



RULES & REGULATIONS

Please carefully review the following rules and regulations before participating in our event. All participants are expected to comply with the following regulations to ensure a fair and competitive setting for everyone involved. By participating in this event, you agree to abide by these rules and regulations.

Nexentia.lk

VIRTUEVERSE | E SPORTS RULES AND REGULATIONS

ELIGIBILITY

- THE TOURNAMENT IS OPEN TO ALL SCHOOL STUDENTS.
- TEAMS MUST CONSIST OF 5 MAIN PLAYERS FROM THE SAME SCHOOL. TEAMS CAN OPTIONALLY INCLUDE 1 SUBSTITUTE, BUT HAVING A SUBSTITUTE IS NOT MANDATORY.
- ALL TEAM MEMBERS MUST PROVIDE THEIR NAMES AND OTHER REQUESTED DETAILS TO THE ORGANIZING COMMITTEE DURING REGISTRATION.
- TEAM MEMBERS CANNOT BE CHANGED ON THE DAY OF THE EVENT UNLESS THE ORGANIZING COMMITTEE IS NOTIFIED BEFOREHAND AND APPROVES THE CHANGE. FAILURE TO COMPLY WILL RESULT IN DISQUALIFICATION.
- ONLY ONE TEAM PER SCHOOL IS ALLOWED.
- EACH PLAYER MUST USE THEIR OWN PERSONAL RIOT/VALORANT ACCOUNT.

TEAM REGISTRATION

- EACH TEAM MUST REGISTER WITH A TEAM NAME, ALONG WITH THE FULL NAMES, AND IN-GAME. RIOT ID.
- RIOT IDS, AND OTHER DETAILS OF ALL PLAYERS (INCLUDING THE OPTIONAL SUBSTITUTE).
- REGISTRATION MUST BE COMPLETED BY THE SPECIFIED DEADLINE.
- PLAYERS LISTED DURING REGISTRATION MUST BE PRESENT ON THE DAY OF THE TOURNAMENT.
- REGISTRATION MUST BE COMPLETED BY THE OFFICIAL DEADLINE SET BY THE ORGANIZERS.
- NO ACCOUNT SHARING OR SUBSTITUTE IMPERSONATION IS ALLOWED.
- TEAM MEMBERS CANNOT BE SWAPPED, CHANGED, OR REPLACED WITHOUT PRIOR NOTICE TO THE ORGANIZING COMMITTEE.

MATCH FORMAT

- GAME TITLE: VALORANT (ONLINE)
- GAME MODE : 5V5, UNRATED.
- FORMAT : BEST OF 1 OR BEST OF 3 DEPENDING ON THE TOURNAMENT STAGE.
- MAP SELECTION :
 1. TEAMS WILL PARTICIPATE IN A MAP BANNING PHASE PRIOR TO EACH MATCH.
 2. BOTH TEAMS WILL TAKE TURNS BANNING MAPS FROM THE AVAILABLE POOL UNTIL ONE MAP IS LEFT FOR THE MATCH.
 3. THE LAST REMAINING MAP WILL BE USED FOR THE MATCH.
 4. THE LIST OF AVAILABLE MAPS WILL BE RELEASED BEFORE THE MAP BANNING PHASE.
- MATCH RULES : THE FIRST TEAM TO WIN 13 ROUNDS WINS THE MATCH.
- IN CASE OF A TIE (12-12), OVERTIME WILL BE PLAYED WITH STANDARD VALORANT OVERTIME RULES (WIN BY TWO ROUNDS).

STREAMING AND CONTENT CREATION

- MATCHES MAY BE RECORDED OR STREAMED BY TOURNAMENT OFFICIALS.
- TEAMS ARE ALLOWED TO STREAM THEIR GAMES, BUT THEY MUST USE A 5-MINUTE DELAY TO PREVENT STREAM SNIPING.

TECHNICAL REQUIREMENTS

- ALL PARTICIPANTS MUST HAVE:
 1. A PC OR LAPTOP THAT CAN RUN VALORANT SMOOTHLY.
 2. A STABLE INTERNET CONNECTION (AT LEAST 10 MBPS RECOMMENDED).
 3. WORKING HEADPHONES WITH MICROPHONE FOR COMMUNICATION.
- ENSURE STABLE INTERNET CONNECTIVITY. DISCONNECTS DURING THE GAME WILL NOT RESULT IN MATCH PAUSES UNLESS AGREED UPON BY BOTH TEAMS.
- THE TOURNAMENT ORGANIZERS ARE NOT RESPONSIBLE FOR ANY TECHNICAL ISSUES EXPERIENCED DURING THE MATCH AND WILL NOT DELAY ANY MATCHES DUE TO THAT.

CODE OF CONDUCT

- PLAYERS MUST MAINTAIN RESPECTFUL COMMUNICATION THROUGHOUT THE TOURNAMENT.
- CHEATING OR HACKING OF ANY KIND (E.G., USING THIRD-PARTY SOFTWARE) WILL LEAD TO IMMEDIATE DIQUALIFICATION.
- SPORTSMANSHIP IS MANDATORY. RESPECT YOUR OPPONENTS AND TEAMMATES AT ALL TIMES.

PUNCTUALITY AND PRESENCE

- ALL TEAMS MUST BE ONLINE AND READY AT LEAST 15 MINUTES BEFORE THEIR SCHEDULED MATCH TIME.
- TEAMS WILL BE CONTACTED VIA A DESIGNATED COMMUNICATION PLATFORM (E.G., DISCORD OR WHATSAPP).
- IF A TEAM FAILS TO SHOW UP WITHIN 10 MINUTES OF THE SCHEDULED TIME, THE MATCH WILL BE FORFEITED.

SUBSTITUTION AND PLAYER CHANGES

- TEAMS MAY INCLUDE A SUBSTITUTE PLAYER, BUT IT IS NOT REQUIRED. SUBSTITUTES CAN ONLY BE USED BETWEEN GAMES (NOT DURING A GAME) AND MUST BE PRE-REGISTERED WITH THE TEAM.
- NO CHANGES TO THE REGISTERED TEAM MEMBERS ARE ALLOWED ON THE DAY OF THE MATCH UNLESS SPECIAL NOTICE IS PROVIDED AND APPROVED BY THE ORGANIZING COMMITTEE PRIOR TO THE MATCH.
- ONCE A MATCH HAS STARTED, NO TEAM MEMBERS MAY BE SUBSTITUTED.

MAP SELECTION PROCESS

- A MAP-BANNING PHASE WILL TAKE PLACE BEFORE THE MATCH.
- TEAMS WILL ALTERNATE BANNING MAPS FROM THE AVAILABLE POOL UNTIL ONE MAP REMAINS, WHICH WILL BE PLAYED FOR THE MATCH.
- THE AVAILABLE MAPS FOR THE BANNING PHASE WILL BE RELEASED TO THE TEAMS PRIOR TO THE MATCH.

COMMUNICATION AND MATCH LOBBY

- MATCHES WILL BE PLAYED IN CUSTOM LOBBIES HOSTED BY TOURNAMENT OFFICIALS OR REFEREES.
- LOBBY DETAILS (ROOM NAME AND PASSWORD) WILL BE SENT TO TEAM LEADERS ONLY.
- TEAM LEADERS MUST ENSURE ALL PLAYERS JOIN THE LOBBY ON TIME.
- OFFICIAL COMMUNICATION WILL BE DONE THROUGH DISCORD OR WHATSAPP — TEAMS MUST JOIN THESE PLATFORMS AFTER REGISTRATION.

JLCTS

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