** OFF

All players and team captains are responsible for ensuring the match settings are configured correctly before gameplay begins. Any disputes arising from improper setup may result in a rematch only at the discretion of tournament staff.

## **5. Map Pool**

### **5.1 Official Map Pool**

The following maps are designated for use in all Neurostrike League matches:

- **Bank**
- **Border**
- **Chalet**
- **Clubhouse**
- **Consulate**
- **Kafe Dostoyevsky**

- **Lair**
- **Nighthaven Labs**
- **Skyscraper**
- All matches must be played using maps from this official pool. Any changes to the map pool will be communicated promptly to all teams and reflected in official league documentation.

## 6. Map Bans

### 6.1 Map Ban Procedure

- All map bans are to be conducted via the official match lobby on **OPL (Online Pro League)**. In the event that OPL is unavailable or experiencing technical issues, map bans will be conducted through the designated **Neurostrike League Discord server**.
- Map bans may be initiated up to **30 minutes prior to the scheduled match start time**. Teams are expected to communicate promptly and complete the ban process within this time frame to avoid delays.

## 7. Cosmetic Guidelines

### 7.1 Approved Skins

The Neurostrike League adheres to the **FACEIT/Ubisoft operator cosmetic whitelist**. The following skins are permitted for use in official matches:

- **Default Skins**
- **Pro League Skins**
- **Esports Skins** (including Pilot Program, R6 Share, and Ubisoft-sanctioned skins)

### 7.2 Reporting Cosmetic Violations

If a team identifies the use of a banned cosmetic skin during a match, they must **immediately inform the observer or match host** and initiate a protest.

Failure to raise the issue at the time of the infraction will result in the violation being **waived**, and **no punishment** will be issued.

To officially protest:

1. Leave the match lobby.

2. Open a **protest ticket** in the official **Neurostrike Discord server**.
3. Submit clear **proof (e.g., screenshots or video)** of the infraction.

The league administration will review the protest and issue a ruling accordingly.

### 7.3 Protest Outcomes

- If the protest is **validated**, the protesting team will be awarded the round in question.
- If the protest is found to be **fraudulent or without basis**, the team will forfeit **one timeout** and the **right to request a rehost** for the remainder of the match.
- Repeated abuse of the protest system may result in **disciplinary action**, including warnings, match forfeits, or suspensions.

### 7.4 Prohibited Cosmetics

- The use of **gadget skins** and **drone skins** is strictly prohibited in all Neurostrike League matches.

## 8. Banned In-Game Actions

### 8.1 Unauthorized Positioning

Players are prohibited from reaching positions that are inaccessible by normal means, such as by passing through walls, objects, or surfaces. If a player can position themselves in such a way that they are neither visible nor vulnerable to being attacked, this is considered a violation.

### 8.2 Exploiting 3D Player Model Collisions

Using player model collisions to reach locations or areas that would not normally be accessible is prohibited.

### 8.3 Undetected Window Ledge Standing

Players are not permitted to stand on window ledges in a way that makes them undetectable by opponents.

### 8.4 Blocking Vaulting with Deployable Shields

Placing a deployable shield in a way that blocks or prevents players from vaulting through windows is forbidden.

### 8.5 Shooting Through Non-Destructible Surfaces

Players may not shoot through surfaces that are not destructible under normal gameplay conditions.

### 8.6 Invulnerable Utility Placement

Placing utility in locations where it cannot be destroyed by normal game mechanics or counteraction is prohibited.

### 8.7 Vaulting on Ledges to Reach Inaccessible Areas

Vaulting onto ledges to reach locations that are normally out of bounds is banned.

### 8.8 Spawn Peeking Before Timer Expires

Spawn peeking before the action phase timer reaches **2:57** is considered a violation.

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#### Penalty:

Any of the above actions will result in a **Round Loss** for the team that commits the infraction.

## 9. Tiebreaker Criteria

In the event of a tie between teams, the following criteria will be used to determine the ranking:

### 9.1 First Tiebreaker: Head-to-Head Record

The first tiebreaker will be the outcome of the head-to-head matches between the tied teams. The team with the superior record in these matches will take precedence.

### 9.2 Second Tiebreaker: Round Differential

If the head-to-head record is tied, the next determining factor will be the **Round Differential** (Rounds Won minus Rounds Lost). The team with the higher round differential will be ranked higher.

### 9.3 Third Tiebreaker: Tiebreaker Match

If a tie remains after applying the first two criteria, a **Tiebreaker Match** will be played to determine the final ranking.

## 10. Tactical Timeouts

### 10.1 Timeout Allocation

Each team is entitled to **one (1) tactical timeout per map**. Tactical timeouts last for **one (1) minute** and may be called at any point after a round. It is the responsibility of the **observer or match host** to monitor the duration of the timeout and ensure the game resumes once the allotted time has elapsed.

### 10.2 Abuse of Timeout Privileges

In the event that a match is hosted off-stream, any team found to be **exploiting** the timeout system (e.g., by extending the timeout beyond the allowed duration or denying an opposing

team their timeout) will face **disciplinary action**. Such actions will be investigated and addressed by league officials.

## 11. Rehosts & Disconnection Protocols

### 11.1 Rehost Allowance

Each team is permitted **one (1) 10-minute rehost per map**. Any player may request a technical timeout or rehost in the event of a **game-breaking bug** that significantly affects competitive integrity.

### 11.2 Disconnect During Operator Pick Phase

If a player disconnects during the **operator pick phase**, the match will be **paused**, and the player will have **10 minutes** from the time of disconnection to rejoin the lobby.

