

CECC VALORANT RULESET 2024

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1. Eligibility

1.1 Player Eligibility

To be able to compete as a “Player,” in the Tournament you must:

- A.** Be in Good Standing with respect to any Game licenses or Game accounts registered in your name, with no non-disclosed violations of the Game’s applicable License Agreement (s);
 - i. “Good standing” can be defined as being free of any suspensions, bans, or other incidents of account discipline lodged against any account registered in your name by the publisher of the Game during the Tournament, or during the six (6) months period preceding the commencement of the Tournament;
- B.** Be over the age of majority in your jurisdiction of residence; If you are under the legal age of majority in your country of residence, but over the age of 13 (a “Minor”), you may still enter and be a Participant if you otherwise meet all of the eligibility criteria set forth herein and one of your parents or legal guardians read and agree to these Official Rules on your behalf;
- C.** Be a legal resident, or a temporary resident, of the United States or Canada (excluding Quebec);
- D.** Be currently enrolled during the tournament period as a student in an Eligible Institution.
 - i. An “Eligible Institution” is an institution of higher education that: **(a)** grants associate, baccalaureate, master’s or doctorate degrees; and **(b)** either is located in the United States and is accredited by an accreditor that is recognized by the Secretary of the U.S Department of Education, or is located in Canada.
- E.** Not be a director, officer, or employee of Riot Games or any entity which controls, is controlled by, or is under common control with Riot Games;
- F.** Agree to be bound by these Official Rules.

1.2 Verification of Eligibility

Every member of a Team who plays in the Tournament may be required to provide proof of enrollment; otherwise the Team is ineligible to win a prize in this Tournament. In the event of a dispute as to the identity of the eligible Participant, entries will be declared

made by the authorized account holder of the Game account submitted at 1
Tournament organizers reserve the right to verify an eligible Participant's information, or any other facet of an eligible Participant's entry if further investigation is deemed necessary. Limit one (1) entry per Participant.

1.3 Player Names

The tournament admin, hosts, and partners have the right to request a player name change for any reason, not restricted to listed reasons in this rule set. All player names or profiles are prohibited from including the following:

Names that attack any group of individuals, including but not limited to

- Race, Gender, or Age
- Gang Affiliation
- Drugs (including alcohol and tobacco)
- Sexual Material
- Offensive Material
- Politically Charged Symbols/Images

Player names within the tournament must also fall under the following guidelines. The Tournament Admin or any other staff reserve the right to request a player name change for any reason, not restricted to listed reasons in this rule set.

Player names may not impersonate a Tournament Admin or any associated staff members

1.4 Team Roster

Teams must register with a 5 player roster and may add up to two substitute players.

1.5 Substitutes and Roster Changes

You may only swap players between maps with one of the substitutes already on your roster.

You may not make any roster changes the day of the event unless an admin tells you otherwise.

All roster changes must be submitted by midnight of your respective event timezone (East - EST, Midwest - CST, South - EST, West - PST) the night before the event.

2. Competition Rules

2.1 Match Hosting

Top Seed will create the custom lobby and will invite the opposite team captain via "Riot ID" using the Valorant platform. Team Captains will then invite their respective players to the lobby. Teams will coordinate player locations to decide the best server location.

2.2 Map Pool

Ascent
Bind
Breeze
Icebox
Lotus
Split
Sunset

2.3 Map Veto

Best of One: Top seed can choose to be Team A or Team B

Team A - Ban 1 (Example: Ban Split)

Team B - Ban 2 (Example: Ban Haven)

Team A - Ban 3 (Example : Ban Bind)

Team B- Ban 4 (Example: Ban Ascent)

Team A - Ban 5 (Example: Ban Breeze)

Team B - Pick map out of remaining 2 maps

Team A - Selects Side

Best of Three: Top Seed can choose to be Team A or Team B at the start of vetoes

Team A - Ban 1 map

Team B - Ban 1 map

Team A - Picks Map 1

Team B - Map 1 side selection

Team B - Picks Map 2

Team A - Map 2 side selection

Team A - Ban 1 map

Team B - Ban 1 map

Remaining map is played

Team A - Map 3 side selection

2.4 New or Reworked Agents/Maps: New Agents or Agents that have undergone major reworks will be automatically restricted for two weeks from their release on the Competitive queue. New Maps or Maps that have undergone major reworks will be automatically restricted for four weeks from their release on the Competitive queue.

