

IIT JODHPUR

VALORANT RULEBOOK

March 4, 2022

Hello players,

We present to you the grand
'Varchas Valorant Tournament' for
all the gamers out there! Participate
and win exciting prizes!!!



1. Eligibility

- In order to compete in this Tournament, all members of a team must be registered and have joined said team form and the shared google sheet. This must be done no later than the end registration date.
 - Each team must have a minimum of five (5) 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.
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2. Competition structure and dates

- All matches will consist of either a "Best Of One(1)" or a "Best Of Three(3)" in a double elimination bracket. Upper bracket finals, Lower bracket finals and Grand finals will be of a "Best Of Three(5)" format. This format is subject to change in accordance with the number of teams registered.
 - Seeding will be determined by recent collegiate events and ranks during recent VALORANT acts.
 - The captain of each team must check in for their match 15 minutes before their scheduled 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.
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3. Gameplay rules and format

1. Lobby rules:-

– Mode: Standard

- Allow Cheats: Off
 - Tournament Mode: On
 - Overtime: Win by Two: On
 - Server Region: To be agreed upon by teams; if teams cannot come to an agreement, the tournament administrator will make a decision based upon regional latency.
 - Team Size: Five (5)
 - All Matches will be played on the latest patch.
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2. Map pool:-

- Bind
 - Haven
 - Split
 - Ascent
 - Icebox
 - Breeze
 - Fracture
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3. Home/Away designation:-

The higher seeded team will be designated as the “Home” team.

Any team coming from the lower bracket will be considered as a lower seed against any team coming from the upper bracket.

4. Map Veto Process:-

Best of 1:-

- Home Team bans a map.
- Away Team bans a map.
- Home Team bans a map.
- Away Team bans a map.
- Home Team bans a map.

- Home Team either chooses Map 1 and allows the Away team to choose a side or Home team allows the away team to choose Map 1 and Home team chooses a side .

Best of 3:-

- Home Team bans a map.
- Away Team bans a map.
- Home Team bans a map.
- Away Team bans a map.
- Home Team picks Map 1, away team chooses Map 1 side.
- Away Team picks Map 2, home team chooses Map 2 side.
- The team with the better round differential through two maps chooses Map 3 side.

Best of 5:-

- Home Team bans a map.
 - Away Team bans a map.
 - Home Team picks Map 1, away team chooses Map 1 side.
 - Away Team picks Map 2, home team chooses Map 2 side.
 - Home Team picks Map 3, away team chooses Map 3 side.
 - Away Team picks Map 4, home team chooses Map 4 side.
 - The team with the better round differential through four maps chooses Map 5 side.
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- 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 Round 1 beginning if the latency is unreasonable for the server selected.

4. Player conduct

- Any team member who breaks Riot's code of conduct, which prohibits the use of sexism, racism, hate speech, targeted harassment, or any other behaviour of discrimination, will be immediately disqualified from the tournament.
 - Any team member who is displaying excessive toxic behavior during matches may also be disqualified at the discretion of a tournament administrator.
 - 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 payout/prizes(s), or committing any other form of bracket manipulation. The TO reserves the right to deny payout 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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