



OFFICIAL RULES & REGULATIONS

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1 Introduction

1.1 About NSL Sports

NSL is our trademark brand of competitive airsoft and the first neutral association for speedsoft. We do not allow the use of our name or logo without our express written permission. The proper presentation of NSL is very important to us. We rely on equality and fairness to secure the integrity of our sport.

1.2 Regional Partners

Our goal is to unite international regions with Official NSL Ranked Tournaments in 2022. This will be our first year of tracking Global Rankings, leading to the Annual Global Invitational Tournament. We seek to establish positive, long-term relationships with partners that share our commitment to push our sport to the next level. We will only authorize partners who are committed to providing the same NSL experience for their teams and players.



2 Field & Arena

2.1 Field size and structure

For all details concerning official NSL field dimensions and adjacent facilities, please refer to the NSL Official Field Guide, found on the NSL Official website.

2.2 Obstacles and layout

- NSL uses a standardized set of obstacles (“bunkers”).
- These obstacles are arranged in specific layouts for NSL ranked events¹.
- The “Breakout Areas” are defined clearly in the layout of the field. These are bordered by the breakout walls on either side of the field, with their widths defined by the starting gate boundaries and extending out to the field as far as the nearest obstacle.
- The official field layout and/or obstacle designs can be updated yearly. The current layout for a given year is used for all ranked events and championships (see [Appendix A](#) for 2022 Championship Layout).

2.3 Field boundaries and safety

- Only the staff and athletes competing in the current match are allowed on the arena floor.
- All spectators and non-playing athletes must be in the designated zones outside of the playing area.
- All hosting fields are responsible to follow the safety protocols following local legislation to ensure the safety of the staff, athletes and spectators.

2.4 Liability waiver

- All players must sign a liability waiver covering a season, provided by the organizer or field owner, stipulating the conditions under which they allow players to participate.
- The organizer or field owner is responsible for providing a waiver in (the) appropriate language(s) for the event.
- The liability waiver may or may not be combined with the consent waiver (see [9.1](#)).

¹ Non-ranked events may use custom layouts, using the approved obstacles (must be approved).



3 General game format

3.1 Game format 5v5

- NSL is played with two teams that consist of 5 players each. One team will be “attacking”, the other team “defending”.
- The attacking team is in possession of the Flag from the beginning, and gets 3 consecutive attempts (‘tries’) to score Points (see [3.2.1](#)).
- The defending team tries to prevent the attacking team from scoring, but cannot earn any points (see [3.2.2](#)).
- After 3 tries, possession of the flag will automatically change to the opposing team, who will then become the attacking team and play their 3 tries.
- The objective of each match is to obtain the most points after all rounds are played.
- Points can be earned by passing marked lines on the floor into one of the point zones holding the flag, or by touching (“hanging”) the flag on the opposing sides’ wall within the designated limits (“breakout wall”). In order to score, the entire body of the player, including all parts of their gear, needs to cross the marked line.
- Each match has a maximum duration of 15 minutes².
- A try ends when a team hangs the flag, the defending team touches the flag (“snatch”), if the game is stopped by a buzzer or when the match clock expires. A snatch only counts if the flag is touched by the player’s hand or by touching the opposing team’s breakout wall as long as the buzzer has not been pressed by the attackers.
- The attacking team chooses on which side they start their tries. All tries in that round, including a Bonus Try (see [6.1](#)) will be started from the chosen side. When the tries end and the teams switch roles, the new attacking team now has their choice of which side they start their tries.

3.2 Game sequence

- Each team starts at their breakout wall, following the attacking teams’ choice of side.
- All replica barrels must be physically touching the breakout wall.
- At least one foot of each player must be physically touching the breakout wall.
- The Head Referee gives both teams the pre-game ready warning (“Feet! Weapons!”).
- The Head Referee starts the match with an air horn and starts the game clock.
- After each try ends, the next try starts in 120 seconds.
- Teams are allowed to have “pit crews” to swap mags, equipment, etc between tries during the 120-second reset time.

² Match duration may vary throughout different league systems or event formats.



