

Gamefest@GT Spring 2021

Valorant 5v5

General Rules (v.2021)

Admins: Zachary Wade

1.1 PLAYER BEHAVIOR

- Players must be respectful to other players and members of staff. This includes on Discord as well as in-game match chat.
- Players are expected to maintain behaviors consistent with the principles of good sportsmanship, honesty, and fair play.
- Racism, sexism, homophobia, transphobia, and any form of discrimination/bigotry not listed will not be tolerated. If you see someone saying anything that falls under this rule, please send a direct message (DM) to our Tournament Organizers, DarkenedMatter#6850
- Staff members will not tolerate disrespectful messages in their own Direct Messages. If you have any issues, please be polite and respectful.

1.2 PLAYER STREAMING

- Individual player streaming is encouraged; however, it is required that you use a five-minute (5) delay onto the stream – to avoid an opponent “stream sniping” your team.
 - Failure to use a five-minute (5) delay will not result in any punishment for your team OR any team you deem to have ‘stream sniped’ your team. Allegations of the sort will not be entertained.

1.3 PLAYER ACCOUNTS

- You must play on an account that you own, and you may not use multiple accounts or be involved with account-sharing, account buying, or anything against the Valorant ToS.
- Players can only play on one (1) team in the tournament.
- The account that you play with at the start of the tournament will be the account that you will use throughout the rest of the tournament.

1.4 SPECTATING

- The only people who should be spectating in a lobby are the people streaming the game / hosting it.
- Anyone that is not playing for a team or a member of the staff team should not be in the lobby.
 - This rule does not apply to the casters/streamers of that specific game.

2 – GENERAL REGULATIONS

2.1 ROSTER SHEETS

- Rosters will be filled out on smash.gg.
- Each team must play the players that are specified on their roster and given to the tournament organizers. Any other substitutes not allowed by the tournament organizers or by the opposition may result in disqualification.
- If you need to make changes or have an emergency, contact a tournament organizer.

2.2 DISCORD : WHO DO I PING?

- If you have a question or an issue that needs to be addressed, please message DarkenedMatter#6850.
- Staff – @Game Admin for any issues and someone will assist!

3 – TEAMS

3.1 GENERAL TEAM RULES

- Team names may be denied by the administrators at any time if they are deemed inappropriate. Teams affected will be required to choose a new name, or we will make one up for you and it will be very silly.
- Teams must have at least five (5) players on their roster, or they will not be admitted into the competition.
- Teams may have up to ten (7) members.
 - Five (5) Active Players
 - Two (2) Substitutes

3.2 TEAM REGISTRATION AND ROSTER REQUIREMENTS

- Members of the teams must have a valid Riot account that is not currently banned from Valorant.
- If a member has a banned account, they may not be fielded for the duration of that ban.
- All agents are playable during the match.

4 -Tournament Structure

4.1 FORMAT (AND MAP POOL)

- The tournament starts with a round robin group stage in which each team will play each other once in a Bo1 over the phase (# games in total).
 - Wins worth 1 points
 - Losses worth 0 points
- Once round robin is over, there will be one Playoff Brackets. The Top Eight Teams compete in single elimination bo3's.

- All Playoff matches will be best-of-three (3) except the final, which will be a best-of-five (5) match.
- The map pool for Valorant is given below:
 - Ascent (Double Sites)
 - Bind (Double Sites)
 - Haven (Triple Sites)
 - Split (Double Sites)
 - Icebox (Double Sites)
- Overtime And Map Wins
 - A map is won when one team wins thirteen (13) points within regulation time (24 rounds).
 - However, in the case that teams are tied at 12–12, overtime will be played between both teams, with the first team to lead by two (2) points winning the map.
 - Overtime on a map is played indefinitely until one team leads by two (2) points.

4.2 SCHEDULE *SUBJECT TO CHANGE*

4.3 SCHEDULED MATCHES

- Teams should be aware that the itinerary listed above is an ETA, or estimated time, of the schedule based on the length of games on average. If another team is playing a match, please be patient in waiting for them to finish.
- We will select teams to be streamed if we have casters and producers available. Selected matches will be highlighted within the schedule

4.4 STANDINGS AND TIEBREAKERS

- Teams at the end of the round robin will be ranked as follows:
 - Your Match Win / Loss System:
 - One (1) points for each match win..
 - Zero (0) points for a match loss.
 - Your Opponents' Match Win Percentage—How well your opponents did on each of their match win/loss records.
 - Your Game Win Percentage – What percentage of games you have won.
 - A bye will not count towards this percentage.
 - Your Team's Round Differential — Calculated Manually, this metric is the number of rounds you've won during the Round Robin minus the number of rounds you've lost during the Round Robin.
 - Head-to-Head record.

