

QUANTICA FEST – VALORANT TOURNAMENT

OFFICIAL RULEBOOK

1. GAME & TOURNAMENT STRUCTURE

- **Game:** VALORANT (Riot Games)
 - **Tournament Format:** Single Elimination
 - **Match Type:** 5v5
 - **Roster Limit:** Maximum 7 players
 - 5 Starting Players
 - Up to 2 Substitutes
 - **Eligibility:**
 - Open to **Indian citizens only**
 - Players must comply with Riot Games' Terms of Service
 - **Communication Platform:**
 - **Discord is mandatory** for all participating teams
 - All official announcements, match coordination, and admin communication will take place via Discord
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2. TOURNAMENT SCHEDULE

- **Registrations:** To be announced by Quantica Fest Organizers
 - **Tournament Start Date:** To be announced
 - **Match Schedule:**
 - Shared on Discord prior to match day
 - Teams are responsible for tracking their match timings
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3. MATCH EXECUTION & CHECK-IN

3.1 Joining the Match

- Teams must join the **Quantica Fest Discord** **30 minutes before** their scheduled match time
- Match lobby details will be shared with **team captains only**
- Captains must distribute lobby information to teammates

Late Arrival Rule

- 10-minute grace period from scheduled match time
- Failure to join within this time results in **automatic disqualification**

No-Show Proof

- In case the opponent does not show up:
 - Capture a **lobby screenshot with timestamp**
 - Submit it in the designated **#results** channel

3.2 Preparation & Substitutions

- **Minimum 15 minutes** break between consecutive matches
- Full team must be **present in the lobby 10 minutes before match start**
- **Substitutions:**
 - Must be communicated to admins **at least 1 hour in advance**

4. MATCH RULES

4.1 Match Format

- **Best of 1 (BO1):** All matches except Semi-Finals & Finals
- **Best of 3 (BO3):** Semi-Finals and Grand Finals

4.2 Map Pool

- Ascent
- Haven
- Bind
- Lotus
- Sunset
- Corrode

(Maps will be assigned by the organisers. No map veto process will be followed.)

4.3 In-Game Settings

- **Game Mode:** Tournament Mode
 - **Win Condition:**
 - First team to reach 13 rounds wins the match
 - No overtime will be played
 - **Warmup Time:** 5 minutes
 - **Agent Select:** Locked once match begins
 - **Agent Control Freeze:** Enabled during pauses
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4.4 Game of Record (GoR)

A match is officially considered **Game of Record** when:

- All 10 players have joined the lobby
- Map is loaded and freeze time has ended

Restart Conditions

- In case of restart, score resets to **0–0**
 - Freeze time must expire again before GoR is re-established
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5. PLAYER ELIGIBILITY & TECHNICAL ISSUES

- **Minimum Players Required:** 5 starting players
- **Minimum Account Level:** Level 25
- **Rank Eligibility:** Iron to Radiant (All ranks allowed)

Disconnect Rules

- **Before first kill or spike plant (Round 1):** Round restart
- **After Round 1:**
 - Technical pause will be initiated
 - If the player cannot reconnect:
 - Match continues **4v5**
 - If players drop below 4 → **match forfeit**

6. GAMEPLAY RESTRICTIONS

6.1 Strictly Prohibited

- **Exploits:**
 - Pixel walking
 - Clipping
 - Spike sound abuse
 - Unintended map boosts
 - **Third-Party Software:**
 - Scripts
 - Modified game files
 - HUD / radar / sprite alterations
 - Discord or RivaTuner overlays
 - FPS counters are allowed
 - **Communication Abuse:**
 - Harassment or offensive language
 - Non-game-related communication during live rounds
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6.2 Pauses & Timeouts

- **Technical Pauses:**
 - Maximum **5 minutes per match**
 - **Timeouts:**
 - 2 per map
 - 60 seconds each
 - Can only be used during buy phase
 - **Emergency Pause:**
 - 1 per map
 - Maximum 10 minutes
 - Subject to admin review
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7. COACHING & SPECTATING

Coaches

- Allowed with prior declaration

- Communication allowed only during:
 - Timeouts
 - Half-time
 - Map switches (BO3 only)

Spectators

- Only **Quantica Fest staff** are allowed in streamed matches
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8. CONDUCT, REPORTING & PENALTIES

8.1 Player Conduct

Any form of the following will result in penalties or bans:

- Racism or hate speech
 - Cheating or hacking
 - Bug abuse
 - Match sabotage
 - Misconduct toward admins, referees, or players
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8.2 Reporting Violations

- Email: contact@quanticafest.fun
 - Include:
 - Match date & time
 - Lobby details
 - Player/team involved
 - Screenshots or video proof
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8.3 Team Responsibilities

- **Captain Responsibilities:**
 - Sole point of contact with organisers
 - Result verification with screenshots
 - Relaying all official communication to team members
 - Signing off on team decisions
- **Naming Policy:**

- No offensive, abusive, or trademarked names allowed
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9. DISPUTE RESOLUTION

- All disputes will be reviewed by **Quantica Fest Organising Team**
 - Decisions taken by organisers and referees are **final and binding**
 - Players will be given a fair opportunity to present their case
 - Appeals after final judgment are **not permitted**
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10. COMMON RULES & REGULATIONS

Identity Verification

- All players must carry a **valid Aadhaar Card and College ID** for verification
- Failure to produce these documents when asked may result in **disqualification**

Damage to Property

- Any damage caused to equipment, venue assets, or college property by an individual or team will be the **full responsibility of the respective team**
- Necessary compensation must be provided

Misconduct & Physical Altercations

- Any involvement in physical fights, aggressive behavior, or serious misconduct will result in **strict action**, including disqualification or further penalties as decided by the Organising Team

Team Name Guidelines

- Team names must be appropriate and respectful
- Names that are abusive, offensive, or hurt religious sentiments, individuals, or communities are **strictly prohibited**
- Violations may lead to **immediate disqualification**

Authority of the Organising Team

- The Organising Team reserves the right to **modify, amend, or introduce new rules at any time**

- All decisions made by the Organising Team will be **final and binding**

Prohibited Substances

- Consumption or possession of **alcohol or intoxicating substances** is strictly prohibited within the campus premises
 - Violations will result in **immediate disciplinary action**
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11. GENERAL PROTOCOLS

- Players with **active Riot Games or tournament bans** are ineligible
- Teams found violating this will be **immediately disqualified**
- **Intentional match fixing or throwing** is strictly prohibited and will result in bans