

INFO AND REGISTRATION:

Competitive Format:

The event will run a Single Elimination Bracket format. The bracket size will be dependent on how many teams are registered by the beginning of the tournament start date.

In the event that the number of teams participating is not suitable for a direct elimination bracket, a round robin will be held before the elimination stage. This will be seeded and arranged by the organizers.

Prize:

As this is a free to play tournament, there are no prizes.

Player Eligibility:

Players must be located in a country from the **Asia Pacific region (APAC region)** at the time of the tournament. The list of countries in the APAC region can be found [here](#).

As the tournament is for LOW-ELO, Please register for the tournament only if you are Peak-Ranked Platinum-3 and below

Registration:

Registration must be done on both the Battlefy page for the tournament as well as the Google Form found on the server (under *#sign-up*). All players/substitutes/coaches must also join the NiQ Discord server prior to the tournament.

Registration closes 2 days before the start of the tournament OR when the team limit has been reached.

- 1. Register on OPL**
- 2. Register on the Google Form**
- 3. IGLs Join the Discord Server**

Multiple Teams:

A player must not register for multiple teams.

Team Format:

Each team must comprise a roster of at least 5 main players.

In addition, teams can choose to appoint 1 substitute player in the event one of the main 5 players are unable to participate on the day. Teams can also appoint a coach who will be allowed to spectate matches in the tournament and speak to the team during timeouts.

PRE-TOURNAMENT EXPECTATIONS:

Bracket Formation:

The tournament bracket will be decided according to a randomised seeding of teams and will be released **5 days before the start** of the tournament on both Battlefy and the NiQ Discord server.

Match Schedule:

The schedule for matches will be released on the NiQ Discord server **5 days before the start** of the tournament. Please check there for the updated schedule.

If a team is unable to play at the scheduled time, they are expected to inform an organiser **at least 3 days before the start** of the event.

Withdrawal from Tournament:

Please inform the organiser **at least 5 days before the start of the competition** if you wish to withdraw.

TOURNAMENT MATCH EXPECTATIONS:

Punctuality:

Teams are expected to report in their respective voice chats in the NiQ Discord server **at least 10 mins before the scheduled start** of the match. If for whatever reason a team will not be able to fulfil this requirement, the team is expected to inform an organiser **reasonably in advance**. Teams that have not communicated with any of the organisers and have not shown up **within 15 mins of the scheduled time** will be taken to have forfeited the match and will be automatically disqualified from the tournament.

Team Communication:

Dedicated voice channels will be set up in the Discord server for each team to use during the tournament. Players should stay in the voice channel throughout the duration of the tournament. No unregistered person should be in the voice channel.

Agent and Map Selection:

All agents released up to Fade and all maps released up to Fracture are eligible to be used in the tournament. Map selection is to happen in the 10 mins before the scheduled match start time.

Round Robin Rules:

All round robin matches will be Bo1 and all teams in a group will play one another. In the event that a team forfeits, the round robin will proceed without the team without any shuffling.

Map Selection Process (Bo1):

A coin flip will determine which team will go first (Team A). Team A starts the process and the order of the ban / pick is as follows:

1. Team A removes one map.
2. Team B removes one map.
3. Team A removes one map.
4. Team B removes one map.
5. Team A removes one map.
6. Team B removes one map.
7. The remaining map is played.

Every team decides sides on the map choice of their opponent. The sides on the last map are determined through coinflip. Winner of the coin flip chooses a side.

Eg.:

Team A Ban Fracture

Team B Ban Breeze

Team A Pick Ascent (Team B picks attack)

Team B Pick Icebox (Team A picks defence)

Team A Ban Split

Team B Ban Bind

Decider: Haven (Team B picks attack)

The selected and banned maps and side selections will be reported under *#tournament-reporting* in the NiQ Discord server by a moderator.

Map Selection Process (Bo3):

A coin flip will determine which team will go first (Team A). Team A starts the process and the order of the ban / pick is as follows:

8. Team A removes one map.
9. Team B removes one map.
10. Team A picks one map.
11. Team B picks one map.
12. Team A removes one map.
13. Team B removes one map.
14. The remaining map is played as a decider, if required.

Every team decides sides on the map choice of their opponent. The sides on the last map are determined through coinflip. Winner of the coin flip chooses a side.

Eg.:

Team A Ban Fracture

Team B Ban Breeze

Team A Pick Ascent (Team B picks attack)

Team B Pick Icebox (Team A picks defence)

Team A Ban Split

Team B Ban Bind

Decider: Haven (Team B picks attack)

The selected and banned maps and side selections will be reported under *#tournament-reporting* in the NiQ Discord server by a moderator.

Lobby Set-Up:

The official match lobby will be set to “Tournament” mode with “Overtime: Win by Two” turned on. The lobby will be set up by one of the organisers and will consist of:

- 5 main players from each team
- 1 coach from each team (if applicable)
- 1-2 match moderators

*Substitutes are not allowed to be in the lobby or team voice chat during the match if they are not required to play

Server Selection:

Prior to each match, the moderator will select the server which is as close to equidistant from the teams as possible. The match servers available to choose from are Singapore 1 and Hong

Kong 1. To consider when choosing a server will be overall ping and ensuring packet loss is playable between both teams.