3.2.1 Attacking team

- The attacking team has up to 3 tries in a row (“round”) to score points (see [6.1](#)).
- After 3 tries without a flag hang the possession of the flag changes to the opposing team in the next round.
- If the attacking team is able to score a flag hang, the Bonus Point Try (1v1) will take place (see [6.1](#)). After that, the possession of the flag changes to the opposing team.
- The flag can be in the possession of an attacking player once, meaning that if the player loses possession, the flag cannot be touched by that player again during the try.
- The flag may be passed on to another team member by handing it over directly. This does not count as losing possession as mentioned above. Throwing, sliding or moving the flag in any other way is not allowed.
- The flag may be dropped on the floor, however the player dropping the flag may not pick it up again during the try. Other team members (who didn’t drop the flag earlier during the try) may pick the flag up.
- The flag may not be covered intentionally by gear or other objects to obscure it from the opponent teams’ view. It will result in an automatic snatch for the opposing team.
- If the flag is taken off the field (outside the defined boundaries), this will result in an automatic snatch for the opposing team.
- A flag hang or zone points from a player not allowed to have flag possession will result in a zero point try.

3.2.2 Defending team

- The goal of the defending team is to prevent the attacking team from scoring points in any way.
- Prevention can be done by:
 - shooting all opposing players.
 - snatching the flag by touching the flag (immediate change of flag possession).
 - touching the breakout wall of the attacking team (without flag), also changing possession of the flag.

3.3 Player identification

- Every player needs to have a player number, unique within their team roster, that needs to be clearly visible, preferably on the jersey (front, back, arms) or on the mask. Numbers taped to the jersey will be accepted for Season 2022.
- Additionally, a personal color can be assigned to each player, which will be made visible by a colored arm or wrist band and matching colored straps on their mask. Other means of identifying players can also be used.
- The identification is used to help referees identify players more easily (see [7.3](#)) and will be checked before each match by the referees.



3.4 Buzzer game

- THE BUZZER BECOMES ACTIVE 30 SECONDS AFTER THE TRY STARTS. BEFORE THAT, THE BUZZER WILL NOT SOUND OR DO ANYTHING ELSE.
- The defending team can sound a buzzer (activated by hitting a button located in their death box) when the last player of that team is hit and on their way off the field. After the buzzer sounds, the attacking team has 3 seconds to end the try by scoring a flag hang or getting as far toward the opposing breakout wall with the flag as they can.
- The attacking team can sound the buzzer (activated by hitting a button located in their death box) when the last player of their team is hit and on their way off the field. After the buzzer sounds, the defending team has 3 seconds to end the try by attempting a snatch through touching the flag.
- Intentional 'self-callouts' (suicide) without a BB hitting the player in order to force the buzzer will be punished by refs. When penalized, the opposing team automatically gets awarded a flag hang (points awarded as listed in [6.1](#) and in accordance with the points for the attacking try (1st, 2nd or 3rd) that was played AND the bonus points for the 1v1 that is automatically counted as a win) or a snatch for that round.
- If a team buzzers while having at least one player still alive the opposing team will either get a flag hang (see rules above) or a snatch.



4 Referees

4.1 Referee team

There are two head referees, having the final call in every matter concerning the game. The head referees are responsible for:

- controlling the general flow of game
- team ready warnings
- watching the flag
- recording scores
- managing the game clock
- making any final on-field decisions

Head refs are supported by a team of at least 6 referees having their own position on the playing field and 3 referees off the field³. Players are to follow all referees' calls. A referee may call a player out at all times. Discussions about or refusals towards the referees will result in a penalty and can cause disqualification as it disrupts the game.

4.2 Officiating

- Head Ref 1 conducts the Team Ready Warning and controls game start & end.
- Referees have full power to call hits upon players and pull players during live matches.
- Referees have the final call on any disagreement or decision on the field.
- Everything a referee sees is a referee call. These decisions are not up for debate.

