

# PARIDHI 2022

## VALORANT

Megatronix presents a gaming event "Valorant".

### FORMAT

**Qualifier:** Knockout

**Semi Finals:** Best of 3 (BO3)

**Final:** Best of 5 (BO5)

**Registration fees:** 300

**Event Type:** Gaming (Online, you can play from any suitable place)

**How to Register:** To sign-up to any qualifier, all participants have to register their information on the official tournament form.

This includes:

- > Valid email address
- > Valid Riot account
- > Id Format: id #code
- > Team Format: IGL+4+1(substitute)+coach (optional)

All players are required to compete with the account they have signed up with as only that account can access the Riot Client. Changing the account once the signup has ended, will deny access to the Riot client and therefore disqualify the player.

## **RULES AND REGULATIONS:**

### **1. Game Specific Rules**

#### **1.1 Game Rules Match Creation:**

1. The admin will create the custom match lobby with the settings listed below in the game setting section of the rules.
2. Upon lobby creation, the admin will invite the opposing players.
3. Once all players are in the lobby and ready to play (use your match chat to communicate) the admin may start the match. Starting the match is purely on admins discretion
4. Teams will play until one team accumulates 13 round wins. Report your match outcome (Screen Shot) in the said discord server.

**Game Version:** Latest version available during the Tournament

#### **1.2 Game Settings:**

Use the following settings to set up your custom match/lobby.

If a game is accidentally started (not everyone is in, wrong team, etc), players must quickly finish the current game so the match can be replayed.

Party Status: Close

Map: Please see your match details page for this information

Mode: Tournament

Cheats: Off

Default Server: Mumbai

Match Hosting: All matches should be played using Custom Games (Tournament Mode) with only admins can decide who will be allowed to enter the observer slot.

#### **1.3 Usage of Pause Function:**

Each team is allowed 8 mins of Technical Pause time and 2 mins of Tactical Pause time.

*Megatronix reserve the right to change, modify, or adapt all rules as deemed appropriate in order to uphold and maintain a spirit of overall fairness and good sportsmanship.*

### **DISCONNECTIONS:**

Please note that all disconnection proof must be gathered and submitted in video form. Screenshots and/or GIFS will not be accepted.

1. If a player disconnects from the game other than direct game malfunctions (client crash, servers crash, etc) the team will get a maximum of 10 mins of pause time. If the player isn't able to reconnect in the given time, then the map will continue 4 v 5
2. All disconnection claims will be handled on a case-by-case basis, meaning not all outcomes will result in the same outcome.

### **1.4 GENERAL RULES**

1. If a player's account is banned for any reason by Megatronix that said player cannot avoid that ban in any way to play in another Megatronix tournament. If said player makes a secondary account and is playing in a Megatronix tournament, said player and his/her team will be disqualified from the rest of the tournament. There will be no exceptions.
2. If any team fails to report an issue with another team and knows another team is doing something that can get them banned or disqualified from a tournament, the team that didn't report may risk forfeiture and no refund of credits.
3. If and when leadership of a team is given to another member of that team. That person gives up all privileges that a leader gets.
4. To join a tournament team, you may not join the team from a proxy IP address. If a player does so, you risk being forfeited.
5. 1 Substitute is allowed in our tournament. Once the tournament begins your 6 man roster is final.
6. Users may not share accounts, or any aliases linked to a designated player's account. Doing so can lead to a permanent ban from the tournament.
7. Any form of abuse of any staff member is prohibited. If a user does abuse a staff member, that user risks a temporary site ban

and/or disqualification from the match that said user is participating in currently.

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## **1.5 GAMEPLAY**

1. Players who move their character outside of the normal boundaries of a map may forfeit the game. Moving outside of the normal boundaries of a map includes but is not limited to part of the character's body passing through what should be a non-permeable surface or object, and moving into any area from which your character registers shots on an opponent who is not able to register shots on your character.

2. If a Player finds that they are unable to Aim Down Sights (ADS) properly, they should notify a Tournament Official immediately. If the Tournament Official is able to confirm that this has occurred, they will determine whether the round/game should be restarted, the game win should be awarded to a team, and/or the conditions under which the round/game should be resumed.

3. After a Private Match has been created, only players on the (2) teams and Megatronix Staff members may be invited/join. If a player that is not a registered member of one of the teams (ineligible player) joins a game, the game must be ended. If a player is found to have invited an ineligible player to a game, a forfeit may be issued for tourney disruption.

4. If a player lags out during the first 30 seconds the game should be ended and restarted for all game modes unless damage is inflicted by the opposing team prior to said time.

4.1 If a player lags out after the first 30 seconds and/or after the first kill (damage inflicted), the match must continue.

4.2 If a player disconnects from a Search and Destroy game, the current round must be completed. After that round has been completed, the game must be paused.

5. Any form of cheating, using a glitch, abusing in-game mechanics, or unsportsmanlike behavior may result in a forfeit of a game, match, or ban from Megatronix.

6. Megatronix reserves the right to broadcast any match. If Megatronix chooses to broadcast a match, Megatronix Staff members must be allowed into each game. If Megatronix Staff members are unable to connect to a host, all other hosting options may be explored until a suitable host is found.

## **1.6 TOURNAMENT PLAY**

1. Tournament matches must be played on time. Delays in the tournament are not permitted unless live support allows a delay. Each team needs to report 40 mins prior to their game time.
2. Users have 5 minutes from the time of their opponent(s) reporting a win/loss to dispute the match or report a loss. Teams that fail to report the outcome of their matches risk being temporarily banned from the Megatronix Online for tournament disruption.
3. Using a banned agent will result in a forfeit of the map. Video proof must be provided to live support.

