

# RULE BOOK



## VALIANTS

# RULES

## MAP VETO - MAP VETO WILL BE DONE VIA :



- ALL PRELIMINARY MATCHES WILL BE BO3 (ONLINE) QUALIFYING TEAMS WILL PLAY LAN BO1, ON 11TH MARCH AND 12TH MARCH ONLY FINALS WILL BE BO3 ON LAN
- ALL MATCHES WILL BE PLAYED ON LAN EXCEPT FOR PRELIMS ON 10TH MARCH (ONLINE)
- PRELIMS WILL BE PLAYED ON ONLINE MODE, TIMING 2PM TO 6PM. -PLAYERS SHOULD CONTACT THEIR OPPONENTS AND CREATE CUSTOM LOBBIES(MUMBAI SERVER ONLY) AND POST THE RESULTS IN DISCORD DISCORD LINK WILL BE SENT ON YOUR EMAIL AFTER SUCCESSFUL REGISTRATION.
- ALL PLAYERS MUST JOIN DISCORD AND TAG THEIR TEAMMATES, AND UPDATE THEIR SCOREBOARD AFTER COMPLETING THE MATCHES WITHIN MENTIONED TIME.
- PLAYERS CAN CONTACT ADMINS AT DISCORD FOR ANY FURTHER QUERIES.

# RULES

## MATCH PROCEDURE VALORANT MAP POOL

THE MAP POOL INCLUDES THE FOLLOWING  
MAPS:

- ASCENT
- HAVEN
- BIND
- SPLIT
- ICEBOX
- BREEZE
- SUNSET
- LOTUS

### SERVER SETUP

- MAP: DEPENDING WHICH MAP HAS TO BE PLAYED FROM THE MAP POOL
- MODE: STANDARD

### OPTIONS

- ALLOW CHEATS: OFF
- TOURNAMENT MODE: ON
- OVERTIME: WIN BY TWO: ON
- PLAY OUT ALL ROUNDS: OFF
- HIDE MATCH HISTORY: OFF

# RULES

- **Best-of-Three** Matches Team on the top bans 1 map, Team on the bottom bans 1 map, Team on the top picks map 1, Team on the bottom picks side for map 1, Team on the bottom picks map 2, Team on the top picks side for map 2, Team on the bottom bans 1 map, Team on the top bans 1 map. The only remaining map will be played as map 3 Team on the top picks side for map 3 Administrators reserve the right to restart the veto process for whatever reason if they seem necessary!
- Tournament matches must be played in **Standard mode**, with overtime if applicable. A match is completed when a winner is determined. All matches must be played out.
- Teams cannot use **non-registered users**, ineligible users are considered not registered. Using a player who is not registered is considered a violation and will fall under the **smurfing rule**. Failure to follow this rule will result in a match overturn. Consecutive breaches of the rule may result in further punishments.
- If a team has a technical issue, they are allowed to use the pause function. A pause can last up to **5 minutes** per match per team. The team has to announce the reason before or immediately after they paused the match.
- **Changing Riot ID** is not allowed at any point after the registration.

# RULES

- All users are expected to remain in the server until the conclusion of the final round of the match. If an entire team leaves the server prior to conclusion of the match, any remaining rounds will be forfeited, including the current unfinished round. If teams wish to lodge a dispute over the fairness of a game due to either server lag / roster issues / potential cheaters they must remain in the game and lodge the dispute afterwards. Breaking this rule will result in disqualification of the match, as well as possible removal from the competition.
- The “**Head Referee**” is a Tournament Official who is responsible for the judgements on every Match-related issue, question and situation which occurs before, during, and immediately following Match play. Their oversight includes, but is not limited to:
  - Checking the Team’s line-up before a Match.
  - Checking and monitoring player peripherals and Match Areas, if applicable.
  - Announcing the beginning of the Match.
  - Ordering pause/resume during play.
  - Issuing sanctions and disciplinary action in response to rule violations during the Match.
  - Making all Match-related determinations under these **Championships Rules** and the **Global Policy**, including with regard to pauses and stoppages of play
  - Confirming the end of the Match and its results.

# **RULES**

## **REFEREE RESPONSIBILITIES**

- “Referees” are Tournament Officials who work on behalf of the Tournament Operator and are subject to the direction, review and oversight of the Head Referee. Referees are responsible for:
  - Admitting or denying access to the Match Areas, if applicable.
  - Carrying out security protocols directed by the Head Referee and other Tournament Officials, and/or in support of these Championships Rules or the Global policy.
  - Administering the player checklist and enforcing these Championships Rules and the Global Policy, including directing players to take or refrain from taking any action.
  - Communicating with players about any issues experienced, in-game and out.
  - Upon request, explaining any bug exploits.

