

COGNIZANCE 2K24

CSPIT-IT

Title of Non-technical Event: Valorant

Event Coordinators:

Faculty Coordinators

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Student Coordinators

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Event Description:

This 2-day e-sports tournament will feature 256 teams competing in a 5-round tournament across various Valorant game modes.

Round 1 on Day 1 will have 256 teams divided into 16 groups playing best-of-3 Team Deathmatch matches. The field will be narrowed down to the top 128 teams for Round 2 best-of-3 Competitive matches. On Day 2, the top 32 teams from the previous day will compete in the final two rounds, with the top 2 teams playing a best-of-5 match to determine the tournament champion.

Matches will take place in up to 15 labs simultaneously each day from 9AM to 5PM. The tournament will showcase top collegiate Valorant teams and players.

Team Specification:

- Maximum number of teams: **256**
- **5** Student per team.
- Event Fees: 250/- Per group

Task:

Task 1: Team Deathmatch

Task 2: Competitive Round

Task 3: Swift Play

Event Rules:

1. All players must have a valid Valorant account in the SA region and must play on their main Riot account
2. **Maps:**
 - **FOR COMPETITIVE/SWIFT PLAY:**
Bind, Haven, Split, Ascent, Icebox, Breeze, Fracture
 - **FOR TEAM DEATH MATCH (TDM):**
Piazza, District, Kasbah
3. All agents and weapons are allowed to be used.
4. Each team needs 5 members to play.
5. The game ends once a team wins 13 rounds. In the event of a 12:12 tie, overtime will be enabled. In this case, the game will continue until one team has a 2-round lead over the other.
6. **Server Setup:**
 - Map: depending which map must be played from the map pool
 - Mode: Standard
 - Allow Cheats: Off
 - Tournament Mode: On
 - Overtime: Win by Two: On
 - Hosting: Admins will add in all team captains into the lobby. Team captains are then required to add in their team.
 - Lobby Setup: Competition Method: 5 vs 5 Custom Game on the SA Server
7. **Scores should be recorded in the following manner:**
 - All team captains must notify Admins of the score after finishing the game.
 - All players are encouraged to take a picture of the result. This photo should contain: the scoreboard and the usernames.
 - Team Captains need to report the scores within ten minutes after the end of the match.
 - Players disputing a match score must have a picture to evidence their claims.
 - When the score of the teams does not match there will be an investigation. Once the investigation has been completed the decision about what score is awarded ultimately rests with the admins. We take conflict seriously and want to provide the best experience for all of our players.
 - If someone deliberately passes the wrong score, the player or team in question may immediately get excluded from all the further matches.
8. It is forbidden to cheat, modify the game files, exploit bugs, and/or use any third-party application which would give an unfair advantage against other users. All cheats are completely forbidden to use under any circumstance while playing the tournament Using any cheat will result in bans and disqualifications. This includes, but are not limited to:
 - ESP
 - Radar hacks
 - Wallhacks
 - Speed hacks

- Aim hacks
 - Hitbox manipulation
 - Teleportation (any kind of teleportation, which is not possible in the game)
 - The usage of a bug/bugs to gain an advantage versus your opponents
 - If a team uses a player or account that has an active or previous ban, the team will be disqualified from the tournament.
 - All Esports participants must treat each other and the organisation with respect.
 - When a participant has displayed hurtful, offensive or racist expressions towards his/her opponent, they may be immediately disqualified and disciplinary measures will be taken.
 - **Bad language and/or threats against the Esports Admins or opponents or internally will results in an instant disqualification. (Voice chat and Text Chat)**
 - All participants are treated the same way by the admins. When found breaking the rules, it will be at the discretion of Esports as to the punishment and will be delivered consistently and fairly to all players whilst be dealt with on a case-by-case basis.
 - If a player purposefully disconnect during a game on more than one occasion disciplinary measures will be taken.
9. By participating in this Tournament, Participants acknowledge they will, without limitation, comply with the Tournament Rules and with the statements and decisions made by the Administration.
 10. Every Participant acknowledges the right for the Administration to modify the rules and regulations for adjustments at any time without notice and if necessary, overrule those to ensure fair play and integrity throughout the Tournament.
 11. Every Participant must be respectful towards Admins and other Participants. Insults and unfair or disrespectful behaviour will not be tolerated and will be punished in accordance with these rules.
 12. Every Team Captain can join the Discord server to communicate with Admins for the Tournament. The link to the Discord server will be provided soon.
 13. Every Participant has to try to win every round of the Tournament. Purposefully losing for any reason is strictly forbidden.
 14. Vulgar, racist, sexist or otherwise offensive player names are forbidden. This will be at the sole discretion of the Tournament Admins.
 15. Every Participant acknowledges the right for the Administration to edit players 'names if names are deemed unfit for display.
 16. Every Participant in the Tournament consent to the collection of footage, photo and audio material displaying or voicing them during the Tournament to be stored and used for announcements.
 17. By participating in the event, the team is considered to agree upon all the terms and conditions mentioned and allows the management to take necessary actions if found breaching the basic code of conduct.

Rounds:

- **Day 1 Round 1:**
 - 256 teams will be divided into 16 groups and participate in the Best of 3 matches in Team Deathmatch.
 - Teams per lab: 3
 - Labs for Round 1: 15 labs
 - Time: 9.10 to 11.10
- **Day 1 Round 2:**
 - 128 teams extracted from Round 1 will be divided into 8 groups and participate in Round 2 in Competitive.
 - Teams per lab: 2
 - Labs for Round 1: 15 labs
 - Time: 12.10 to 3.10
- **Day 1 Round 3:**
 - 64 teams Extracted from Round 2 will be divided in 4 groups and participate in round3 in best of 3 TDM.
 - Teams per lab: 3
 - Labs for Round 1: 11 labs
 - Time: 3.10 to 5.10
- **Day 2 Round 4:**
 - 32 teams Extracted from Round 3 will be divided in 2 groups participate in round4 in Competitive.
 - Teams per lab: 2
 - Labs for Round 1: 7 labs
 - Time: 9.10 to 2.10
- **Day 2 Round 5 (Final Round):**
 - 2 teams from round 4 will participate in Best of 5 Competitive, TDM, Swift, Play, TDM, Competitive.
 - Teams per lab: 1
 - Labs for Round 1: 2 labs
 - Time: 2.10 to 5.10