

**PAGE ESPORTS**

**CLUB**

**VALORANT CHARITY**

**TOURNAMENT**

**2024 RULEBOOK**

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# ELIGIBILITY

## Player Eligibility:

1. Players must use the Riot ID they registered with on the external platforms (OPL and Battlefy) for all matches. Any necessary changes to this ID must be communicated to tournament staff in advance.
2. Every registered player must have an active Discord account and be part of the [tournament's dedicated Discord server](#).
  - a. This will be the primary method of communication for all tournament-related matters. If you encounter any issues, please open a support ticket for assistance.
3. Coaches are permitted, but they must also be registered as a coach on OPL and listed on the team roster.
  - a. Teams are allowed to designate a substitute player(s). In an emergency, the coach may serve as a substitute if needed.
  - b. Communication with players is only allowed during tactical timeouts or before/after matches.
    - i. Technical pauses are **not** a valid time for coaches to begin communicating with their players.

## Institutional Eligibility:

1. Teams must be able to compete on US East (Virginia) servers, with players maintaining a ping under ~60 ms. Non-East Coast teams will still play on these servers unless a different arrangement is agreed upon with the opposing team.
2. *Each participating team must contribute a \$20 USD entry fee, which will be donated directly to the [Pace Extra Life page](#) as part of the Children's Miracle Network Hospitals® fundraising program.*

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# BRACKET

## Bracket Structure:

1. The tournament will feature a single-elimination bracket.
  - a. Early rounds will feature multiple matches happening concurrently. As the tournament progresses toward the final stages, more matches will be broadcasted, and match times may be adjusted to accommodate.
2. All matches leading up to the grand final will be played as Best of One (Bo1).
  - a. The grand final will be played as a Best of Three (Bo3).

## Bracket Scheduling:

The tournament is scheduled to occur across a two-day period. The bracket may include a bye for multiple teams depending on the amount of participating teams. Both days are scheduled to begin at 1:00 PM EST and conclude at 5:00 PM EST, but may run earlier or later depending on the outcome of the matches on that given day. Be aware that times and dates are subject to change.

1. Day One:
  - a. Matches will run until four rounds are completed in the bracket. On this day, multiple matches will be running at the same time.
2. Day Two:
  - a. At this point, all that will be left is the semi-final and grand final. The semi-final will be a best of one and the grand final will be a best of three. All matches will be played at different times, as every match on this day will be broadcast live.

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# IN-GAME SETTINGS FOR MATCHES

## Match Settings:

1. Game Mode: STANDARD
2. Server: US East (Virginia)
  - a. All matches will be played on US East (Virginia) servers to ensure fair play.  
Participating teams must ensure that their players maintain a ping under ~60 ms. If your institution is not based on the East Coast, matches will still be played on these servers unless an alternative arrangement is discussed and mutually agreed upon with the opposing team and tournament staff prior to the match.
3. Tournament Mode must be enabled and cheats must be turned off.
  - a. If cheats are found to be turned on, the match will be immediately disqualified and replayed.

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# GAMEPLAY

## Timeouts:

1. Tactical Timeouts:
  - a. Tactical timeouts are 60 seconds and two can be called per game, per team.
  - b. Coaches are allowed to join their team's voice chat and talk with players during this time.
2. Technical Pauses
  - a. If a team experiences technical difficulties, they must notify staff. Pauses must take a reasonable amount of time, or the match may be canceled, leading to an automatic forfeit by the affected team or forced to play with less players. This rule ensures smooth match flow, but teams will be informed and consulted by staff before any decisions are made.

## Match Rules:

1. All players must use the designated voice chat channels in our tournament Discord server for communication during matches.
2. Coaches must be assigned to either the Attackers Coach or Defenders Coach positions.
3. Only casters, observers, and tournament admins are permitted in the Observer section to prevent any form of cheating or "screen sniping."

## Recording and Moderation

4. At least one player in the match (preferably a coach) must have a full recording of the game. This is for review purposes if a dispute is made since there will not be admins until later in the tournament.
  - a. An admin will be present in the last stages of the bracket. This admin will have the ability to change anything about the match if necessary, so recording is not required but still allowed.

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# MAPS

## Map Pool:

1. Map pooling will align with the competitive pool that will be active at the time of the tournament:
  - Haven
  - Ascent
  - Bind
  - Split
  - Pearl
  - Sunset
  - Abyss

## Map Bans:

1. Use /coinflip to determine who will be team A and team B. Winner of the toss will be team A.

### Best Of One Example:

Team A - Ban 1 (Example: Ban Split)

Team B - Ban 2 (Example: Ban Ascent)

Team A - Ban 3 (Example: Ban Lotus)

Team B - Ban 4 (Example: Ban Bind)

Team A - Ban 5 (Example: Ban Haven)

Team B - Pick map out of remaining 2 maps

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**Best Of Three Example:**

Team A - Ban 1 (Example: Ban Split)

Team B - Ban 2 (Example: Ban Ascent)

Team A - Pick 3 (Example: Pick Abyss, Team B picks side)

Team B- Pick 4 (Example: Pick Bind, Team A picks side)

Team A - Ban 5 (Example: Ban Haven)

Team B - Ban 6 (Example: Ban Pearl)

The last map will be the decider, Team A picks the side.

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# CONDUCT

## Team Behavior:

1. Teams are expected to act professionally and in good faith towards the opposing team, other tournament participants, and tournament staff. By signing up for and participating in the tournament, you agree to abide by these rules and the [Riot Games Esports Global Code of Conduct](#), as well as uphold competitive integrity and respectful behavior.

