



## **NIQ COMEBACK CUP (OPEN DIVISION) - RULES**

### **1. INFO AND REGISTRATION:**

#### **1.1 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. All playoff matches will be a Best-of-Three (Bo3).

In the event that the number of teams participating is not suitable for a direct elimination bracket, a self-moderated round robin will be held before the elimination stage. Groups will be randomly seeded by the organisers. Every team will play a Best-of-One (Bo1) with all other teams within the group, and the top teams from each group will be allowed to progress into the playoff stage.

#### **1.2 Prize:**

The winning team will receive **50 SGD** in cash money through **bank transfer/PayPal**. Other forms of transfer can be considered with the organisers' discretion. The prize amount is fixed. The organisers will not be involved in how the 50 SGD prize is split among the team.

The conversion rate used (if the winner prefers the prize in a specific currency) will be that of the platform used/up to the organisers. There will be no top up of any kinds due to conversion issues.

#### **1.3 Player Eligibility:**

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

#### **1.4 Registration:**

Registration closes at the stipulated closure date or when the team limit has been reached. Please follow the steps below to be fully registered - tournament organisers reserve all rights to remove a team from the tournament if the steps are not followed correctly or fully.

1. Join the NiQ Discord Server (<https://discord.gg/EqGmUSCxPM>)
2. Register on Battlefy (Can be found in the Discord server under *#next-tournament*)



## **NIQ COMEBACK CUP (OPEN DIVISION) - RULES**

### **3. Register on the Google Form (Can be found in the Discord server under *#next-tournament*)**

#### *Solo Player Registration (or 2/3/4 stacks)*

Players can register for the tournament as solo players. They will be contacted later by the organisers who will put them into a team where possible. In the event players would like to join as a 2/3/4 stack, they are welcome to do so by submitting individual form entries and writing a note under the solo players' form to indicate that they would like to play together. NiQ cannot guarantee that all solo players will be able to play in the tournament.

#### *Team Registration*

Pre-made teams must consist of at least 5 main players to register. In addition, teams can choose to appoint 1 substitute player in the event that one of the main 5 players are unable to participate on the day.

#### 1.6 Multiple Teams:

A player must not register under multiple teams.

#### 1.7 Team Format:

Each team must comprise a roster of at least 5 main players. A substitute is optional but recommended. 1 coach/team manager is allowed per team.

#### 1.8 Team Coach:

1 coach is allowed per team. Coaches will be allowed to join the game lobby in the 'coach' slot during matches. Coaches are only allowed to speak in the team voice chat during timeouts and between matches. They must remain muted otherwise. Moderators will enforce this during the tournament.

Pre-made teams must declare their coach in the Google Form when signing up. Solo players put into teams may assign a coach and declare the coach to the organisers on the day of the tournament.

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## **2. PRE-TOURNAMENT EXPECTATIONS:**

### 2.1 Bracket Formation:



## **NIQ COMEBACK CUP (OPEN DIVISION) - RULES**

The tournament bracket will be decided according to a randomised seeding of teams and will be released up to **2 days before the start** of the tournament on the NiQ Discord server.

### **2.2 Match Schedule:**

The schedule for matches will be released on the NiQ Discord server up to **2 days before the start** of the tournament. Please check there for the updated schedule.

If a team/player is unable to play at the scheduled time, they are expected to inform an organiser **at least 2 days before the start** of the event so that organisers and participants can attempt to make separate arrangements for you to participate, if possible. Arrangements such that a team/player who cannot make the stipulated time can still play cannot be guaranteed, and will be made up to the discretion of the organisers and the availability of the other participants.

### **2.3 Withdrawal from Tournament:**

Please inform the organiser **at least 5 days before the start of the competition** if you wish to withdraw. Failure to do so may result in a permanent team ban from future tournaments.

### **2.4 Streaming of Tournament:**

Teams/players are allowed to stream their matches online but must have a **3 minute delay** on the stream to prevent leakage of current match information/stream-sniping. Video footage from the NiQ tournament stream can be used with credit to NiQ Tournaments.

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## **3. MATCH EXPECTATIONS:**

### **3.1 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/communicated with the organisers on their delay **within 15 mins of the scheduled time** will be taken to have forfeited the match and will be automatically disqualified from the tournament regardless of reason.



