

BITFLIP VALORANT TOURNEY RULES AND REGULATIONS:

- **How the matches are conducted:**

- Teams of 5 with 1 substitute player (optional)
- The Tournament will be subdivided into 2 groups - Group A, Group B
- The teams in each group will play knockout matches and the respective group winners will compete against each other in the Grand Finals.

- **Match Rules:**

- Each team will face off against each other in a custom lobby hosted by the moderators.
- There will be a default map ban by the tournament coordinator.
- Before the match begins the moderators will commence a toss between the two teams. Whoever wins the toss first can either block a map or select a side. Same goes for the team who lost the toss, they can also ban a map or select a side.(selecting a side will depend on the first team).

- **GENERAL RULES:**

1. Any attempts of cheating, teaming up or hacking will lead to entire team disqualification.
2. Every team should play with the players given in the list. Swapping players will result in disqualification.
3. Any sort of toxicity, both verbal and texted comment will not be tolerated and will result in ban if proofs are provided by victims.
4. Scheduled time for each match will be allotted to each team Captains at least 1 day prior to the match.
5. Each match will have a warm up time of 10 mins and both teams should report to the corresponding Moderator/Coordinator within this time. Failure of the above will result in disqualification (No Retry).

Note: If a team is unable to play due to high ping spike or power failure, they should inform the moderators and if both teams vote for re-match, a re-match will be initiated, that too only once in a match.

General advice to Streamers:

Each streamer is asked to maintain a 3 minute delay so as to avoid stream snipe.