DAYANANDA SAGAR COLLEGE OF ENGINEERING

An Autonomous Institute Affiliated to VTU, Approved by AICTE & UGC, Accredited by NAAC with 'A' grade, Accredited by NBA

DEPARTMENT OF INFORMATION SCIENCE AND ENGINEERING

- - GENESIS PRESENTS - -

CATALYSIS
V2.0

A 3 - DAY INTER-DEPARTMENT TECH FEST

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Prof. Bharat B C	Professor	Dean Academics & HOD	Principal
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CodeRed

Event Overview:

- "CodeRed" is a university-level Valorant gaming competition designed to test participants' skills in this popular team-based tactical shooter. Participants form teams of five players and engage in exciting matches where teamwork and strategy are paramount. This event aims to promote teamwork, sportsmanship, and competitive spirit in the gaming community.

Event Rules:

Eligibility:

- The competition is open to all registered students of DSCE.
- Team Composition: Each team will consist of 5 players.

Fair Play:

- All players are expected to display good sportsmanship and fair play. Cheating, hacking, or exploiting game bugs will result in immediate disqualification.

Game Settings:

- Teams are expected to play on default in-game settings unless specified otherwise by the organizers.

Format

Tournament Structure:

- The tournament will be conducted in a single-elimination format.

Matches:

- Matches will be knockout games, except for the finals, which will be best-of-three.

Map Pool:

- The map pool for the tournament includes Bind, Haven, Split, Ascent, Iceb ox, Breeze, Fracture, Pearl and Lotus. Teams will take turns banning maps until one map is left, which will be the map played for that match.

Game Rules

Agent Selection:
Agents can be freely chosen by each player on their team.

Sides:
Teams will play both attacking and defending sides. The team that wins a coin toss or a predetermined side selection process can choose their starting side for the first game.

Victory Conditions:
- The first team to win 13 rounds is declared the winner of a game. If the score reaches 12-12, overtime rules will be decided on the day of the event and will be played to determine the winner.

Technical Issues:
- Teams are responsible for ensuring their equipment and internet connections function properly. In the case of technical issues, no rematches will be granted.

Match Reporting

Reporting Results:
- The winning team captain is responsible for reporting the match results to the tournament organizers immediately after the match concludes.

Disputes:
- In case of a dispute, the team captain must provide evidence (screenshots, videos, etc.) to support their claim. Tournament organizers will make the final decision based on the provided evidence.

Code of Conduct:

Fair Play:
- All participants are expected to uphold the principles of fair play and good sportsmanship.

Cheating and Exploits:
- Any form of cheating, including but not limited to using unauthorized software or exploiting game bugs, is strictly prohibited.

Spectator Rules:
- Spectators must adhere to the event's spectator guidelines and code of conduct.

Respect for Opponents:
- Participants are expected to treat their opponents with respect and courtesy.

Prizes:
- Prizes will be awarded to the top-performing teams, including the champions and the runner-up, based on their performance during the tournament. Prizes will be announced prior to the event.

Grounds for Disqualification:

- Participants may be disqualified for violations of the event rules, including cheating, unsportsmanlike conduct, or not adhering to the code of conduct. The event organizers' decisions in such cases are final.

Disclaimer:

- The CodeRed event organizers reserve the right to modify the rules and guidelines at their discretion, and participants are expected to adhere to any such modifications. Any disputes or issues will be resolved by the organizers, and their decisions are final.
- By participating in the "CodeRed" Valorant competition, participants agree to abide by the terms and conditions outlined in this rulebook.