5 – IN-GAME REGULATIONS

5.1 MATCH EXPECTATIONS

- Players must refrain from using the match chat, only the team contacts (or a team representative, if the contacts are not present) are to keep in-game chat on.
- Team contacts are only able to use chat during the game to indicate an error within the match.
- Teams will also be expected to not abuse bug exploits or features that were not intentional to be in the map or game. Doing so may result in consequences.
- A team will be allowed to surrender the map if they feel that they do not have a chance at winning it.
- Teams will also be expected, for the spirit of the game, to always have the drive to win every match. Match-fixing will not be tolerated.

5.2 PAUSE TIME

- Teams have a total of five (5) minutes per map to be paused. Emergencies, like a player's house catching on fire during the match, may be rewarded more pause time during a match. Please contact admins for emergencies.
 - Failure to resume after the five (5) minutes of pause time may result in map forfeits. Teams must play on, even if they are down a player.
- Teams must notify the opponent of a pause in all situations. A player leaving will not automatically result in a pause. If a team has used all five (5) minutes of their pause time, teams may refuse to pause.
 - The only exception is in cases of which the team(s) are contacting staff, or a staff-issued pause while a situation is being investigated.
 - If a team excessively pauses or illegally pauses, the team pausing excessively and more than their allotted time may result in minor punishment.
 - Teams must not pause when a round is occurring. A team must wait until after the current round is over before pausing.
 - A purposeful pause during the round to gain an unfair advantage will be subject to sanctions by administrators.
- Once five (5) minutes have elapsed, the map pick system must be done, then the team that didn't pick the map must confirm their roster, and then the team that picked the map must confirm their roster.
- Teams must have a full team (5 players) ready or find an eligible substitute/ringer themselves in order to play the match.

5.3 DISCONNECTS

- If a player disconnects, only that player may be reconnected to that map. If not, the map must be played 4v5 until substitutes can be made during the pause, or if pause time has elapsed, after the map.

- If two players disconnect on one team, the teams may decide whether or not to carry on the map. If the map is forfeited, the score is assumed to be the non-forfeited team winning all remaining possible rounds.

5.4 LOBBY RULES

- It is a team's responsibility to confirm that each player in the match is a registered roster member or ringer. Starting the first map means that both teams approve of the other's playing roster.
- The team that is Team A will host the lobby, unless a staff member is present. If a staff member is present, they will host the lobby.
- Players and Server Pings
- The lobby host must choose the server with the lowest average ping
 - If a server can not be agreed upon, please ping an admin in the discord and they will help you pick a server with the lowest average ping
- If the lobby host fails to set the proper lobby settings, and it is caught after two (2) rounds have elapsed, that team will suffer a map forfeit with all remaining rounds forfeited.
- Settings
 - Allow Cheats: Off
 - Tournament Mode: On
 - Overtime: Win By Two: On
 - Hiding match history is allowed, but you must take a screenshot of the match results in case there is a dispute

6 – SIGN-UP PROTOCOLS

6.1 SIGNING UP

- Teams will be assembled within the smash.gg, along with appropriate Riot IDs of each player and the captain.
- The captain of the team / manager of the team will sign up the team via the interface and fill out all necessary requirements.

6.2 MATCH CHECK-IN

- Official Check In is fifteen (15) minutes before each match.
- Failure to check into a match may result (unless otherwise stated by league referees) in an automatic win for the other team that checked in.

6.3 COINFLIP AND MAP SELECTION SYSTEM

- Round Robin
 - An admin or some coinflip system will flip a coin
 - Whoever wins the coin flip gets to pick if they would like to pick the map or the side
 - Side Picker Bans First Map

- Map Picker Bans Second Map
 - Side Picker Bans Third Map
 - Map Picker Picks Which Map They Want to Play
 - Side Picker Picks Which Side They Would Like To Start On
- Playoffs
 - For Playoffs, the first game is done off the coinflip system
 - After the first game, the loser of the last match gets to decide if they are the map picker or side picker.

6.4 REPORTING SCORE

- Once a team has won a match, they must report the score on smash.gg. If the score was inputted incorrectly for a team and the team do not raise a dispute to an admin within a reasonable amount of time (within 5 minutes or before the next game) admins will determine whether or not to fix the score and start a new game. Input your scores after a game!
- Screenshots are required for verification if a dispute is raised.

6.5 DISPUTES

- If a team has a dispute for a match, they may contact a tournament admin.
- The dispute will go to the tournament organizer who may resolve the issue via admin chat within the Discord, voice call, or a combination of the aforementioned methods.