## **FINALITY OF JUDGMENT**

- All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the event, and penalties for misconduct, lie solely with the Head Referee, the decisions of which are final. Head Referee decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

# **RULES**

## **RESTRICTIONS ON GAMEPLAY ELEMENTS.**

- Restrictions may be added at any time before or during a Match, if there are known or suspected bugs with any Agents, skins or maps, or for any of the reasons determined at the discretion of Tournament Officials.
- **CODE OF CONDUCT / UNPROFESSIONAL BEHAVIOUR** Conduct Generally High Standards for Professionals. All Teams and Team Members must at all times observe the highest standards of personal integrity and good sportsmanship. Team Members are required to behave in a professional and sportsmanlike manner in their interactions with other competitors, the Tournament Organizer, the media, sponsors and fans.

## **COMPETITIVE INTEGRITY**

- All Teams and Team Members are expected to compete to the best of their skill and ability at all times in any Tournament Game. Tournament organizers holds the right to penalize a team if found guilty in any case at their discretion

## **SANCTIONS**

- A violation of these Tournament Rules will result in sanctions at the discretion of the Tournament Organizer, as discussed in greater detail below. All decisions made by the Tournament Organizer in regard to violations of these Tournament Rules are final and binding.

# **RULES**

## **PROHIBITED CONDUCT**

- Set forth below is a non-exclusive list of examples of prohibited conduct.

### **COLLUSION/MATCH FIXING**

- A player may not collude. Collusion is defined as any agreement among two (2) or more players, and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:
- Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
- Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
- Pre-arranging to split prize money and/or any other form of compensation
- Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

### **CHEATING**

- Cheating is prohibited. Any modification of the VALORANT game client by any player, Team or other Team Member is prohibited.

# RULES

## HACKING

- A player should not hack during tournament games.
- VALORANT game client by any player, or person acting on behalf of a player.

## EXPLOITING

- A player may not utilize any exploits during tournament games. Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in Agent ability performance, or any other game function that, in the sole determination of officials, is not functioning as intended.

## RINGER

- A player may not act as a ringer during a tournament game. Ringer is defined as playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

## VULGAR OR HATEFUL SPEECH

- A Team Member may not, during a LAN Event, Online Event, media interview or in any communication relating to the tournament or VALORANT, uses any language that is offensive, insulting, libellous, slanderous, defamatory, obscene, discriminatory, threatening, foul or vulgar. A Team Member may not post, transmit, disseminate any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events or in
- any streaming of VALORANT. This rule applies to speech in English and all other languages. In addition, Team members may not encourage members of the public to engage in any activities that are prohibited by this rule.

# **RULES**

## **VIOLENCE**

- Team Members are expected to settle their differences in a respectful manner and without resort to violence, threats, or intimidation (physical or non-physical). Violence is never permitted at LAN Event or against any competitor, fan or any tournament official.

## **DRUGS AND ALCOHOL**

- The use, possession, distribution or sale of controlled substances, such as drugs or alcohol, or being under the influence of such controlled substances, is strictly prohibited while a Team Member is engaged in any Tournament or other event or on premises that are owned by or leased to the Tournament Organizer. The unauthorized use or possession of prescription drugs by a Team Member is prohibited.
- Prescription drugs may be used only by the person to whom they are prescribed and in the manner, combination and quantity as prescribed. Prescription drugs may only be used to treat the condition for which they are prescribed and may not be used to enhance performance in a Tournament Game. Each Team Member is required to report any violation of this rule to the Tournament Organizer.

## **GAMBLING**

- Gambling on the outcome of Tournament Games (including any plays or components of a Tournament Game) can pose a serious threat to the integrity of, and public confidence in, the tournament. Team Members are not allowed to (i) place, or attempt to place, bets on any Tournament Games (or any plays or components thereof), or (ii) associate with high-volume gamblers, or deliver information to others that might influence their bets.

# **RULES**

## **STUDIO INTERFERENCE**

- At LAN Events, no Team Member may interfere with lights, cameras or other studio equipment.
- Unauthorized Communications
- At LAN Events, all communication devices must be removed from the play area before any Tournament Game begins. Players may not text/email or use social media while in the match area. During the match, communication by a player shall be limited to the other players on the Team.

## **IDENTITY**

- At all public-facing Tournaments, a player may not cover his or her face. Hats and dark glasses are not allowed during LAN Event play.
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## **HARASSMENT**

- Harassment is prohibited. Harassment is defined as systematic, hostile and repeated acts taking place over a period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or diminish the dignity of the person.

# **RULES**

## **SEXUAL HARASSMENT**

- Sexual harassment is prohibited. Sexual Harassment is defined as unwelcome sexual advances. The assessment is based on whether the person being harassed would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favours.

## **DISCRIMINATION AND DENIGRATION**

- Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or action on account of race, skin colour, ethnic, national or social origin, gender, language, religion, political opinion or any.
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**GOOD LUCK, HAVE FUN!**