## Individual Behavior:

1. During tournament matches, players should not use any form of bad manners known as "BM" (Example: Saying "u suck", "ez", "u r throwing", early "gg" or any other form of degradation to the opposing team in any text chat) inside of your lobbies.
  - a. If any team is partaking in this action, after two documented missteps that team will be placed in an automatic forfeit.
2. From the time a match begins, participants are prohibited from intentionally disconnecting from the game. If a participant or team disconnects intentionally after the game has started, the game will continue with the remaining players and will not be restarted.
  - a. A team may request a match restart only if there is an issue outside of the players' control that severely affects the fairness of the game.
  - b. All restart requests need to be flagged by the tournament staff before a restart can be implemented. Evidence to support the request must be shared and the decision on the restart will be at the sole discretion of the tournament staff.

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# CHEATING

Cheating can happen in multiple forms and is highly disruptive to the flow of matches, competitive integrity, and overall fair play. It is taken seriously by the Pace Esports Club and Riot Games, and will be met with severe consequences. Riot Games defines cheating as *“the use of any in- or out-of-game method, technique, or technology that affects the outcome of a game or that gives a personal or team unfair advantage, including, for example, the use of hacks, bug exploits, cheats, or communication with individuals who are not playing in the game.”* Players suspected of colluding (e.g., intentionally throwing matches, splitting prize money, or manipulating the bracket) will be disqualified immediately. The T.O. reserves the right to deny payout of event winnings/prize(s) to any player suspected of colluding or cheating and may continue to withhold payment until a pending investigation into any cheating allegations is completed.

## Using Cheat Software:

1. Players are not allowed to use third party software that provides an unfair advantage to players in any form.
  - a. Software that is accessible to any player and approved for use by Riot Games is allowed, for instance, using apps like “VALORANT Tracker,” “Outplayed,” or “Medal”.

## Stream Sniping:

1. The matches being played in the event may be broadcasted through official Pace Esports channels or other players participating in the match.
  - a. Official broadcasts will have a two-minute delay applied, and broadcasts coming from players must also have a two-minute delay applied to prevent stream sniping.
2. “Stream sniping” is defined as the act of gaining an unfair advantage in an online game by watching a live broadcast of an opponent's gameplay.

## Riot Games ToS:

All players must abide by the [Riot Games Terms of Service](#), the [VALORANT Community Code](#), and [Riot Games Esports Global Code of Conduct](#). Any player who violates these codes are subject to immediate disqualification and a potential ban from VALORANT or other Riot Games services.

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# CONSEQUENCES FOR VIOLATIONS

## Reporting:

1. To report unsportsmanlike behavior, players must provide screenshot evidence to a tournament administrator.
2. Players must remain respectful when dealing with any issues or circumstances that arise during the event. The final decisions of the tournament staff must be respected as well.

## Consequences:

1. If a player is found violating the player conduct rules, a warning will be given to the violating team. If further violations are found, the offending team may be disqualified. Remember that individual violations may bring consequences to the team as a whole.
2. If an individual team or player is found cheating in any way, defined by the [Cheating](#) page, the offending team is subject to disqualification without prior warning.
3. Be aware that a consequence for any violation of the rules is up to the discretion of tournament staff, and just because a consequence is listed here does not mean it cannot be changed per their decision.

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# PRIZE POOLS

## Prizing Distribution:

- 1st Place: \$100 USD plus merchandise
- 2nd Place: \$75 USD
- 3rd Place: \$25 USD

A representative from the Pace Esports Club will contact the winning team's captain to confirm how the prize should be distributed—whether split among teammates or sent to a single individual. All prize payouts will be managed by the Pace Esports Club. Once the prize is transferred, the Pace Esports Club will not be responsible for how the funds are used. Prizes are as stated and cannot be exchanged for cash value.

## Fundraising:

Additionally, milestone prizes provided by ExtraLife will be unlocked as we reach certain fundraising goals which will be distributed via giveaways on the [Twitch Livestream](#):

- \$75 Fundraising Milestone: Extra Life decal
- \$200 Fundraising Milestone: Platinum T-Shirt
- \$500 Fundraising Milestone: Extra Life Silver Hero Medal
- \$1,000 Fundraising Milestone: Extra Life Gold Hero Medal
- \$2,000 Fundraising Milestone: Custom gaming controller
- \$10,000 Fundraising Milestone: Challenge coin for lifetime fundraising of \$10,000 USD

Betting on your own matches or intentionally losing games will result in immediate disqualification, and the player or team will be banned from future events. The Pace Esports Club reserves the right to withhold prize payments if any rules are violated or under special circumstances.

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# MEDIA

## **Acknowledgement of Media Use:**

By participating in the tournament, you acknowledge that your gameplay and likeness (your voice or any pictures of you) may be broadcast to our audiences and used in whatever manner is necessary (for promotion, information, or other necessary case). Pace Esports may use this information beyond the dates of the tournament for promotional content as well.

## **Procedure When Your Match is Being Broadcasted:**

1. Like all other matches, ensure that your team is in their appropriate voice chat and that your coach is in their designated chat as well.
2. An admin or staff member will inform both teams that the match is being streamed.
3. You may not use party voice chat to communicate with you or the opposing team.
4. You may not use the party text chat to communicate with you or the opposing team outside of status updates (ready, not ready, etc.).
5. Casters and staff may pull you away from your team voice chat before or after the match to interview you. If you are uncomfortable with being interviewed, please let us know and we will select someone else from your team.

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