# ESC VALORANT

## 2021 Fall Season
## Official Rulebook

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# Rulebook Amendments
## Changes to Rules & Regulations

- At any point throughout the ESC VALORANT 2021 Fall Season, ESC & eFuse may make changes & amendments to this document to reflect undocumented events & situations that may arise throughout the season.
- ESC & eFuse admin rulings will be considered final. Admins may also rule in any way they deem fit based on the situation. In the event of a dispute that has no documentation in these rules, admins will use their best judgment to make a ruling & update this document to reflect said ruling.
- If a player is unsure whether their actions are against the rules, they are expected to immediately reach out to an admin for clarification. Failure to do so will be considered a breach of the ESC VALORANT rules.
- Players are expected to report prohibited or malicious behavior & actions of other competitors to the ESC & eFuse admins as soon as possible. Failure to report these actions/behaviors is considered a breach of the ESC VALORANT rules.

## Acceptance
- By competing in the ESC VALORANT Fall Season, players & teams automatically accept these rules & agree to abide by them.

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# Event Structure
## Definitions of Terms

- **"Round"** - A Round is an instance of competition in a VALORANT map that is played until a winner is determined by one of the following methods, whichever occurs first:
    - Spike detonation
    - Spike Defusal
    - Team eliminated before planting or defusing the spike
    - Round timer expired
    - Team forfeit

- **"Map"** - A Map means a set of Rounds that is played until one Team wins 13 Rounds, provided that a Map will continue past the 13-Round limit until a Team wins by a margin of at least two Rounds.

- **"Match"** - A Match means a set of Maps that are played until one Team wins a majority of the total maps (e.g., winning two maps out of three in a best-of-three ("Bo3") series).

## Competitive Format

- **League Play (September 4 - November 13, 2021)**
  - Round-robin tournament format.
  - 12 teams - all teams will play each other once during league play.
  - 11 weeks of league play from September 4 - November 13, 2021.
  - Seeding for playoffs decided by Match wins, with tiebreakers decided by Map wins.

- **Playoffs (December 2 - December 4, 2021)**
  - Playoffs begin on December 2, 2021
    - Quarterfinals (December 2)
      - Top 8 teams
    - Semifinals (December 3)
    - Finals (December 4)
  - Single elimination bracket with seeding based on the League Play results.

# Player Eligibility
**Student Status**

- Players must be enrolled Full time at the university they are competing for
  - This applies to both remote and on-campus students.
- **"Full time"** will be considered as 12 credit hours or more
- Seniors in their last semester who need less than 12 credit hours to graduate are excused from this requirement.
- Teams and players are required to comply with ESC & eFuse for eligibility checks, failure to do so may result in disqualification from the fall season.

# Rosters, Substitutions, & Player Rules
**Starting Lineups**

- **"Starting Lineup"** - The main 5 players that are expected to compete in a majority of matches.
  - Starting Lineups must be submitted at the start of the season and can be updated at any time. These updates must be communicated directly to the ESC & eFuse admins.

**Substitution Rules**

- **"Substitutes"** - Refers to players on a roster that serve as either backup or map/agent specialization players.
- Substitutions may only occur in between Maps in a Match. Substitutions mid-Map are prohibited.
  - Should a player disconnect or be unable to compete for other reasons, their team must either forfeit the map or play the remaining Map with a player missing. A forfeit will result

in a loss of the map, but teams may use Substitutes for the next map should there still be one.
   ○ In the case of an emergency situation, this rule will be pardoned and a team will be allowed to substitute mid-map. What is considered an "emergency" will be up to tournament staff, and the team will be given up to 10 minutes to get a player already on their roster into the game. Failure to get this player into the lobby in time will result in a forfeit for the map.

**Playing "Player-down"**

- As stated previously, teams are allowed to opt-in to playing without a player should they disconnect mid-Map.
   ○ Teams may NOT start a Map without a player. Should a team be unable to field 5 players at the start of a Map, they must forfeit. For this reason, it is recommended to have Substitute players on standby for all matches throughout the season.

**Rescheduling & Tardiness**

- **Rescheduling**
   - **Matches may not be rescheduled.** Failure to make the designated competition time will result in a forfeit.
      ○ Players are expected to connect with their opponents 15 minutes prior to their match start time.
      ○ Teams should both aim to be in the lobby before their match start time.

- **Tardiness**
   ○ Should a team not have all players in the lobby by 20 minutes past the match start time, then they will be considered as no-shows and be forced to forfeit
   ○ Should a team fill these requirements, their opponents are expected to report this with proof in the match-results channel.

# Pre-Match Process
**Competitive Patches**

- **New Agents**
   ○ New Agents will be automatically restricted for two weeks from their release on the Competitive queue. Example: Agent A was released on  October 5, so Agent A will become eligible to be used in all Matches on October 19.

- **New Maps**

- ○ New Maps will be automatically restricted for two weeks from their release on the Competitive queue. Example: Map A was released on October 5, so Map A will become eligible to be used in all Matches on October 19.

- **Additional Restrictions**
  - ○ Additional Restrictions (e.g. disabling certain weapons) may be added by ESC & eFuse admins at any time before or during a match, if there are known bugs with any items, Agents, skins, or abilities.

