

Rules and Regulations

1. Tournament will be both online and offline.
 - Eliminations round will be online to select Top 16 Teams (Best of 1 Map)
 - Playoffs will be on-site to select Top 4 Teams (Best of 1 Map)
 - Finals will be on-site (Best of 3 Map)
2. Solo Players have two options to form a team:
 - Check our discord's #looking-for-group channel to form a team by approaching them in our server.
 - Remaining participants will be auto-balanced to form teams.
3. Gaming Laptops will be provided by us in Offline mode for Playoffs.
4. Prize money:
 - First Prize: 10,000 Rs (Ten Thousand Rupees only)
 - Second Prize: 5,000 Rs (Five Thousand Rupees only)
 - Match MVP 1000 Rs (Final Match).
5. Registration Fee 1000 Rs per Team, 200 Rs per Player (non-refundable).
6. Veto based Map Selection among the current 7 Map pool.

Maps included are Ascent, Pearl, Heaven, Bind, Fracture, Split, Lotus.
7. Game will be played on "Mumbai Server"
8. In the Agent selection process players will be given 75 secs to select an agent, if dodged warning will be issued only for the first time and further dodging will lead to direct disqualification of team.
9. Technical Timeout:

If a technical issue arises during a match, teams may request a technical timeout to resolve the issue. The tournament organizers will determine the length of the timeout, which may vary depending on the severity of the issue.
10. Tactical Timeout:

Each team is allowed to request a tactical timeout once per half of the match, which lasts for a maximum of 30 seconds. During the timeout, players are allowed to communicate with their teammates, but are not allowed to leave their seats.
11. Physical and Verbal Abuse:

Any form of physical or verbal abuse towards another player, spectator, staff member, or property at the Valorant LAN event is strictly prohibited. This includes but is not limited to, physical altercations, hate speech, discriminatory language, intimidation, and harassment. Players who engage in physical or verbal abuse will be subject to immediate disqualification from the event.

12. Consumable Restrictions. (Offline Mode)

Allowed Consumables:

- Water Bottles and Soft Drinks is allowed in the match area.
- Chewing gum is allowed in the match area.

Prohibited Consumables:

- Food or any eatables is prohibited in the match area.
- Hot Drinks, Tobacco and other nicotine products are strictly prohibited in the match area.

Teams/ Players may not leave any trash or gum within the Match Area after the conclusion of the Match.

13. Cheating of any kind is strictly prohibited. Any player caught cheating will be disqualified.

14. Tournament will be played on the “current patch note.”

15. Technical Failure of Equipment.(Offline Mode)

If a player encounters any equipment problems during any phase of the setup process, player must notify a Referee immediately.

16. Damage to Property:

Any damage caused to the organisation’s property including the Laptops and the provided accessories is chargeable respective to the damage caused including entire replacement of the property.

17. Behaviour:

Players are expected to always behave in a professional manner. Verbal abuse, taunting, or any other form of unsportsmanlike conduct will not be tolerated.

18. Win Trading:

Any form of win trading or match fixing between teams is strictly prohibited. Win trading is defined as any agreement, arrangement or understanding between teams, players, for the purpose of manipulating the outcome of a match or tournament. If any

team or player is found to have engaged in win trading or match fixing, they will be subject to immediate disqualification from the event.