Rules for the Concordia University Intramural Valorant Tournament

For any questions or comments contact esports@concordia.ca
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1. Participation

1.1. The tournament is open to all.
1.2. All games are played online.
1.3. All players must be on the North American server
1.4. Fees: None
1.5. Discord: https://discord.gg/RYM3ep5
1.6. Team Registration Form: https://forms.gle/ewQRZ3sXfAJsWtVv8

2. Player Management and Number of Players

2.1. Number of Players

Teams will have a minimum of five (5) players and a maximum of seven (7) players. There is no designation determining a “starter” or “substitute” player. All the registered players are considered part of the active roster and are eligible to play.

A team may not use a player that is not on their roster.

In order to modify their roster, teams must send an email to esports@concordia.ca with the name(s) of the players they are removing from their team as well as the player(s) they are adding to their team.

Roster changes must be submitted at minimum 24 hours in advance of any scheduled match you will be playing. Any player not on the roster or found account sharing shall be subject to penalization.

Replacement players may not play for more than a single team per evening.

2.2. Captain and Coach

Every team must designate a captain. The captain will be the primary contact between league officials and the players. All captains must be on the Concordia Esports Discord server. Captains are responsible for communicating with the opposing team in order to start the match.

2.3. Substitutions
Teams may choose five (5) players from their roster to start the match. Teams are able to replace players in between their matches. Their opponent must be notified of this change prior to the beginning of the match.

2.4. **Name Restrictions**

“Usernames” (Riot ID’s) may not contain vulgar language, obscenities or slurs. Tournament officials reserve the right to demand that these names be changed if they do not respect the organizers norms.

Any player which changes their “username” must notify tournament officials of this change.

3. **Tournament Structure and Calendar**

3.1. **Gamemode**

A match will be played as five (5) players versus five (5) players (5v5).

Each match will take place on one of the four (4) maps built into the game: *Ascent, Bind, Haven, or Split.*

The winning team will be determined by one of the following criteria: (a) first team to thirteen (13) round wins, (b) forfeit of one team, (c) loss of series, or (d) victory by default (previous elimination or disqualification).

3.2. **Tournament**

3.2.1. **Elimination Bracket**

All matches will be in *single elimination* format: the winning team progresses to the next round and the loser is eliminated.

The quarter finals and semifinals will be played in a *best of one (Bo1)* format.

The grand finals will be played in a *best of three (Bo3) format.*
3.3. Calendar

3.3.1. Quarterfinals: June 26th 2020
3.3.2. Semifinals: July 3rd 2020
3.3.3. Grand Finals: July 10th 2020
3.3.4. Changes to the Calendar

Tournament officials reserve the right to reschedule matches by changing the starting time or date. If the calendar is modified, tournament officials will notify the participants in the quickest manner available.

4. Match Process

4.1. Server

The North American server will be used for all matches. As such, the most recent version of the game will be used. A player closest to the majority of those playing will host the lobby. Ex: If there are players from each region of NA (East, Central, and West), then the player on the Central server will be given lobby host in order to ensure that all players play on “equal” ping.

4.2. New Agents

On release, an Agent will be banned from tournament play for one week (7 days). After this 7-day period is over, that agent will be allowed in tournament play. (ex.: Hero A is released January 1st. The hero could then be selected for play on January 8th.)

Agents having undergone major changes or updates could be deemed as “New Agents” by tournament officials. These decisions are at the sole discretion of the tournament officials.

4.3. Game Start, Late Penalties and Restarts

The games will be played every Friday at 7:00PM.

All players must be ready to join the game lobby at the specified time.

If a technical (or other) issue arises, 15 minutes will be allotted to start the match. If a team surpasses those 15 minutes, they will automatically lose the first match of the series. This team will receive 15 additional minutes in order to start the following match.

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1 Subject to modification
If a player has technical difficulties or issues at the start of a game (e.g: one player has not connected to the game before round start) team captains must inform tournament officials to report that you are restarting the game in order to keep them notified and allow them to verify the issue.

4.4. **Match Reporting**

After the match has ended, the winning team will be required to submit the match result on the official Concordia Esports Discord Server along with a screenshot of the post-match screen in order to allow tournament officials to verify the results of the match.

All match results must be verified and confirmed by a tournament official before moving on.

Tournament officials reserve the right to ask for additional evidence in order to verify and confirm the outcome of any given match.

4.5. **Pause Functionality**

Cheats will be DISABLED (set to “off”), meaning that no pauses will be allowed.

4.6. **Playing 4v5**

Both teams require a minimum of 5 players in order to begin a match. If a player leaves in the match lobby or in Agent Select then the rules laid out in point 4.3., **Game Start, Late Penalties, and Restarts**, apply.

If a player disconnects after the first round of the match has already started then the game must proceed without interruption. If this player is unable to reconnect then the match must proceed as a 4v5. Absolutely no account-sharing (**Ringing**) is allowed.

If the disconnected player cannot join back into the game for whatever reason whether it be a bug, hardware issue, or internet issue, then a tournament official must be immediately informed of the issue with visual proof provided (screenshot, picture, video, etc.).

