



# RULE BOOK



## VALORANT

### Eligibility Criteria:

- In order to compete in the UNiTRON'24 Valorant Tournament, all the participants need to register themselves through the registration links which will be provided on our official website.
- Each team can have maximum six players and must have a minimum of four players that are eligible to play for each match. Failure to provide the minimum number of players could result in disqualification.
- All members of a roster must have their Riot account in good standing. This includes not being banned, chat banned, or restricted in any way due to toxicity, breaking game rules, or not complying with Riot's code of conduct.
- This competition is not affiliated with or sponsored by Riot Games, Inc. or VALORANT Esports.
- Event is subject to cancellation IN CASE of less participation (registered participants will be notified and refunded in case of cancellation).

**NOTE: A Team having 4 members can face a team of 5 members.**

### Competition Structure and Dates:

- All the matches will be played on the Technical Fest dates i.e. 19th and 20th April 2024.
- Prelims will be played on 19<sup>th</sup> in online mode.
- Semis and finals will be hosted on 20<sup>th</sup> in LAN mode.
- 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 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: On Server Region: Mumbai
  - Team Size: Five (5)
  - All Matches will be played on the latest patch.
- Map Pool:
  - Bind
  - Split
  - Ascent
  - Icebox
  - Breeze
  - sunset
  - Lotus

### General Rules:

- After the completion of each match, screenshots will be taken by the tournament administrator, the teams are also requested to take their own



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screenshots after their matches to avoid miscommunication.

## ➤ Map Veto Process

### • Best of 3:

- Team 1 bans a map.
- Team 2 bans a map.
- Team 1 picks a map.
- Team 2 chooses a side.
- Team 2 picks a map.
- Team 1 chooses side.
- Team 1 bans a map.
- Team 2 bans a map.
- Left out map will be the decider. The team with a better round differential through two maps chooses Map 3 side.

- After the completion of a match, the score must be reported by the winning team to a tournament administrator, with a screenshot of the scoreboard. If there is a dispute with a match score or result, a tournament administrator must be contacted immediately.
- 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 a tournament administrator can result in forfeiture of rounds or the map.
- Both teams may agree to restart a map prior to the beginning if the latency is unreasonable for the server selected.
- The UNITRON organizing team 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.
- If a team's match is not being streamed by the UNITRON organizing team, players may stream their perspective of the match with a minimum two-minute delay, to ensure competitive integrity.

## Misinterpretation/Misconfiguration

- Games are not to be replayed due to a misinterpretation of the rules OR misconfiguration of game settings, excluding player-specific settings. Game settings should be configured according to the lobby rules section mentioned above. It is the player's responsibility to ask the UNITRON organizing team for any clarification of the rule set in the event of a disagreement.
- The outcome of a game or set will not be changed after the fact, unless under extreme circumstances. Judgment is reserved for the tournament staff.



### Player Conduct:

- Any player who indulges in misconduct, which is use of sexism, racism, hate speech, targeted harassment, or any other behavior discrimination, will be immediately disqualified from the tournament.
- Any player who displays excessive toxic behavior against tournament administrators will get disqualified.
- To report a player for breaking this conduct, please send a screenshot of the offending behavior to a tournament administrator.

### Collusion:

- Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game, splitting a pay-out/prize(s), or committing any other form of bracket manipulation. The UNiTRON organizing team reserves the right to deny pay-out of event winnings/prize(s) to any player suspected of colluding.

### Final Rulings:

- If any unforeseen situations occur, judgment by tournament staff is final. Rules may be altered between phases of a tournament in the best interests of the event. (Example: A game-breaking glitch is discovered on a map mid-tournament that could be exploited. The map may need to be removed from legal play for the remainder of the event).

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