



ASTERISK

VALORANT TOURNAMENT

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OFFICIAL RULE BOOK

GENERAL RULES

The general rules of the event always apply and take precedence over these rules. The tournament organizers may not make an exception to these rules without the agreement of the event organizers. It is your responsibility to read and understand the general rules of the event before participating in the tournament.

The general rules can be consulted at the following address:
<https://astrisk.vercel.app/>

ELIGIBILITY

TEAM ROSTER

- A team must consist of a minimum of 5 players.
- A team may register up to 2 substitute players.
- The roster is locked on [Roster Lock Date]. No changes may be made after this date without admin approval.
- A player may only be on the roster for one team.

PLAYER ELIGIBILITY

- All players must be below 25 years of age.
- All players must have a Riot Games account in good standing, with no active bans.
- Players must use their main registered account for all tournament matches. Smurfing or account sharing is strictly prohibited.
- Player In-Game Names (IGNs) must be appropriate and not contain any offensive or vulgar language. Players may be asked to change their name if deemed inappropriate by an admin.

COMPETITION STRUCTURE AND SCHEDULE

All matches will consist of a “Best of 1” in a double-elimination bracket. The tournament organizers will build the bracket by randomly seeding all teams that register. The captain of each team must check in for their match 15 minutes before their scheduled match time. Failure to do so could result in losing “in-game pause time” or disqualification. Any team that checks in on time but fails to join the lobby for more than 10 minutes after the scheduled start time will be disqualified.

GAMEPLAY RULES AND FORMAT

Lobby Rules

- Mode: Standard
- Allow Cheats: Off
- Tournament Mode: On
- Overtime: Win by Two: On
- Server Region: Mumbai
- Team Size: Five (5)
- All Matches will be played on the latest patch.

Map Pool

Bind	Breeze
Haven	Pearl
Split	Lotus
Ascent	Sunset
Icebox	Abyss
Fracture	Corrod

Team Designation

The team that is displayed above the other in the bracket will be designated as team A and the one below, team B. _

Map Veto Process (Offline Round)

The two team captains will physically meet with the organizers at a designated table (for the final round). Physical representations of the maps will be made available on the table for map picking.

The process will follow as such:

- Team A bans 3 Maps
- Team B bans 3 Maps
- Team A picks Map 1
- Team B picks side for Map 1
- Team B picks Map 2
- Team A picks side for Map 2
- Team A bans 2 Maps
- Team B bans 2 Maps
- Map 3 is only Map remaining
- Team A picks side for Maps 2

Score Reporting

After the completion of a match, the score must be reported by the winning team to the tournament organizers using a screenshot of the scoreboard. If there is a dispute with a match score or result, the tournament organizers must be consulted immediately.

Technical issues

Each team will have five (5) minutes of pause time each map to address technical delays or disconnections. Teams will only be allowed to pause during the buy phase of a round. Pausing at any other time or for any reason deemed unreasonable by the tournament organizers can result in forfeiture of rounds or the map.

Any technical issues shall be reported to the tournament organizers and should any loss of power or any other technical issue arise, the tournament organizers reserve the rights to deal with it as they evolve. Both teams may agree to restart a map prior to Round 1 beginning if the latency of the selected server is unreasonable.

Live streaming

The organizers reserves the right to broadcast any match being played. The match will be hosted as normal, and a spectator will be added to the lobby to observe the match.

Any private or team requests for streaming **MUST BE** requested to the tournament organizers prior to a match and approved as such.

