

Behavioral Guidelines

1. Disrespect

1. Disrespect of any form is strictly forbidden within our tournaments and community
2. Disrespect includes teabagging, aggressive behavior, toxic messages, name calling, "gg ez", etc.
 1. Note: Cataclysm Gaming Officials and Staff have the authority to deem offenses as disrespectful as seen fit. Their decision is final. Do not argue with them.

2. Offensive Behavior

1. No racism/sexism of any sorts will be tolerated even if it is not directed at a specific individual.
2. Offensive behavior will be anything that is not directed at a specific individual, but is still unwelcome behavior in our community. Such as racism, sexism, homophobia, etc.

3. Strike System

1. If we decide an offense is considered disrespectful or offensive, you will be issued a "strike". After your team has accumulated three strikes your team will be removed from the tournament
 1. If a team claims that an opponent exhibited disrespectful or offensive behavior they will need evidence to support the claim.
 1. Unless a CG Official witnesses the event, the accusing team will have to provide a clip or screenshot of the incident. After the evidence is provided. CG Officials will review the evidence and decide if action is required.

2. If no evidence is provided to support the claims, then the claim will be dropped and no strike will be issued.
2. Your team captain will be alerted if your team has received a strike and for what reason.
3. Disrespect to staff members will result in a strike, or immediate removal from the tournament depending on the severity of the offense.
2. No matter what position your team is in, if you are removed after accumulating three strikes you will receive NO prize money.
3. If a team is removed after receiving three strikes the opposing team receives an automatic win.

Rules and Info

1. Tournament Rules

1. Any rank is allowed to enter the tournament
2. Tournament placements will be seeded randomly. Except the playoffs which will be manually seeded
3. Game rules listed on tournament page and below
 1. Allow Cheats (OFF)
 2. Tournament Mode (ON)
 3. Overtime: Win By Two (ON)
 4. Play Out All Rounds (OFF)
 5. Hide Match History (OFF)
4. Team coaches are allowed within the tournament.
 1. Team coaches must be in the team coach slot in Valorant.

5. No observers at all, unless they are CG Staff. If you have people that want to observe you can stream your POV on Twitch or Discord.

1. If you are streaming on Twitch, or another streaming platform, we recommend adding a stream delay to ensure the other team does not stream snipe

2. Qualifier Info

1. There will be no prize pool for the qualifiers.
2. Qualifiers are based on a point system. Instead of the top 4 teams preceding, the ones that compete the most and earn the most points proceed
 1. This is different from Battlefy, and is a reason we were drawn towards OPL. Basically, for each game you win you earn points towards the playoffs. So, the higher you place the more points you earn
 2. Points accumulate for each qualifier you compete in
 3. You can compete in any number of qualifiers, but it is recommended to compete in as many as you can because it will give you the most points
 4. Top 16 teams with the most points combined from all 4 qualifiers will be sent to the \$1,000 playoffs
3. The qualifiers will take place November 5th, November 19th, December 3rd, and December 17th all on Saturday and all starting at 2:00 PM EST

3. Playoffs Info

1. The Playoffs prize pool is \$1,000
 1. Prize Pool Split
 - 1st. \$500
 - 2nd. \$300
 - 3rd. \$200

2. Playoffs will be Double Elimination
3. Playoffs will be Best of 1
4. Semi-Finals and Grand Finals will be Best of 3 with NO bracket reset
5. Playoff dates will be January 7th and January 8th
 1. Both days will start at 2:00 PM EST.
 2. The first day will be all the games before the semi-finals
 3. The second day will be the semi-finals and finals
6. Playoffs will have no check-in
7. Team Captains will have to be in the Discord
4. Free Agent Info
 1. We will not be having free agents for this tournament. But, feel free to look for a team in our Discord
5. Team Size
 1. Your team can be any size, but it has to have at least 5 players
6. Registration
 1. Registration for each qualifier ends at 1:55 PM EST, 5 minutes before the tournament starts
7. Check In
 1. Check in will be on OPL. Check in will open 1 hour before the tournament starts, and you have until the tournament starts to check in.
8. What to do if a player disconnects midgame
 1. First pause the match timer. Each team gets 5 minutes allotted for disconnects per disconnect. For example, if a player disconnects the timer should be paused and a timer should be set for 5 minutes. A phone timer works just fine, but we recommend both teams keeping track of the time to ensure fairness. If the player disconnects again in a later round they get

another 5 minutes to reconnect. If this time runs out the match must resume even if it is a 4v5.

2. If a team has 3 or more disconnects in the course of the match the time may not be stopped. Only the first 3 disconnects are allowed to be paused. Afterwards you must play out the match. This is to ensure that no team is abusing this as another method for timeouts.

1. If a player is unable to reconnect, contact an online Community Staff member on Discord. Depending on how long in the game it has been you will do a complete reset.
2. If it is late in the game then we will do what we call a fair reset. Which means we will subtract the score when the player disconnected and you will only play to the remainder. For example, let's say your team is up 8-2. You will reset on the same map and play to 5 to win while the other team needs 11 to win. You still have to win by two. So, if you get to 5-4 you have to play until you win by two, like 6-4, 8-6, 11-9, etc. Any questions feel free to ask TabbyGiant94#5307 or a Community Staff member on Discord.

9. Map and Server decisions

1. Map Pool: Bind, Ascent, Haven, Breeze, Icebox, Fracture, and Pearl.
2. Maps will be decided by the "Map Ban System" on OPL. Opposed to Battlefy, there is built in map bans which automatically chooses Team A and Team B and you can ban maps from the UI on your match tab
 1. The ban order is this: (Bo1)
 - Team A bans map one
 - Team B bans map two

- Team A bans map three
 - Team B bans map four
 - Team A bans map five
 - Team B picks a map out of remaining two
 - Team A picks their starting side
3. Servers will be decided via general agreement
 1. Both teams will decide which server is fair and they will play on that server. If both teams cannot come to an agreement. Either open a protest, or contact a Community Staff on Discord

By entering this tournament you acknowledge and accept all rules listed above. Additionally, by entering and competing in the tournament you allow us, and other participants, to capture clips of your games to use for evidence in protests, or potentially upload them as a highlight reel.

Any decision by CG Staff is final, and they have the authority to make decisions outside of the rules if deemed necessary.