



VILLAGER ESPORTS VALORANT CHAMPIONSHIP

BASIC GUIDELINES

1. Acceptance of Tournament Rules and Regulations

1.1 Acceptance

Each Team Member must agree to these Tournament Rules & Regulations in order to participate in the Villager Esports Valorant Championship. A Team Member may accept these Tournament Rules & Regulations by accepting official invite from organizers.

1.2 Changes to Tournament Rules and Regulations

The field of esports is changing rapidly as are the games that are played in esports, and these Competition Rules will have to be updated or supplemented periodically to take account of developments in the industry, changes to the business model for esports and the updates to Valorant. Accordingly, Riot Games may update, amend or supplement these Competition Rules from time to time; and may interpret or apply these Competition Rules by releasing online postings, instructional videos, emails or texts that provide instructions and guidance to Team Members. Any material changes to these competition rules will be provided to the Team Captain through Official Tournament Whatsapp Group/Discord Server. The Team's captain will be responsible for distributing updates and other communications relating to these Competition Rules to other Team Members. Participation in the Villager Esports Valorant Championship will constitute acceptance of the changed rules, instructions and guidance.

1.3 Enforcement of the Tournament Rules and Regulations

Villager Esports as the tournament organizer to operate the Villager Esports Valorant Championship. The tournament organizer will be responsible for, among other things, providing officials, referees and administrators for this tournament ("Event Crews") and for ensuring compliance with these Tournament Rules and Regulations

2. Teams

2.1 Roster Requirements

Players and Substitutes. Each Team is required to maintain, at all times during the Tournament, 5 players in the Team's starting lineup ("Player"). A Team has the option of adding two additional player who shall act as a substitute ("Substitute"). Tournament Officials shall have the right to disqualify any Team with an incomplete roster. Teams are strongly encouraged to register seven players, which is the maximum number of players allowed.

2.1.1 Minimum Roster Requirement

All Players, and any Substitutes who replace a Player, must be eligible to participate in all Tournaments. Teams must at all times comply with the minimum roster of 5 requirements during the Tournament. If at any point a Team's roster falls below five players, the Team will be subject to disqualification or other sanctions, unless given permission to drop below the minimum roster by Tournament Officials, at their sole discretion.

2.1.2 Team Captain

Each Team must designate one player as its captain when completing the online registration process ("Team Captain"). The Team Captain will be responsible for all Team communications with Tournament Officials. The Tournament Officials may rely upon any communications from the Team Captain as being made by all players on the Team. The Team Captain must at all times be a player on the Team's roster. A Team may not change its Team Captain during a Tournament without the prior written approval of the by Tournament Officials.

2.1.3 Substitutions and other Roster Changes

A Substitute may replace a Player only between games during Tournament play after informing the Villager Esports officials.

3. Game Format

3.1 Valorant Map Pool

The map pool includes the following maps:

- Ascent
- Haven
- Bind
- Split
- Icebox

3.2 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

4. Pauses/Disconnection

4.1 Each team will be allowed a maximum of 5 minutes of pause time for each map. Upon completion of the given 5 minutes the opponent can un-pause and continue with the match.

4.2 Admins reserve the right to interfere and pause if they feel it's applicable.

4.3 Teams will be given a maximum of 15 minutes to join lobbies. If teams fail to join the lobby with their full roster, then they will be forfeiting the game. 4. Teams must intimate the admins for a change of schedule at least 1 day prior to the fixture.

5. MAP VETO RULES

5.1 Best of 1

Winning Team gets to choose the initial Map pick phase based on flipping a coin (virtually).

Team 1 bans a map from the map pool.

Team 2 bans a map from the map pool.

Team 1 bans a map from the map pool.

Team 2 picks a map from the remaining 2 maps.

Team 1 will pick a side (Attackers/Defenders) to start on.

6. Tournament Rules (Qualifiers)

6.1 Before the Match:

- Winner of the Map Veto Toss will have to invite the opposite team to the custom game. In order to do so, you need to add the captain of the opposite team as a friend. Please check the discord for the other players and invite them as well if the captain is not accepting the invitation for a few minutes. (Example: James#XYZ. James is the Riot ID and XYZ is the Tagline).
- If your team is loser of the toss, please check all the players of the opposite team and if you receive an invitation from them, you have to accept it.
- If you are the inviting team (toss winner) and players of the opposite team are not coming by 10 minutes, please report it to the admin team on the tournament official whatsapp group/discord server. Same goes for the opposite if you are supposed to be invited and you are not receiving an invitation by 10 minutes.
- All the players have to be in the lobby before the time limit goes down (10 minutes). If there are players missing after this time limit, take a screenshot and post it in the current round sub channel on the discord. If both teams are missing players, then both are disqualified.