## Pre-match Setup

- **Player Accounts**
  - ○ "**Main Account**" - the primary account a player uses. This is considered their accurate display of online matchmaking rank.
  - ○ **"Smurf Account" / "Alternative Account"** - an account created for the purpose of either playing in lower ranks within online matchmaking, or just to be used as an alternative account. These types of accounts are strictly prohibited from being used in any ESC VALORANT tournament or competition.
    - ■ Any attempt to hide actual rank or skill level through Smurf/Alternative accounts can lead to disqualification & further punishment.

- **Lobby Settings**
  - ○ The official Match lobby will be set to "Tournament" mode with "Overtime: Win by Two" turned on.

- **Server Selection**
  - ○ Teams are expected to select the best server for the majority of players.
  - ○ Should two teams disagree on a server, they may flip a coin to decide who gets to choose. Following the first map, the loser will be able to select the server.
  - ○ If a team doesn't wish to flip a coin, the players can have the admin select the server.

- **Timing**
  - ○ As stated previously, players are expected to communicate with their opponents to set up a lobby 15 minutes prior to the match start time. Failure to get all players into the lobby by 20 minutes after the match start time will result in a forfeit.

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# Match Process
## Timeouts (Tactical Pauses)
- Teams are allowed to call Timeouts of 60 seconds in duration two times per map. The 60-second clock will begin when both teams' Coaches (if applicable) are connected and able to

communicate with their players. Timeouts can be called via the in-game pause system. In the event of overtime, each team will be granted one 60 second Timeout for all of overtime.
- Teams get 1 tactical pause on every map. Unused timeouts from regulation will not carry over.

**Technical Pauses**
- If a player has a problem that prevents them from playing on, they must notify the other team and request a technical pause. Both teams then must document the starting time of the technical pause and keep track of how long it takes to resolve the issue. The player has to announce the reason before or immediately after they request the pause.
- Teams will have 3 technical pauses for up to 5 minutes throughout a Match.
  - Should a pause go over 5 minutes, it will immediately use another technical pause. For example, should a team need to pause for 5 minutes and 3 seconds, they will have used 2 total technical pauses.
  - A technical pause will be counted as completely used no matter what time remains in the pause. For example, a technical pause that lasts for only 15 seconds will count as 1 complete technical pause

**Crashes**
- **"Crashes"** are considered to be an interruption outside of the players' control, such as the game suddenly closing, the game servers suddenly closing, or anything that can be attributed to the game malfunctioning.
  - This does not include player hardware malfunctions, player internet disconnects, or anything on the players' side.
  - If there is confusion on what is considered a Crash or on the players' end, contact a tournament admin for clarity.
- Teams are able to pause at any time following a player's game crashing.
  - Should they not return in 3 minutes, this pause will count as a technical pause being used.
  - If a player cannot get back into the game, but the rest of the players can, substitution rules from earlier will apply.
- If an entire match is rendered unplayable due to issues on the game's end, contact tournament admins for further instruction. Most likely, a delay will take place until the game is playable, with the potential for a rescheduled game. The admin may make any ruling in regard to this rule.

# Post-Match Process
**Score Reports**
- Players from the winning team will be required to submit a screenshot of their post-match leaderboard containing all players' names, kills, deaths, combat scores, and assists.
  - Submissions of these screenshots should be posted in the #val-game-results channel via the ESC Discord server.

**Disputes**
- If two teams dispute the outcome of a match, or if rules were broken that should constitute a disqualification, an admin must be contacted with proof of the dispute within 30 minutes of the match end.

# Player Behavior & Conduct
**Cheating**
- Use of any external programs aimed to gain a competitive advantage above others is strictly prohibited. If a player is caught cheating, their university will be disqualified and the player will be banned from competing in any ESC or eFuse sponsored event for a period of time determined by the severity of the event. This player's account will also be reported directly to Riot Games to distribute any form of in-game punishment that will follow.

**Bug Abuse**
- A **"Bug"** in the context of VALORANT is any error, flaw, or fault in the game or system that causes it to produce an incorrect or unexpected result, or to behave in unintended ways.
- Knowingly abusing these Bugs to gain an unfair advantage in a match is strictly prohibited, and may result in disqualification and other punishments based on the severity of the situation.
    - If you are unsure what is considered a "Bug" or a **"Feature"** (an intended gameplay mechanic), please consult an admin.
- Accidentally encountering a Bug will not be considered Bug abuse

**Behavior, Conduct & Sportsmanship**
- Tournament staff has full discretion over what can be considered a violation of conduct.
- Participants are not allowed to use any language that is threatening, abusive, offensive, obscene, or otherwise deemed inappropriate by tournament staff and competitors. This includes language in-game, on social media, or any form of live streaming.
- Participants will treat all other players, administrators, or viewers with respect
- Participants may not offend the dignity or integrity of a country, private person or group of people through discriminatory words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion, financial status, birth or any other status, sexual orientation, or any other reason.

# Livestreaming
**Delay**
- Players who choose to stream their perspective of matches must include a 1-minute delay.
    - Players who stream are expected to understand the risks of streaming their perspective

**Livestream Rules**
- Titles of students who choose to stream their matches must include the following:
  - Mention of "ESC VALORANT"
  - Mention of the fact that there is a 1-minute delay
- Players will be held accountable for things they say, type, or any behavior displayed on their broadcasts. Reference the rules on "Behavior, Conduct, & Sportsmanship" for more information on prohibited behavior.
- If a match is being livestreamed by ESC & eFuse, players are not allowed to stream simultaneously.

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**These rules have been created by the ESC & eFuse, Inc. for the 2021 Fall Season. For more information or any questions, please contact syancer@efuse.io**

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