Timeouts:

Teams are allowed to call timeouts 60 seconds in duration **2 times per map**. Timeouts can be called via the in-game timeout system or by informing the moderators during the buy phase.

Break in between maps in a series:

There will be a **10-15 minute break** in between each map in a series, or as discussed by the moderators of the match. Players are required to stay in the game lobby and in their respective voice calls throughout the break.

Break in between matches:

The break between each match played by a team in a bracket depends on the schedule which will be released on the NiQ Discord server closer to the tournament start date.

MATCH TROUBLESHOOTING:

Substitutions (before match):

Teams are encouraged to inform the organisers **at least 2 hours before a match** if a member of their team is unable to play that day. The pre-appointed substitute should be available to replace the member. In any other case, please contact an organiser to make special arrangements.

Substitutions (during match):

In the event of an emergency at any point during a match, a team will be given **up to ten minutes** to produce an eligible substitute. If a replacement cannot be found then the team will forfeit. The organisers will determine if an incident qualifies as an emergency. Any substitute must be a member of the team roster. The organisers reserve the right to accept or deny any substitution that does not belong to the team roster.

For matches involving more than one map (i.e, Bo3 or Bo5 series), a team may replace their then-current starters with pre-approved substitutes in between maps, provided that the team informs the opposing team and receives approval from the referees of such substitution no later than five minutes after the conclusion of the previous game.

Change of Accounts (mid-game):

Only accounts pre-approved by organisers can be used by players during the match. All account swaps mid-game must be approved by both the organiser and the opposing team. The moderator has the right to deny any such change as they see fit.

Game Crashes:

If a game crash, disconnect, or any other failure occurs which interrupts the loading process and prevents a player from joining a match on match start, the match must be immediately paused until all ten players are connected to the match.

- If a match is interrupted for reasons beyond the control of the players (e.g server or player crash), the moderator will restore the round using the in-game round restore feature, but in some scenarios may decide to or to not replay the round or even a whole match at their discretion.
- If the issue takes place during the first minute of the round, before any damage has occurred and the opponent or referee has been immediately notified, the round will be restored.
- If the issue takes place during the round, after damage has occurred and the outcome of the round cannot be determined (e.g due to server crash), the match will be restored to the beginning of the round.
- If the issue takes place during the round, after damage has occurred and the outcome of the round is obvious (e.g one team is saving with 10 seconds remaining), but it cannot be continued due to for example a server crash, then the rounds can be awarded.
- The matches will not be stopped and/or rounds will not be restored or replayed in cases where it is clearly a participant's fault (e.g mis-buying a weapon/selecting the wrong agent/not equipping the right weapon skin).
- Any other situations which are not described in the previous statements, Referees or Tournament Officials have discretion whether to restore/replay or award rounds.

Technical Pauses:

If a player has a problem that prevents him from playing on, he must inform a moderator who will then pause the game. The player has to announce the reason before or immediately after the pause. Teams will have **10 minutes in total per map** to resolve the issue. Teams found to have misused Technical Pauses may receive a penalty.

The organiser may also pause the game for other technical issues outside of match concerns.

POST-MATCH EXPECTATIONS:

Result Recording:

The moderator spectating each match will report the outcome of each match on the Battlefy page.

Result Recording in the Event of a Forfeit:

Matches won by forfeit will be reported by the minimum score it would take for one team to win the match (e.g 1-0 for Bo1 Series, 2-0 for Bo3 Series, 3-0 for Bo5 Series). No other statistics will be recorded for forfeited matches.

TOURNAMENT CODE OF CONDUCT:

All teams and team members are expected to compete to the best of their skill and ability at all times, must observe the highest standards of personal integrity and good sportsmanship at all times, and must behave in a professional and sportsmanlike manner in their interactions with other competitors and tournament officials.

This section lays out details and discusses further the code of conduct that must be upheld. **Violation of this code of conduct will result in a penalty or disqualification, subject to the organiser's discretion.**

Cheating:

Any use of cheating devices or programs that could be considered cheats is strictly forbidden. Any modification of the VALORANT game client by a team or team member is prohibited. The tournament administration reserves the right to specify what is considered a cheat.

Intentionally using any in-game bug to seek an advantage is exploiting and is prohibited. Exploiting includes acts such as making use of any game function that, in the organiser's sole judgement, is not functioning as intended and violates the design purpose of VALORANT. Team members may confidentially check with the referee at the beginning of an event to determine if a specific act would be considered exploiting.

Information Abuse:

Communication during the match with people not involved in the match is strictly forbidden, the same is true for using information about your game from other external sources (e.g streams).

Other Grounds for Disqualification:

-**Vulgar or hateful speech** (use of any language that is offensive, insulting, libelous, slanderous, defamatory, obscene, discriminatory, threatening, foul or vulgar)

-**Violence** (Participants are expected to settle their differences in a respectful manner and without resort to violence, threats or intimidation)

-**Harassment** (Harassment is defined as systematic, hostile and repeated acts taking place over a period of time, or a singular egregious instance, which is/are intended to isolate or ostracise a person and/or diminish the dignity of the person.)

-**Discrimination** (Players may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.)

-**Inappropriate/immoral activity**

-**Misuse of in-game chat** (Players may not abuse the chat function in-game with the goal of annoying the opponent, or generally stir the flow of the play. The all chat functions are there to communicate efficiently with the opponent and the match admins.)