4.3 Referee signals

- Each referee on the field must be in uniform for immediate recognition.
- Field referees are tasked with coverage of their designated zone on the playing area, looking for hits and penalties.
- When a player is hit and does not call it, the ref with a confirmed visual of the hit signals with one hand directly in the air and one hand pointed at the hit player.
- If the hit player does not immediately go to the penalty box, the referee will move directly to the player to verbally and physically (if needed) notify the player of the hit.
- Hit players, upon hearing/seeing a referee make the call, must go to the penalty box immediately, to the closest sideline, using the shortest route, unless avoiding an active engagement.

³ Team representatives/captains may be used as supplementary referees, under special circumstances.



- Referees making the call must notify the Head Ref after the round is concluded to determine if the no-call was intentional or unintentional for scoring/penalties purposes.
- When conflicting calls are made due to different lines of sight, refs will convene to determine the best and most accurate call.



5 Teams

5.1 Team captains

One player from each team must take the role as team captain. Team captains are responsible for:

- Being the contact person for the team/league communication.
- The behavior, on and off the field, of all team members.
- Representing the team at the team captains briefing.
- Reviewing and approving competition results after each match with the head referee.
- Consulting with the head referee concerning referee decisions (other team members are not allowed to do this).

5.2 Players and roster

- Teams must have a minimum roster of 5 players. Up to 12 players are allowed to participate during the course of an event.
- Teams can register up to any number of team members for a season and will have to announce the player roster before each event.
- Players must be registered with NSL to be considered active on their respective team.
- Players must meet the local regulations/laws for minimum age.
- Each registered Player is allowed to change teams no more than once per season (does not apply to Invitational Tournaments or other off-season events).

5.3 Spectators

All audience members, including inactive team members, are not allowed to speak to, give directions to or encourage teams playing, in order to prevent players, teams and referees from being influenced or distracted. All non-competing players and spectators must stay in the designated areas. Specifically, 10 seconds before the try starts (roughly when the 'Feet!' call is heard), verbal and physical communication should stop altogether. Failure to comply with this rule will result in non-playing spectators being removed from the venue and spectating players being awarded a 1st degree penalty.



6 Scoring

6.1 Points

- Teams can score points during their tries ('try points'), resulting in league points after an entire match is played.
- The team with the most try points after a match wins.
- The total amount of try points possible to earn is 14 (12 + 2 Bonus) per round.
- Round total try points determine the winner of the match.
- The match winner gets 3 league points, the losing team gets zero league points.
- In case of a draw, each team receives 1 league point.
- Try Points are earned for the following actions:
 - Enter Zone 1 = 1 Try Point
 - Enter Zone 2 = 2 Try Points
 - Enter Zone 3 = 3 Try Points
 - Flag Hang (flag hang try points replace zone try points gained during previous tries in the same round):
 - 1st Try = 12 Try Points
 - 2nd Try = 11 Try Points
 - 3rd Try = 10 Try Points
 - In case of a flag hang, a Bonus Try is played, a 1v1 matchup, in which the attacking team can earn 2 try points by hanging the flag on the opposing breakout wall within 30 seconds⁴. The competing players in the Bonus Try must be chosen from the team roster.
 - Penalties awarded to either player in the Bonus Try count toward the total, like penalties in 'regular' tries.
 - Bonus tries will not decrease penalties from players.

⁴ The bonus try may or may not be played depending on the league system or event format.



6.2 Penalties

If a player commits a foul, penalties can be given by the head referee. These penalties are categorized in three degrees: Major penalties, 1st degree penalties and 2nd degree penalties. The penalty system always affects twofold: firstly, the player who committed the foul gets punished. Secondly, that player’s team also gets a penalty. The following table lists the penalty categories and their respective consequences for players and teams:

Penalty	Player	Team	Stacking	Penalty Box
2 nd degree	Not allowed to play for the <u>next</u> try.	Have to start the <u>next</u> try with one player less.	The player that gets <u>three</u> 2 nd degree penalties is not allowed to play for the remainder of the current match and the <u>next match</u> . The three 2 nd degree penalties are NOT converted into a 1 st degree penalty.	One try in the penalty box
1 st degree	Not allowed to play for the remainder of the <u>current</u> match + the <u>next</u> match.	Have to start the next <u>three</u> tries with one player less.		Three tries in the penalty box
Major	Not allowed to finish the <u>current</u> match and suspended from the next <u>six</u> matches.	Have to start with one player less for the remainder of the current match + start with one player less for the first 6 tries of the next match.		Remainder of the match in the penalty box + the first six tries of the next match in the penalty box



