

 **UDGAM**
NATIONAL LEVEL SPORTS FEST 2025

VALORANT RULEBOOK



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VALORANT TOURNAMENT RULES – UDGAM FEST INTRODUCTION & GENERAL RULES

Event Name: Udgam Fest – Valorant Tournament

Organized by: Sports Council, SRMAP

Platform: Valorant

Team Composition: 5 players per team

1. TEAM COMPOSITION

- Each team must consist of exactly 5 players.
- No substitutions will be allowed during the competition. Once the team roster is submitted, it must remain unchanged.

2. GAMEPLAY RULES

- **Fair Play:** The use of hacks, cheats, or any unfair gameplay tactics will result in immediate disqualification.
- **Match Format:** The tournament will consist of multiple rounds. Each team must participate in all of their scheduled matches.
- **Devices:** Players are required to bring their own PCs. No shared devices will be allowed.
- **Device Restrictions:** iPads or tablets are not allowed—players must use PCs only.
- **Game Settings:** Players must use the official Valorant settings without any modifications.
- **Agent/Weapon Pool:** Only official agents and weapons within the event's pool may be used. Certain agents may be banned or restricted based on event-specific rules.

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LOGISTICS & CONDUCT

3. LOGISTICS AND CONDUCT

- Arrival Time: Teams must arrive 15 minutes before the match for setup and warm-up.
- Internet/Wi-Fi Issues: It is the responsibility of the players to ensure their internet connection and equipment are functioning properly. Management will not be liable for any technical difficulties.
- Disruptive Behavior: Any arguments with management or disruptive behavior will result in instant disqualification from the tournament.
- Match Recording: Recording of matches is mandatory for resolving disputes.
- The event will follow a zero-tolerance policy for toxic behavior or unsportsmanlike conduct, including offensive language, harassment, or any form of disruptive behavior.

JUDGING CRITERIA & MANAGEMENT DECISIONS

4. JUDGING CRITERIA

- Management Decision: All management decisions are final and must be respected by participants at all times.

5. SCORING SYSTEM

- Kill Points: Teams earn 1 point per kill.
- Objective Points: Teams can earn additional points for completing in-game objectives such as planting or defusing the spike.
- Round Points: Teams earn 1 point for each round win.

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MATCH FORMAT, PROGRESSION & TIE-BREAKING

6. PROGRESSION

- After each match, the scores will be tallied.
- The top teams will progress to the next round in the tournament format:
 - Preliminaries → Semi-Finals → Finals
- The final winner will be determined based on the cumulative performance across all rounds.

7. TIE-BREAKING

- In case of a tie in total points, the first tie-breaker will be the number of kills.
- If the teams are still tied after kills, the number of rounds won in the most recent match will determine the winner

CONTACT US:

MOHAMMED NAWAZ

+91 94413 38558