4.7. **Observers and Streaming**

Tournament officials or official tournament streamers are the only observers allowed in each game by default. Players, however, have the right to request that there be no observers in a game with the exception of official tournament administrators or casters.

Teams who wish to have additional observers in-game may do so only with the approval of the opposing captain. Teams who wish to stream their own
games must likewise first get the approval of the opposing captain. Observers are not allowed to communicate with any players or teams during the match.

All matches may be streamed online with consent from both teams. Any and all streamers who are covering these matches must have a minimum three (3) minute delay on their stream in order to prevent stream-sniping.

Any player who is participating in a match and streaming at the same time must have a minimum three (3) minute delay on their stream in order to prevent stream-sniping.

All usage and redistribution of any content produced from a match that has been streamed is allowed.

All streams of any given match must be saved as an archived video that is available to all for at least 14 days after the end of the match (ex: Twitch VOD’s).

4.8. Lobby Creation

The lobby will be created by the player who has been deemed “lobby host” as outlined in rule 4.1, this player will then proceed to invite both team captains via “Riot ID”.

4.9. Lobby Rules and Settings

4.9.1. Map: Determined by round
4.9.2. Number of players per side: 5
4.9.3. Gamemode: Standard
4.9.4. Cheats: Off

4.10. Map and Side Selection

4.10.1. Maps

4.10.1.1. Map 1: Ascent
4.10.1.2. Map 2: Bind
4.10.1.3. Map 3: Haven
4.10.1.4. Map 4: Split

4.10.2. Best of One (Bo1)

4.10.2.1. Quarterfinals: Bind
4.10.2.2. Semifinals: Split
4.10.3. **Grand Finals (Best of three / Bo3)**

4.10.3.1. Top seed - Map 1 Pick
4.10.3.2. Low Seed - Map 1 Side Selection
4.10.3.3. Low Seed - Map 2 Pick
4.10.3.4. Top Seed - Map 2 Side Selection
4.10.3.5. Map 3 map Selection will be determined via Coin Flip done by the tournament official, the winner of the coinflip will get map selection and the loser of the coinflip will get side selection on the chosen map.

4.10.3.5.1. You may **NOT** select a map that has already been played (i.e: if Bind and Ascent have been played then the winner of the coinflip may only choose between playing Split or Haven).

4.11. **Agent Selection**

4.11.1. **Restrictions on Certain Game Elements.** Restrictions may be put into place regarding an Agent, map element, or ability that is found to be bugged or game-breaking. These restrictions will be enforced by tournament admins and moderators.

5. **Player Conduct**

5.1. **Competitive Conduct**

5.1.1. **Unfair play.** The following actions will be considered unfair play and will be subject to penalties at the discretion of tournament officials

5.1.1.1. **Collusion.** Collusion is defined as any agreement among two or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

5.1.1.1.1. **Soft play**: any agreement among two or more players to not damage, impede or otherwise play to a reasonable standard of competition in game with the goal of giving an advantage to an opponent. Example: deliberately losing a match in exchange for compensation.
5.1.2. **Cheating/Hacking.** Cheating/Hacking is defined as any modification of the Valorant game client by any player, team or person acting on behalf of a player or team.

5.1.3. **Exploiting.** Exploiting is defined as intentionally using any in-game bug or any feature not working as intended, at the sole discretion of tournament officials, to seek an advantage.

5.1.4. **Ringing.** Playing under another player’s account or soliciting, inducing, encouraging or directing someone else to play under another player’s account.

5.2. **Unprofessional Conduct**

5.2.1. **Cooperation.** If a tournament official contacts a team member to discuss a conflict, problem, penalty or other, the team member must respond in full transparency and to the best of their capacity. Lying or withholding information will be subject to punishment.

5.2.2. **Ban Evasion.** A team may not attempt to roster a player that is not eligible due to disciplinary actions, or account bans by the use of an alternate account.

5.2.3. **Bribery.** No team member may offer any gift or reward to a player, coach, manager or tournament official in exchange for a promised service.

5.2.4. **Match fixing.** A no team member may offer, agree, conspire or attempt to influence the outcome of a game or match by any means.

5.3. **Subjection to penalty**

Any person found to have engaged in or attempted to engage in any act that tournament officials believe, in their and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of these penalties
imposed due to such acts shall be in the sole and absolute discretion of the tournament organizers.

5.4. Penalties

In virtue of section 5.3, if an infraction is found to have been committed, tournament officials may apply the following sanctions to a player or team:

5.4.1. Verbal Warning
5.4.2. Loss of Side Selection on Opponents Map Pick
5.4.3. Loss of Map ban
5.4.4. Loss of Match
5.4.5. Loss of Series
5.4.6. Loss of Prize
5.4.7. Suspension of Player(s)
5.4.8. Disqualification of Team

5.5. Administrative Rules

In case of a suspected infraction, the team captain or representative is responsible for submitting any screenshots, recordings or relevant material to tournament officials.