Major Penalties

- Headshot No-call: the player that does not call a direct headshot, confirmed by refs beyond reasonable doubt, gets a Major penalty.
- Hot Gun after a game: if a player is tested with a chrono after a game and is shooting over the joule limit (hot) it results in the player getting a major penalty. A hot gun before a game means the player has to replace the gun within the time and gun restrictions.
- Major equipment violation: shooting full auto, burst, ramping, binary.
- Unsportsmanlike behavior: aggressive behavior or attitude to referees, staff, players or spectators

1st Degree Penalties

- No-call: when a player does not call their hit, determined by the referees, the first degree severity is based on the totality of the circumstances (i.e. location of the hit, player position, game situation, etc.). Moreover, if a significantly game-altering play was made by the player who "no-called", the referees may choose to award an instant snatch or flag hang to the other team. When this is the case, points are awarded as listed in [6.1](#) and in accordance with the points for the attacking try (1st, 2nd or 3rd) that was played AND the bonus points for the 1v1 that is automatically counted as a win) or a snatch for that round.
- Minor equipment violation: eg. using a flashlight, using a magazine over capacity limits.
- Off-field Communication: any communication from team/players not in the game.
- Dead Player Communication: any communication from players not alive and active in the game. This includes any communication, both verbal and physical by eliminated players, from the moment they are hit.
- Breakout fouls:
 - A player appearing at the breakout that has an active penalty
 - Starting with more players than is allowed for that given try, this includes having a player in the penalty box that shouldn't be in there, playing with 5 when you must play with 4, or playing with 6 or more when the team should be playing with 5.
 - One or more players using the wrong weapon class setup.
- Blind fire: firing whilst having the barrel of your replica above your eye line; Firing at a spot from where it is not possible to hit your head; Looking away from the spot where you are shooting.
- Early buzzer: sounding the buzzer whilst having one or more players alive on the field. When penalized, the opposing team automatically gets awarded a flag hang (points awarded as listed in [6.1](#) and in accordance with the points for the attacking try (1st, 2nd or 3rd) that was played AND the bonus points for the 1v1 that is automatically counted as a win) or a snatch for that round.
- Field disruption: when a player significantly moves barriers (intentionally or unintentionally), climbs/jumps over barriers that are not allowed to be climbed over



- Referee Influencing: player(s) suggesting referees to an opponent foul; Players cannot communicate to refs during a match.
- Intentional self-callout (suicide): calling a hit without actually being hit by a direct BB in order to force the buzzer, in an effort to deny the opposing team a chance of scoring or snatching. This can be regarded as Unsportsmanlike behavior and game manipulation. The opposing team automatically gets awarded a flag hang or a snatch.
- Leaving unnecessarily (during game): when a player leaves the field without being hit, in order to force the buzzer (see also: Intentional self-callout (suicide)).

2nd Degree Penalties

- Slow walk: when a player does not leave the field immediately after being hit, or takes an unnecessarily long route or detour. It is mandatory to run and not to walk. This includes an eliminated player gathering any equipment or mags left on the field during a live game.
- Middle exit: when a player leaves the field through the middle exit. Leaving the field during games can only be done through the nearest back exit.
- Leaving unnecessarily (pre or post game): when a player leaves the field before or directly after a game (before next teams are called), potentially causing delays or disrupting the flow of the gameplay.
- No-boxing: not going into the penalty box when getting sent there by the referee, for example by going into the death tunnel. If a player leaves the field and the referee cannot identify that player, the penalty will be given to a player chosen randomly from their team.
- Breakout fouls:
 - False Start: early breakout, feet/weapons not touching wall on time, etc.
- Unauthorized unboxing: leaving the penalty box without permission of the referees
- Discussing referee calls: players are not allowed to start a discussion with a referee. Only team captains are allowed to speak to the referee in case of doubting a ref call.
- Cold gun after a game: when the replica shoots below the minimum joule limit after a game. A cold gun before a game means the player has to replace the gun within the time and gun restrictions.
- No-call: When a player does not call their hit, determined by the referees, the second degree severity is based on the totality of the circumstances (i.e. location of the hit, player position, game situation, etc.).
- Gun drop: when a player drops their gun in either breakout area, either intentionally or unintentionally, and leaves it there, posing a tripping hazard to (an) other player(s) running towards the wall in order to score points.
- Late flag drop: when a player does not drop the flag immediately after being hit, or within the determined radius of 1m.