### 11.3 Early-Game Disconnect Rehost Conditions

A full **game rehost** will occur if a player disconnects **before the 2:30 mark** of the action phase **and no damage** (excluding self-inflicted) has been taken by any player. The match will be paused, and upon confirmation from the observer or admin, all players will exit the lobby. The disconnected player will have **10 minutes** to rejoin the new lobby.

### 11.4 Mid-to-Late Round Disconnects

If a player disconnects **after the 2:30 mark** of the action phase or **once any player has taken damage**, the round must be played out. If the disconnected player has not returned by the end of the round, the match may be **paused at the operator pick screen** to allow for their reconnection.

### 11.5 Reconnection Limit & Substitutions

If the disconnected player is unable to return **within 10 minutes**, the match will **resume in a 4v5 format**, or in extreme cases, be ruled a **forfeit (FF)**. The game will not be delayed for a late rejoin, but if the player is able to reconnect without interrupting gameplay, they may re-enter the match.

**No substitutions** are permitted once a match has officially started — teams must continue with their current roster.

## 12. M.O.S.S. Anti-Cheat Policy

### 12.1 Mandatory Use of M.O.S.S.

All players are required to run **M.O.S.S. (MyOwnSecuritySoftware)** during any **Neurostrike-sanctioned event**. It is each player's responsibility to submit a **complete and valid M.O.S.S. file** within **30 minutes of their match concluding**, regardless of the result.

Failure to submit a M.O.S.S. file in the allotted time will result in an **automatic match forfeit** and may lead to **suspension or a permanent ban**, depending on the severity of the violation.

### 12.2 Prohibited Software

The following software is **strictly banned** during Neurostrike League matches:



- **Virtualization Software** (e.g., Hyper-V, VMWare)
- **Remote Access Tools** (e.g., TeamViewer, LogMeIn)
- **Macros or Scripting Programs** — *Immediate Disqualification*
- **Any form of Cheating or Third-Party Software** — *Immediate Disqualification*

### 12.3 Enforcement & Penalties

If a player is found to have any prohibited software **open or running** during match time, the team will be issued a **match forfeit**.

- **Repeated minor violations** may result in **suspensions** or **disqualifications**.
- **Bans** from future Neurostrike events will be determined on a **case-by-case basis**, taking into account the nature and severity of the infraction.

## 13. Player Integrity & Code of Conduct

### 13.1 Conduct Expectations

While **trash talk** is permitted and can enhance competitive spirit within the Neurostrike League, it must remain within **appropriate boundaries**. All participants are expected to maintain respect and professionalism across **all official communication channels**, including Discord, in-game lobbies, and during live competition.

The following actions are **strictly prohibited**:

- **Racism, hate speech, or any form of discrimination**
- **Direct or indirect threats** toward other players, staff, or community members
- **Doxxing** or the sharing of personal/private information
- **Sexual harassment or inappropriate conduct**
- **Match-fixing or collusion**
- **Spamming or disruptive behavior** in chat
- **Sharing VODs via Match Replay** — Scouting is permitted **only** through **official Twitch** broadcasts

### 13.2 Disciplinary Action

Players who violate the Neurostrike League's Code of Conduct may face penalties ranging from **temporary suspensions** to **full disqualification**, depending on the severity of the offense.

- **Suspended players remain roster-locked** and may not be replaced until their suspension has concluded or the season has ended.
- **Repeated or extreme violations** will result in more serious consequences, including long-term bans from league participation.

## 14. Admin & Ownership Policy

### 14.1 Ownership Restrictions

Team **owners are strictly prohibited** from participating in any capacity as a player in Neurostrike-sanctioned events. This policy ensures competitive integrity and eliminates potential conflicts of interest.

### 14.2 Admin Participation Guidelines

League **administrators are permitted to compete**, but will be subject to **strict oversight** to ensure fairness and impartiality.

Any admin found guilty of **bias, favoritism, or misconduct** will face the following consequences:

- **Permanent ban** from all Neurostrike League events
- **Immediate removal** from all staff roles
- **Monetary fine of \$50**, subject to enforcement at the league's discretion

This policy is in place to uphold transparency, integrity, and the trust of the competitive community.

## 15. Player and Team Requirements

### 15.1 Match Readiness & Timeliness

All team members are required to be present in their team's designated voice channel **no later than 15 minutes prior to the scheduled match start time**.

Once the official start time is reached, teams will have a **15-minute grace period** to begin the match.

- Failure to begin the match within this window will result in a **forfeit of one (1) map**.

- Continuous communication with league administrators is strongly encouraged to avoid unnecessary forfeits.

### 15.2 Post-Match Interviews

For matches that are broadcast, the **winning team must nominate at least one player** (though more are welcome) for a **post-game interview** on stream.

- Interviews will typically last **5–10 minutes** and may be extended with team consent.
- All players participating in interviews must adhere to the **Player Code of Conduct** at all times.

### 15.3 Language Requirement

Each team must have **at least one fluent English-speaking player** on the roster.

- This requirement ensures smooth communication with admins, casters, and league staff during official matches and post-game interviews.

## 16. Entry Fee & Prize Distribution

### 16.1 Entry Fee

- The entry fee to participate in the **Neurostrike League Qualifiers** is **\$30 per team**.

### 16.2 Prize Payout

- Prize winnings will be distributed to each team's **designated captain or manager** via **PayPal** within **48 hours** following the conclusion of the Grand Finals.
- Once funds have been sent, **Neurostrike League is not responsible** for the internal distribution of prize money among team members.

### 16.3 Payment Instructions

To submit your team's entry fee:

1. **Click the official PayPal link provided.**
2. Select **"Friends & Family"** when sending the payment.
3. Include your **team name** in the payment note.
4. Once payment is complete, **contact Phoenix or another League Admin** for confirmation and further instructions.

Failure to follow the above steps may result in **delayed registration or disqualification** from the event.