## **NIQ COMEBACK CUP (OPEN DIVISION) - RULES**

If the team has a valid reason to be late and has communicated this to the organiser reasonably in advance, the organiser can then allow up to an **additional 10 minutes** for them to resolve their issues (10 minutes additional to the 15 minute grace period). If they require more time and the opposing team is able to facilitate this delay, the team may receive **up to 20 minutes** more at the organiser's discretion to show up, at the penalty of forfeiting their map selection to the opposing team. If the team has still not shown up after the additional time granted, they will be automatically disqualified from the tournament.

### **3.2 Team Communication:**

Dedicated voice channels will be set up in the Discord server for each team to use during the tournament. **At least one player** must stay in the voice channel throughout the duration of the tournament for administrative reasons, but teams can use the in-game team voice chat to communicate instead of Discord if they so wish. No unregistered person(s) should be in the voice channel. Coaches/managers must leave the voice channels during the game and are allowed to enter only during timeouts and in between matches. Substitutes are not allowed to be in the voice chat during the matches when they are not playing.

### **3.3 Agent and Map Selection:**

All agents released up to Gekko and the following maps are eligible to be used in the tournament.

#### **Maps:**

- Ascent
- Split
- Bind
- Haven
- Pearl
- Fracture
- Lotus

Map selection will happen in the 10 mins before the scheduled match start time and may be streamed.

### **3.4 Map Selection Process (Bo1):**



### **NIQ COMEBACK CUP (OPEN DIVISION) - RULES**

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 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 Ban Ascent

Team B Ban Pearl

Team A Ban Icebox

Team B Ban Bind

Decider: Haven (Team B picks attack)

#### **3.5 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.



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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 Pearl

Team B Ban Bind

Decider: Haven (Team B picks attack)

The selected and banned maps and side selections should be reported under *#map-selection* in the NiQ Discord server by teams in self-moderated matches.

### **3.6 Lobby Set-Up:**

The 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
- Production crew (if applicable)

\*Substitutes are not allowed to be in the lobby during the match if they are not playing

### **3.7 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, Hong Kong 1, Sydney 1 and Mumbai 1**. When choosing a server, average ping and ensuring packet loss is playable between both teams are factors to be considered. Teams should play on the server with the best possible average ping for both teams. If in doubt, please contact a moderator.

### **3.8 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.



## **NIQ COMEBACK CUP (OPEN DIVISION) - RULES**

Timeouts can be triggered by typing '/to' in the team chat and having the team members vote on a timeout.

### **3.9 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.

### **3.10 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.

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## **4. MATCH TROUBLESHOOTING:**

### **4.1 Substitutions (before match):**

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

### **4.2 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. 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 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 organisers of such substitution **no later than five minutes** after the conclusion of the previous game.

### **4.3 Change of Accounts (mid-game):**



## **NIQ COMEBACK CUP (OPEN DIVISION) - RULES**

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.

### **4.4 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, the organisers have discretion whether to restore/replay or award rounds.

### **4.5 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 taking more than 10 minutes will have to call in their substitute or play 4v5. They have the option to forfeit the tournament. Teams found to have misused Technical Pauses may receive a penalty.





## **NIQ COMEBACK CUP (OPEN DIVISION) - RULES**

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

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### **5. POST-MATCH EXPECTATIONS:**

#### **5.1 Result Recording:**

The moderator spectating each match/players will report the outcome of each match in the *#score-reporting* section of the Discord server, along with a screenshot of the final results and scoreboard.

#### **5.2 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.

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### **6. 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.**

#### **6.1 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



## **NIQ COMEBACK CUP (OPEN DIVISION) - RULES**

members may confidentially check with the referee at the beginning of an event to determine if a specific act would be considered exploiting.

### **6.2 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).

### **6.3 Other Grounds for Disqualification:**

- Vulgar or hateful speech** (use of any language that is offensive, insulting, libellous, 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 colour, 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** (Teabagging is NOT a bannable offence unless performed excessively. Video proof is required and the organiser/moderator will decide the final verdict.)
- 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.)

**Last updated: 26/07/2023**

**Note: This ruleset is merely for reference and NiQ reserves the right to change rules at any point in time**