2.5 Lobby Settings

Mode: Tournament

Cheats: Off

Overtime: Win by 2

Blood: Disabled

2.6 Server: To be agreed upon between Teams; if Teams are unable to agree upon a server location, the NA server with the lowest average ping differential should be used (determine the average ping of both teams and subtract one from the other to determine the differential).

Most instances will be defaulted to your region's respective server (For example: East - Virginia, Midwest - Illinois, South - Georgia/Texas, West - California). IF teams cannot agree on server location, admins will step in and decide the fairest solution.

2.7 Coach Communication

Coaches are only permitted to have communication before a match, during a match when a tactical timeout is called, the halftime side switch, and between map

2.8 Exploits

VALORANT has some bugs, exploits and glitches. Some of these are being hot fixed routinely.

Most of these exploits pertain to certain agents. All agents will be available. Abuse of KNOWN exploits and/or glitches should be reported and will be assessed on a case by case basis.

2.9 Timeouts and Disconnects

Each team is allowed TWO, 1 minute Tactical Timeouts each map using the /timeout feature in the game chat. Each team is only allowed to call one tactical pause per half. Technical Timeouts will only be used for Technical difficulties and Disconnects. If someone DCs you will use the Timeout during the Buy round phase at the start of a round.

Timeout 1: 10 minutes

Timeout 2: 5 minutes

Disconnects after this will be played out 4v5. Any tech difficulties after the initial 2 timeouts will consist of 2 minute durations.

If a Technical Timeout is used, both team captains must join discord to relay the reason for the used timeout if there is no admin in the game.

2.10 Streaming & Broadcast

Players are free to live stream the event. They will be required to have their streams muted during discord conversations with admins including the captains meeting before the tournament begins. We recommend that live streams have a delay on them. This will not be enforced but we will not be regulating “Stream Sniping” as you have free will to implement a delay.

VALORANT tournament organizers must toggle off the "show blood" and “show bodies” setting, per Riot guidelines. This includes small, community tournaments of less than \$10k prize pool.

During a timeout on live broadcast the production team must switch scenes. This is to keep competitive integrity for the sake of stream sniping and teams seeking information by using our live broadcast to their advantage during a timeout.

2.11 Score Reporting: Screenshots of post match lobbies and scores must be submitted to Battlefy after each match or reported to a Tournament Organizer in your respective match thread.

3. Rules and Conduct Violations

Any decisions made by the tournament admin or any other staff regarding any disciplinary action shall be final and binding on all Players or Teams.

Players and Teams agree to fully cooperate in any investigation regarding violations of any Rules, listed or unlisted. Any player found to not be truthful, or withheld, destroyed, or tampered with any evidence related to the investigation will be subject to disciplinary action.

4. Disclaimer

The tournament admin or any other staff are not be responsible for **(a)** any late, lost, misrouted, garbled or distorted, inaccurate, incomplete or damaged transmissions or entries; **(b)** telephone, electronic, hardware, software, network, Internet, or other computer- or communications related malfunctions or failures; **(c)** any Tournament disruptions, injuries, losses or damages caused by events while reasonable precautions to ensure reasonable safety are in place; or **(d)** any printing or typographical errors in any materials associated with the Tournament. Additionally, in accordance with the Game’s End User License Agreement and without limiting the Game publisher’s rights therein, the Game publisher retains the right to modify or delete content, data, accounts, statistics, user profiles, and any information created, accumulated, stored or uploaded to the Game or any account at any time and for any reason at its sole discretion. The tournament admin or any other staff are not responsible for any incorrect

or inaccurate information, whether caused by participants in the Tournament or users of the Game, or by any of the equipment or programming associated with the Tournament, or by any technical or human error, which may occur in the processing of registrations or entries into the Tournament, or otherwise in connection with the Tournament including, without limitation, any technical limitation or other event that results in the disqualification or loss of ranking status of any participant in the Tournament.