## **1.7 REPORTING**

If a dispute occurs teams must contact tournament live support with valid proof of their claims. If live support is offline, users must submit a tournament support ticket. For proof to be considered valid it must be clear, show all gamer tags in the match along with the scoreboard, and must have proof supporting the accusation. (Cheating/Glitching, etc...).

## **1.8 AGE DISCLAIMER**

Megatronix Open Valorant Matches are not directed to children under the age of 16. To register for a user account for the tournament, you must be 16 years of age or older.

## **1.9 OVERTIME**

If the match score becomes 12-12 the game goes into overtime. The first team to secure 2 back-to-back rounds in Overtime wins the game. All overtime scenarios must be played out and the teams cannot mutually agree to end the game in a draw. If the 'draw' vote does get passed, both teams are at a risk of instant disqualification and forfeiting any prize money earned till now. Megatronix admin will make the final decision in this circumstance and the verdict

will generally be 'case-specific' meaning 2 similar scenarios might not have the same verdict.

### **1.10 AGENTS**

1. Astra
2. Breach
3. Brimstone
4. Chamber
5. Cypher
6. Jett
7. KAY/O
8. Killjoy
9. Neon
10. Omen
11. Phoenix
12. Raze
13. Reyna
14. Sage
15. Skye
16. Sova
17. Viper
18. Yoru

\***Fade** is an upcoming agent ,the abilities of **Fade** are not known to everyone at least for the first 2-3 weeks , so selection of Fade is restricted.

### **1.11 Map Pool**

1. Ascent
2. Bind
3. Haven
4. Split

- 5. Icebox
- 6. Breeze
- 7. Fracture

## **2. Tournament Rules**

**2.1 Punctuality:** All matches should start at the given time. Reschedule of stream games is not allowed. For the non-stream games if a reschedule is agreed upon by both parties the new match timing must be informed to the respective admin 4 hours prior to the initial match time. Reschedules are allowed completely on the admins discretion and Megatronix hold the rights to allow or disallow a match reschedule.

**All Participants should be ready 20 minutes before the scheduled time for each match.**

If you notice at any point you will be late for any match, please inform a tournament admin 4 hours prior to the game time. In case the team doesn't show up or respond 5 mins prior to the game time the team risks getting disqualified.

### **2.2 NO SHOW & MATCHES**

1. Tournament matches are expected to be played at the scheduled match time. If an opposing team fails to show up after 5 minutes after the scheduled match time, you must report a no show to live support. We will then contact the opposing team to confirm the no show.

2. No Shows:

a. For best of 5 matches. Teams will have 5 minutes from the no show report time (Refer to Rule #1) to join for map one or risk forfeit of that map. Once a team forfeits the first map, they will have an additional 10 minutes to show for the second map or risk forfeiting that map. Once a team forfeits the second map, they will have an additional 10 minutes to show for the third map or risk forfeiting that map as well. Resulting in a forfeit of the match.

b. For best of 3 matches. Teams will have 5 minutes from the no show report time (Refer to Rule #1) to join for map one or

risk forfeit of that map. Once a team forfeits the first map, they will have an additional 10 minutes to show for the second map or risk forfeiting that map. Resulting in a forfeit of the match. Additional time may be given by tournament live support.

c. For best of 1 match: Teams will have 5 minutes from the no show report time (Refer to Rule #1) to join for map one or risk forfeit of that map/match. If you need additional clarification on this ruling, feel free to contact tournament live support. Additional time may be given by tournament live support.

3. Teams will have up to 5 minutes between maps. Extra time may be given if live support feels it's necessary to extend the 5 minute time limit.

4. Teams can only play one man down in a tournament match. Not having the required amount of players in the lobby at the time given by a referee will result in a forfeit of the map.

### **2.3 Requesting for a Lobby Remake:**

In the event of LAG, the player(s) experiencing these network issues need to send a screenshot of high pings faced and will be allowed 1 re-host. Teams can only ask for a rehost if they have ping issues or the game has been started with the wrong map/settings.

### **2.4 Rematches:**

1. If a team reports a loss for a match, they cannot then contact Live Support looking to get the match reverted/replayed. Matches are only reverted/replayed if a match being advanced is due to admin error
2. Hosting the wrong map will be a replay of the correct map

### **2.5 Match Protests:**

1. A protest can be raised during a match for incorrect server settings/incorrect game settings/incorrect map.
2. The protest must contain detailed information with evidence describing the problem with all proofs attached in screenshots/video format.



3. The protest should officially be communicated to your match admin only.
4. In team matches, only the Team Captain can raise a protest.
5. Insulting/misbehaving with the admin or the enemy team during the protest will lead to the protest being immediately dismissed and the team in question will face instant disqualification or prize money forfeit or both 8

## **2.6 Misc.:**

If your team is competing in multiple Megatronix tournaments at once and your team is in the finals of one of these tournaments, your team has 20 minutes from the scheduled match time to play the finals match or your team risks being reported as a no show which can lead to a forfeit of the finals match or being forced to playing man down.

**\*\*INCASE OF ANY DISPUTE, THE DECISIONS OF THE ADMINS WILL BE FINAL.**

Tournament Admins

- Parshan Bandyopadhyay – 9748732905
- Dhruba Ghosh – 8583935338
- Sourajit Sarkar – 9475718250/8649867458