- Taking the flag off the field: when an attacking player takes the flag off the field while leaving, either intentionally or unintentionally, preventing the defending team from scoring a snatch. The opposing team automatically gets awarded a snatch.

6.3 Disqualifications

Players and teams can get disqualified for:

- Aggressive behavior towards referees.
- Aggressive behavior towards players.
- Arguing with Referees during games.
- Equipment Violation: when a player uses non-regulation equipment such as double trigger, shoots over joule limit, altered FCUs to burst fire, etc (results in a direct DQ).

6.4 Enforcement

If a player is pulled by a referee, they have to go to the penalty box and wait there until the referee comes to explain said penalty.

Every player needs to have a unique player number (unique within their team) that needs to be clearly visible, preferably on the jersey (front, back, arms) or on the mask to aid referees in more easily identifying and recording penalties given to individual players. Numbers taped to the jersey will be accepted for Season 2022.



7 Eliminations

7.1 Definitions of eliminations

- Any bodily contact with a BB is considered a hit, unless in cases explicitly exceptioned. This includes any part of bodily gear (like backpacks, trousers, hoodies, beanie, t-shirts, belts and HPA tanks, GoPro mounts, etc.).
- Replica hits count as hits. This includes everything that is attached to the replica. Any direct hit on equipment that is in contact with your body is considered part of your body.
- A direct BB impact on the flag while carrying counts as a player hit.
- If opposing players shoot each other at the same time, both players are hit (“trade”).
- Dry fires do not count as a hit.
- Ricochets do not count as a hit.
- Friendly fire counts as a hit.
- No minimum engagement distance.
- No verbal hits (“bang-bang”, “surrender”).
- No melee kills.

7.2 Player calling hits

- When a player is hit, that player must rush off the field towards the nearest back exit as quickly as possible. It is not allowed to exit the field through the middle doors.
- Players cannot verbally declare “Hit!” or any other verbal communication to signal their elimination. This is to prevent dead players from communicating with their team after being hit.
- When a player is hit while carrying the flag, the flag must be dropped immediately within a 1m (≈3 ft) radius of where the player was hit, before exiting the field.
- If the flag lands in a different zone from where the player was while getting shot, a ref may reposition the flag. In all such cases, zone points will reflect the location where the player got hit, even if the flag was not repositioned physically by a ref.

7.3 Referee calling hits

- Field referees have the primary task of watching players for hits, without being intrusive to the game. Refs will attempt to stay out of the way as much as possible.
- Each field referee is assigned an area of the field, and the players that enter that zone.
- Referees may only call hits for a player if they visually confirm the BB made contact with the player. Even if the engagement distance is very short, a visual confirmation of the BB bouncing off the player must be confirmed for a ref to call a hit and pull said player.



- Refs must be familiar with dry fires and ricochets, and how to distinguish them from direct hits.
- When a referee pulls a player out of the game, the player has to go to the penalty box immediately.
- Field refs are encouraged to consult each other for multiple confirmations/POV's after the round ends if needed.
- Field refs must communicate fouls to the head ref, using the player's identification (see [3.3](#)) as main reference where possible.
- Any questions that field refs may have must be brought to the Head Ref for any decisions needed or rulings on the fly.



