Department of Electronics and Telecommunication

Technovate 2025

Presents you

Valorant Tournament 2025

{Rulebook}

1. Event Overview

Welcome to the **Valorant Tournament Championship 2025** hosted by Pimpri Chinchwad College of Engineering and Research, Ravet. This event is open to both internal and external participants. Compete for the chance to win exciting prizes and show off your skills in one of the most popular tactical FPS games.

Date of Tournament: 3 April 2025
Platform: PC (Valorant)
Registration Fees (Per Team): INR 99
Game Mode: Tournament style, single-elimination bracket (Best of 1)
Prizes:

- 1st Place: INR 1000

- 2nd Place: INR 800

- 3rd Place: INR 500

---

2. Eligibility Criteria

- **Age Limit:** Participants must be 16 years or older.

- **Teams:** The tournament will be team-based. Each team should consist of 5 players.

- **Internal & External Participation:** Both university students and external participants are welcome.

- **Registration:** Teams must register through the official registration portal.

- **Account Requirements:** Participants must use their own Valorant accounts. No smurfing (high-rank players playing in lower ranks) will be allowed.

- **Proper Documentation**: During the registration process, participants are required to submit proper documentation, including a valid college ID (for internal participants) or government-issued ID (for external participants). The details provided during registration will be cross-verified with the IDs provided. Failure to provide valid documentation will result in disqualification.

---

3. Tournament Format

The tournament will be played in a **single-elimination** format:

- **Rounds:** Teams will face off in a **best-of-one** map series. The winner of each match will be the team that wins the single map.

- **Swiftplay: Swiftplay** will be played until the **finals**, with matches being a **Best of 3** format (3 maps chosen).

- **Standard Round (Semis & Finals):** The **semi-finals** and **finals** will be played in the **Standard Round** format.

- **Map Selection (Lucky Draw):** Before each match, both teams will **ban one map each**. The remaining 3 maps will be used for the match.

- **Maps:** The maps used in the tournament will be those available in the **current competitive season** of Valorant. The tournament organizers will announce the selected map pool **after the registration ends**, so teams will be informed well in advance.

- **Match Scheduling:** All matches will be scheduled in advance. Teams are expected to be online and ready at their designated match time.

- **Seeding:** Teams will be seeded based on their registration order and/or previous tournament results (if applicable).

4. Code of Conduct

All participants are expected to maintain the following conduct throughout the tournament:

- **Sportsmanship:** Treat fellow players with respect and maintain a friendly, competitive spirit.

- **Cheating & Exploits:** Any form of cheating, including but not limited to using cheats, exploiting game bugs, or scripting, is strictly prohibited. The practice of using a different player than the one registered in the documents will lead to immediate disqualification of the team. Violations will result in disqualification.

- **Toxicity & Harassment:** Offensive language, trolling, or harassment will not be tolerated. Disciplinary actions, including disqualification, may be taken for violating these rules.

- **Vulgar Names:** All team/player names must adhere to appropriate standards. Names with vulgar, offensive, or inappropriate language will not be allowed. Teams will be asked to change their names if they violate this rule.

- **Match Fixing:** Any attempt to fix matches or manipulate the outcome of a game will lead to immediate disqualification.

5. Match Rules

- **Server Region:** Matches will be played on Mumbai server.

- **Game Settings:** Default game settings for the tournament, including round timers and economic settings, will be used.

- **Match Lobby:** The tournament organizer will create the match lobbies and send invites to the participating teams.

- **Pause-able Matches:** A team may call for a pause in case of any technical issues. However, pauses should not exceed 10 minutes.

- **Substitutes:** Teams are allowed to substitute players before a match begins but not during the match.

---

6. Prize Distribution

The prize pool will be distributed as follows:

- **1st Place:** INR 1000

- **2nd Place:** INR 800

- **3rd Place:** INR 500

The prizes will be awarded to the **team leader** or representative at the end of the tournament. The prize money will be transferred to the team leader's registered bank account or through another mutually agreed method.

---

7. Technical Requirements

- **Game Version:** All participants must ensure that they are playing on the latest version of Valorant.

- **PCs:** All participants are required to **bring their own PCs** to the college premises for the event. If technical difficulties arise, participants will need to resolve them on their own.

- **Internet Connection:** The organizers will provide a stable internet connection through **LAN or Wi-Fi** during the tournament.

---

8. Disqualification and Penalties

The following actions will lead to disqualification or penalties:

- **Failure to Show Up:** Teams who do not show up for scheduled matches without prior notice will be disqualified.

- **Technical Issues:** While technical issues are inevitable, repeated or intentional technical disruptions will lead to penalties or disqualification.

- **Misconduct:** As outlined in the Code of Conduct, any form of misconduct will result in penalties or disqualification from the tournament.

- **Player Verification**: Players will be cross-checked with the identification documents provided during registration. Any discrepancies or attempts to substitute players with others not listed in the registration documents will result in immediate disqualification of the team.

9. Broadcasting and Media

- The tournament may be streamed online via platforms such as YouTube, Twitch, or Facebook.

- Participants grant permission to the tournament organizers to capture, stream, and broadcast images, video, and other media content related to the event.

10. Appeals and Dispute Resolution

- In case of any disputes, teams may appeal the decision by submitting a formal complaint to the organizers.

- The organizer's decisions are final in all cases, including but not limited to disputes regarding game results, player behaviour, or match scheduling.

11. Contact Information

For any queries regarding the tournament or registration process, please contact us at:
Name: Hardik Chaudhari
Phone: 8805017800
Official Website/Registration Link: https://www.technovate2k25.in/

12. Disclaimer

By participating in this tournament, all participants agree to the terms and conditions outlined in this rulebook. The tournament organizers reserve the right to modify or adjust the rules as necessary before or during the event. Any such changes will be communicated promptly to all teams.

We wish all participants the best of luck and look forward to an exciting tournament!