- Once all the players are connected to the lobby, Team captains have to check all the players if their Valorant nicknames match the nicknames written on the discord. If there are any discrepancies, please inform the admin of the discord by writing into the sub channel of the current round with the screenshot provided.

- After map selection team captains have to write that their team is ready in the lobby chat. The game should not start before that.

6.2 During the Match:

- If one of the teams will not pick all the agents in the character selection screen and the game goes back to the lobby, the game has to be remade.

- In the case that the game started before writing ready from both sides, the team which did not write ready has the right to call a remake before round 1 of the game starts. (before the countdown in the game of round 1 reaches 0). ● If any of the players are not connected to the game before the counter reaches 0, the team can call a remake and the game has to be remade.

- If the game started on the wrong map, the game has to be remade.

- In order to do the remake, all the players have to leave the match. Start the next game as soon as possible. Both team captains will have to write ready again. If the team is not ready by 5 minutes after the remake, the team which is not ready will be disqualified. Game can be remade only once, the game has to be played in the way it started after the remake, even if the issues will occur. The situation can still be reported in the official discord channel.

- If the team which is hosting the game does not remake. The Opposing team can report the situation to the Admins on the official Discord channel. The case will be reviewed and can result in disqualification of the team which did not do a remake.

- If a player disconnects during the game, the game can be paused during the buying phase and there will be a total of 10 minutes of pause, 5 minutes per team.

6.3 Nickname

- In game Each Player has to use his registered nickname during matches. It's not allowed to add any (funny) additions, characters or words, only exceptions are sponsor names which are limited to one (1) per Player.

6.4 Game Server Location

- All games will take place on a game server situated in Mumbai.

6.5 Information

Tournament matches must be played on the Standard mode, with overtime if applicable. A match is completed when a winner is determined. All matches must be played out.

6.6 Match Start Time

A team will have an extra ten (10) minutes past the starting time to get the minimum four required users into the match lobby. The match must commence within ten (10) minutes of the match starting time. Any further time to get the minimum of four players will be granted solely at the discretion of the team with the required four or more players. Failure to start a match within ten minutes of the designated time may result in consequences. Breaking this rule will result in a match overturn.

6.7 Minimum users / No Show / Forfeit

Tournament teams must have a minimum of four eligible users in the lobby at the designated time of your match. If not, then the team who does not have 4 or more players will forfeit the matches. In the event of a No Show / Forfeit, teams are required to provide sufficient proof (screenshot of empty lobby). Teams can use a registered substitute player (6th Player), before the lobby starts. Once the match is live and any player drops out of the server then there is no option to call a substitute player (6th Player) on the server. They have to continue with 4 players only (after the tech time is over for them)

6.8 Reschedules

Rescheduling of any match is not allowed in this tournament.

6.9 Smurfing

Smurfing is the use of a player who is not eligible or allowed to play a specific match (including a different user to play on a Riot account, to masquerade as a legitimate user).

6.10 Player Connections

Player connections are solely the responsibility of the individual. Once a match has gone live, should a team drop to three users in the server they have three minutes from the moment the player leaves the server to get a fourth player back. If the fourth player has not entered the match within the three minutes, the team forfeits the match. Any teams dropping to two or one users during the match period has a total of one round to get the minimum number of users back in (see rule no. 4.1 Match Pausing). Any problems arising due to connection issues are the sole responsibility of the users.

Administrators reserve the right to eject any player from a server or overturn a match result if their connection has a serious impact on the game, it is your sole responsibility to make sure your connection is acceptable to the server, congestion is not an acceptable reason for warping or lagging.

6.11 Users Leaving Early

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.

7. Players Code of Conduct

7.1 Conduct Generally

7.1.1 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.

7.1.2 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

7.1.3 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.

7.2 Prohibited Conduct

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

7.2.1 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: 1. 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.

2. Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.

3. Pre-arranging to split prize money and/or any other form of compensation

4. Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so

7.2.2 Cheating

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

7.2.3 Hacking

A player may not hack during tournament games. Hacking is defined as any modification of the VALORANT game client by any player, or person acting on behalf of a player.

7.2.4 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.

7.2.5 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.

7.2.6 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, use any language that is offensive, insulting, libelous, 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.

8. Admins reserves the right to modify the rules and regulations at any time during the event.