8 Equipment

8.1 Replicas

- There are two weapon classes: Rifle and Pistol. Shotguns are treated as rifles (need for a stock).
- Teams are allowed to have a MAXIMUM of 3 rifles at any time on the field. Players in the penalty box count as "on the field" in that regard. If a team can't start a try with 5 players, but no players are in the penalty box (see penalty rules [6.2](#)), they are allowed to play with three players having three rifles.
- The player who gets pulled by a ref and is in the penalty box has to stand there with the same gun class they were carrying at the moment of the ref call.
- Rifles need to have a proper stock in order to count as a rifle, pistols should feature blowback in order to count as a pistol.
- FPS/Joules = minimum 0.9 Joules, maximum 1.1 Joules using 0.25 gram BB's. Actual limits may be different due to local legislation or location policies.
- Players are responsible for their own chrono's and will randomly be checked during the tournament.
- All replicas must have a trigger guard.
- Double/extended triggers are not allowed.
- No ramping, burst, binary or any advantageous programming of FCU.
- EU only: Tournament locked FCU is required. Gorilla FCU.
- Flashlights are not allowed.

8.2 BB's and tracer units

- Tracers and tracer BB's mandatory; they will be checked at the start of each match by the referees. In the case a tracer is not working, the player is not allowed to play the match. The team has to play this match one player short.
- 0.25g tracers are the only BB's that are allowed.
- All BB's a player brings to the field must adhere to the local legislation, where applicable.
- Tracers are not allowed to have lights in the front activated (eg. Acetech Bifrost, etc.)
- If a tracer stops working during a round the player is allowed to continue playing the ongoing round.

8.3 Magazines

Rifles: Mid Caps Only (200 round max. per mag).

Pistols: Extended Mags and Mag Adapters OK (200 round max. mid caps only).

Shotguns: Shell Fed or AR Mag (200 round max. mid caps only).

No limit on total number of magazines/shells.



8.4 Firing mode

- Semi-auto only: one trigger pull = one shot (feathering is not allowed).
- Replicas may only shoot 1BB for every back and forward motion of the trigger.
- Replicas may only shoot 1 BB for every back and forward motion of the finger.
- Replicas are not allowed to shoot without the touch of the trigger.
- Double-finger shooting is not allowed.
- Blind fire (firing without looking where you're aiming) is not allowed. Players have to be able to see their opponent while firing. The barrel must be under eye level at all times.

8.5 Goggle/Face mask

- All players must be equipped with full frontal face protection, using a goggle system or face mask manufactured for airsoft or paintball.
- Goggles must be worn at all times in the arena, chrono area, and test firing ranges.
- Masks must be worn by all people in the playing area, no exceptions.

8.6 Clothing

- All teams must be wearing the same theme/colorway/uniform/jerseys to be easily recognizable for refs and spectators.
- The clothing of a player must display their player number. This may be on a mask, jersey or backpack.
- A player cannot have padding (bounce shirt or jersey padding).
- A player is allowed to have elbow, knee and slide protection.
- White or light gray as a base color is not allowed on jerseys or pants.

8.7 Prohibited equipment

- No ramping, burst, binary or any advantageous programming of FCU.
- No double triggers or binary triggers.
- No grenade launchers/attachments.
- No riot shields.
- No melee weapons.
- No thunderbees/tornados/grenades.
- No hand-held flashlights.
- No stationary strobe lights.



9 Filming and photographing

9.1 Consent waiver

- All participants in NSL must sign a document proving their consent to be filmed, photographed, and live streamed for commercial use.
- Minors must have a parent or guardian sign on their behalf.
- It is an NSL partner's responsibility to include this waiver in their respective language in their registration process for each registered player.

9.2 Content sharing

- Video content from NSL events must be captured by NSL partners.
- The content will be used for localized and global marketing purposes.
- This content is inclusive of, but not limited to event live streams.
- Content sharing process will vary on a case-by-case basis, to be determined with each partner.

9.3 Filming by players

- Action cams are not allowed.
- Filming from the sidelines/spectator areas is not allowed.
- Professional videography/photography is only allowed by approved individuals, with approval determined on a case-by-case basis.

9.4 3rd party filming and photography

- All 3rd parties must obtain permission/authorization for filming/photography at NSL events.
- This includes businesses and individuals/spectators.
- Commercial use of content captured at NSL events is limited to NSL, the event host/partner, and authorized 3rd parties approved by NSL.



Appendix A - NSL Layout 2022

For a 3D interactive model of the layout, please visit <https://nsl-sports.com/field-layout-2022>, or scan the QR code to go there directly:

