



INFINITO 2024

VALORANT RULEBOOK



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Date : 30 August - 01 September, 2024

Venue : Online

GENERAL :

- Tournament schedules will be posted by IITP Esports before the tournament starts.
- The IITP Esports team will work under the assumption that each participant is aware of all the rules and checks them regularly although significant rule changes will be communicated. A lack of knowledge of the rules will not be used as an excuse for rule breaking.
- Players who take part are required to play with the Riot ID they have specified. In the event another account is going to be used, submit this to the IITP Esports team at the earliest opportunity along with an explanation for the switch.
- Every participant is required to be online in the Discord/WhatsApp chat of the tournament they are participating in. Players are responsible for his or her own internet connection and ensuring they have the most up to date game version installed.
- Players found breaking the rules will be penalized. The exact punishment will be decided by IITP Esports. Examples of punishments are replay, penalty points, exiting the tournament early, a temporary or a permanent ban.
- Players found to be complaining about losing a match or found to be playing out with the spirit of the game will be named and shamed as sore losers and their team may be subject to further penalties.
- If there are suspicions that your opponent is not playing by the rules or serious lag occurs for a long time, report this to the IITP Esports team as soon as possible, before your opponent has taken advantage of the problem.

VALO TOURNAMENT GUIDELINES :

- All participants must check in 10 minutes before play starts. Players who do not check in within a minimum of 5 minutes cannot be guaranteed a match.
- The match schedule will be communicated to players in advance.
- The team who plays 'home' is responsible for starting a match.
- Both team captains are responsible for contacting each other and playing the game.
- Both team captains are required to take at least one photo of the scoreboard each. This photo should contain: the scoreboard and the usernames.

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- If both teams are ready, play can start before the scheduled time however additional in• play breaks will not be permitted in• game.
- When your next round is available in the schedule, you have to start directly. If the round doesn't start in 15 minutes, the team that doesn't show up in time will lose that round.
- Each team has to register with IITP Esports in order to participate, this can be coordinated by a team captain. Companies will be allowed to substitute players but these must be communicated in advance of kick• off.
- When an online tournament is organized for teams, only the main player needs to register for the tournament but they then assume captaincy and responsibility for the rest of their team. The exact number of matches and tournament format will be dictated by the number of teams entering and will be communicated to all teams in advance. The organizer reserves the right to add or remove players or teams throughout the tournament in accordance with the Valorant Tournament Rules.

VALO TOURNAMENT GAME RULES :

All players must have a valid Valorant account in the SEA region.

Hosting: IITP Esports will provide a host who will add in all team captains into the lobby. Team captains are then required to add in their team.

Lobby Setup: Competition Method: 5 vs 5 Custom Game on the Mumbai Server.

Mumbai server should be selected.
2 tactical timeouts per team.
Settings must be as follows:

Mode: Tournament
Cheats: Off
Overtime: Win by 2

Map Selection:
The team that is the home team decides whether they want to choose the map or choose attacker/defender roles. The away team chooses the other. The home team will be the team that has the 'designated host' assigned to them.

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The team that was decided to choose map bans 1 map. The other team bans 1 map. The choosing team selects from the remaining maps which will be played.

The maps are as follows: Bind, Haven, Split, Ascent, Icebox , Breeze , Lotus and Abyss.

The team that did not choose the map will decide which team attacks and defends first.

General Gameplay Rules:

- All agents and weapons are allowed to be used.
- Each team needs 5 members to play.
- The game ends once a team wins 13 rounds. In the event of a 12:12 tie, overtime will be enabled. In this case, the game will continue until one team has a 2 round lead over the other.

VALO TOURNAMENT SCORING RULES :

- All team captains must notify IITP Esports of the score after finishing the game.
 - All players are encouraged to take a picture of the result. This photo should contain: the scoreboard and the usernames.
- Team Captains need to report the scores within ten minutes after the end of the match.
- Players disputing a match score must have a picture to evidence their claims.
- When the score of the teams does not match there will be an investigation. Once the investigation has been completed the decision about what score is awarded ultimately rests with the IITP Esports.
- If someone deliberately passes the wrong score, the player or team in question may immediately get excluded.
- When there is no IITP Esports admin present at a match conflict, the solution to the conflict between two participants will be postponed until another admin will be online.

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BEHAVIOR RULES :

- All participants must treat each other and the organization with respect.
- When a participant has displayed hurtful, offensive or racist expressions towards his/her opponent, they may be immediately disqualified and disciplinary measures will be taken.
- Bad language and/or threats against the IITP Esports Admin results in an instant disqualification.
- In cases of fraudulent activity or players caught cheating, a participant will be disqualified immediately and disciplinary measures will be taken.
- All participants are treated the same way by the IITP Esports. When found breaking the rules, it will be at the discretion of IITP Esports as to the punishment and will be delivered consistently and fairly to all players whilst be dealt with on a case by case basis.
- Should a player purposefully disconnect during a game on more than one occasion disciplinary measures will be taken.
- The use of the following programs is considered cheating:

Multihacks
Wallhack
Aimbot

These are only examples, other programs or methods may be considered cheats as well.

Contact for any queries
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