RME Presents: Mountain Mayhem

1. Tournament Schedule

- Tournament Start/Registration Opens: August 12, 2024
- Registration Closes/Manager Meeting Day: August 31, 2024
- Regular Season (All matches are Best-of-3, Bo3):
    - Week 1: September 1-7, 2024
    - Week 2: September 8-14, 2024
    - Week 3: September 15-21, 2024
    - Week 4: September 22-28, 2024
    - Week 5: September 29-October 5, 2024
    - Week 6: October 6-12, 2024
    - Week 7: October 13-19, 2024
    - Week 8: October 20-26, 2024
    - Week 9: October 27-31, 2024
- Playoff Weekend:
    - November 2-3, 2024 (All matches are Bo3 and playoff finals is Bo5)

2. Player Eligibility

- Minimum Rank: Platinum 1 (Recommended)
- Previous Act Rank Cap: Ascendant 2 (last 3 acts)
- Maximum Current Rank: Ascendant 1 (Rank-ups after August 31st are permitted)
- MUST have a Battlefy account

3. Team Composition / Requirements

- Teams consist of:
    - Captain(s) (point of contact) - can be an **extra** player
    - Up to 8 players (6 normal + 2 **extra**)
    - Coach (optional) - can be an **extra** player
- No emergency substitutions are allowed during the tournament.
- The team needs to be registered on Battlefy
- ROSTERS ARE LOCKED - changes made on a case-by-case basis and are voted on by the managers of all teams

4. Regular Season Format

- All regular season matches are Best-of-3 (Bo3).
- Teams will be randomly seeded for the regular season.
- Regular season standings determine playoff seeding based on RPs.

5. Playoffs

- All playoff matches are Best-of-3 (Bo3), and winners finals will be Bo5 - **There *WILL be a losers bracket.***
- Battlefy will be used in order to facilitate playoffs!

6. Ranking Points (RP)

- Teams earn "Ranking Points" (RP) based on their performance throughout the tournament.
  - Winning a map grants 2 RP.
  - Losing a map results in a deduction of 1 RP.
  - Forfeiting a match will result in a deduction of 2 RP.
- In the event of a tie in RP, the team with the higher round differential across all matches will be ranked higher. In the event of a round differential tie, a coin toss will occur.
- RP determines playoff seeding.
- Teams cannot go below -2 RP.

7. Team Commitment and Penalties

- Teams are expected to participate in all scheduled matches.
- [RP Penalties apply to forfeited matches.](#)
- Games can be forfeited due to tardiness.
  - Each map will be forfeited after 15 minutes!

8. Cheating and Sportsmanship

- Cheating, exploiting, or unsportsmanlike conduct will not be tolerated and may result in disciplinary action. This includes but is not limited to:
  - Disrespectful behavior towards admins / staff (THEY HAVE FINAL SAY)
  - Disrespectful behavior towards other teams
    - Players
    - Admin
    - Staff
    - Coaches
  - Breaking VALORANT TOS
  - Not abiding by the Discord rules

9. Disciplinary Action

- Violations may lead to warnings, match forfeits, point deductions, or disqualification from the tournament at the discretion of RME Staff.

10. Match Rules

- **Map Bans: Team A is the home team and starts the map ban process.**
- Best-of-1 (Bo1) Matches:
    - Home bans 1 map
    - Away bans 1 map
    - Home bans 1 map
    - Away bans 1 map
    - Home bans 1 map
    - Away picks map
    - Home picks side
- Best-of-3 (Bo3) Matches: (Semi-finals only)
    - Higher seed chooses to be Team 1 or Team 2
    - Team 1 bans 1 map
    - Team 2 bans 1 map
    - Team 1 picks map 1
    - Team 2 picks side on map 1
    - Team 2 picks map 2
    - Team 1 picks side on map 2
    - Team 1 bans 1 map
    - Team 2 bans 1 map
    - Remaining map is map 3
    - Team 1 picks side on map 3
- Best-of-5 (Bo5) Matches (Finals Only)
    - Home team will choose Team 1 or Team 2
    - Team 1 bans map
    - Team 2 bans map
    - Team 1 picks the map 1
    - Team 2 picks side on map 1
    - Team 2 picks map 2
    - Team 1 picks side on map 2
    - Team 1 picks the map 3
    - Team 2 picks side on map 3
    - Team 2 picks map 4
    - Team 1 picks side on map 4

- ○ The last remaining map is map 5
- ○ Team 2 picks side on map 5

The following are the settings that must be put into place before the match begins:

- Custom Lobby (Closed)
- Map: Chosen by map ban
- Mode: Standard
- Allow Cheats: Off
- Tournament Mode: On
- Overtime Win by 2: On
- Play Out All Rounds: Off
- Hide Match History: Off

Server Selection: TX / Illi servers, determined by coin flip if teams cannot agree. Or if teams mutually agree on a server, they may play any NA server.

11. Timeouts

- Technical Timeouts: Up to 15 minutes per series for technical issues, called before the round starts - please type these in "all chat" by typing "Tech", "Tech Pause", or something similar.
- Tactical Timeouts: **1 timeout per half**, 60 seconds each, called using the in-game timeout system or typing "/to" or "/timeout" in chat.
- Between Maps: 5 minutes allowed between maps (applicable to Bo3 and Bo5 matches).

12. Maps and Agents

- Map Pool:
    - ○ Ascent
    - ○ Bind
    - ○ Haven
    - ○ Icebox
    - ○ Lotus
    - ○ Abyss
    - ○ Sunset
- New Maps/Agents: Unplayable for **TWO** weeks after release.

13. Release and Consent

By playing in an RME tournament (Mountain Mayhem), you consent to the following:

- Release of your **first** name
- Release of your relative location (State)
- Release of your likeness to RME to be included in:
    - Photos
    - Videos
    - Streams
    - Marketing Material
    - Advertisements
    - Social Media
- Audio and video are captured during events, streams, matches, games, etc.
- The inability to opt-out

14. Contact

- For questions, submit a ticket in the Discord (need to register first)