

Blåhaj Battlegrounds | Official Rulebook

Table of Contents:

= Page (Example: 1. = Page 1)

1. Title Page

2. Table of Contents

3-4. Eligibility

3.1 Player Eligibility

3.2 Coaches

3.3 Team Eligibility

5. Competition Structure & Schedule

4.1 Competition Structure

4.2 Schedule

6-7. Gameplay Rules & Format

5.1 Match/Settings

5.2 Timeouts/Disconnects

8. Map Pool & Map Bans

6.1. Map Pool

6.2. Map Ban

9. Player Conduct & Streaming

7.1. Player Conduct

7.2. Streaming

10. Prize Pools

8.1. Prizing Distribution

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Eligibility:

Player Eligibility:

1. The Riot ID you play on during official matches **MUST** be the one you signed up with on the tournament site.
2. Captains must have their Riot ID's and Discord names attached to their account in order to play in the tournament. (Discord IDs can be given when registering)
3. Every player must be registered on the tournament site and be in the 10's and Friends discord.
 - a. During the tournament, we will have a staff member in our help desk channel in our discord. If a staff member is not present, you can utilize our ticket system on discord.
4. Only registered team members playing under their own account are allowed to play for a team.
5. Players must be AnyKey Verified in order to be eligible to play.

Coaches:

1. Coaches are allowed as long as they are registered as a player on the team.
2. Coaches are **NOT** allowed to play as an emergency substitute.
3. Coaches are not allowed to talk during live rounds, pre-rounds, or post-rounds.
 - a. Coaches can only communicate with the players before the map starts, during tactical timeouts, and between maps.
 - b. Coaches **ARE ALLOWED** to speak during the pre-round of each pistol round, as well as during the pre-round of the first overtime round (First overtime round being defined as when the score line is 12-12)
 - c. Coaches are not allowed to talk during technical pauses.

Team Eligibility:

1. All teams wishing to play must be signed up to the tournament website and meet the minimum of 5 players.
2. All teams must be registered on the tournament website before the end of the registration dates listed, this cannot be adjusted or changed.
3. All team members must have their Riot account in good standing. This includes not being banned, chat banned, or restricted in any way due to toxicity, breaking game rules, or not complying with Riot's Code of Conduct.
4. If a team wishes to add a player to their roster, they must add the player at least an hour before check-in time starts and must inform a staff member. Otherwise, the 10's and Friends staff can deny this player access to play.
5. Each roster is limited to having a **maximum** of one (1) player who qualified and/or played in the "Game Changers 2025 North America: Stage 1" Main Event tournament, or the "Game Changers 2025 LATAM North/South: Stage 1" Playoffs tournament.

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Competition Structure & Schedule

Competition Structure:

1. All matches outside of the grand final will consist of a “Best of 3” matchup in a double elimination bracket.
 - a. The grand final will consist of a “Best of 5” matchup.
2. Brackets and seeds will be determined based on previous VLR matches and in-game rank

Schedule:

1. Any team that checks in on time but fails to join the lobby 15 minutes after the scheduled match time will forfeit the first map of the series.
2. Matches cannot be delayed for any reason unless the previous match ran for longer than planned.
 - a. If a team is having technical issues then it must be brought up to the staff team.
3. Competitive matches will always be held on the weekends. Check via the tournament site to confirm the days and times.
4. Competitive game times cannot be adjusted unless signed off on by the owner of 10's and Friends, or by a high-ranked staff member.

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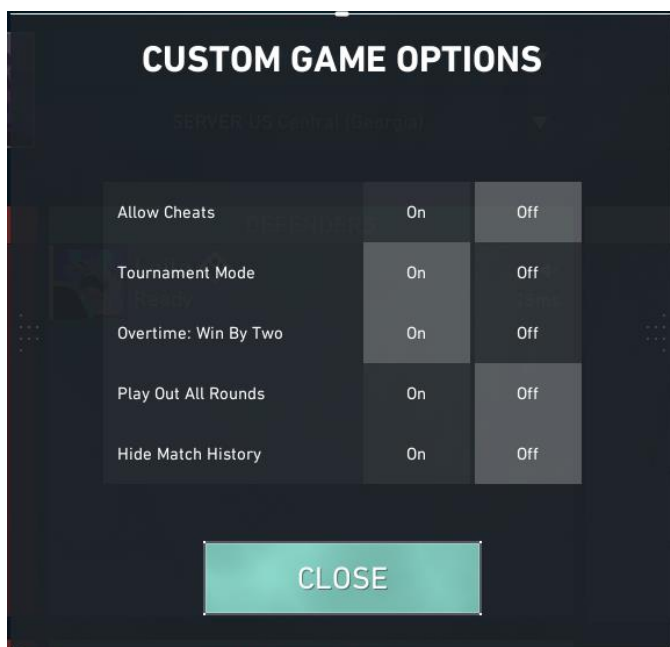
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Gameplay Rules & Format

Match/Settings:

1. During the match, players must use the team discord voice chat (VC) provided to them in the 10's and Friends discord.
 - a. Teams should expect to be monitored during official broadcasts.
2. Coaches must be placed into the “Attackers Coach or Defenders Coach” position.
3. Only Staff Members can be placed in the Observer section to prevent cheating and “stream sniping”.
4. Lobby settings **MUST** be as follows:
 - a. Game Mode: Standard
 - b. Custom Game Options:



5. Matches must be played on Texas or Illinois servers, unless BOTH teams agree to utilizing a different NA server. If neither team can agree on utilizing a server it will default to the server with the lowest average ping.

Timeouts/Disconnects:

1. Tactical Timeouts: Each team is allowed two tactical timeouts using the in-game timeout feature.

a. Each team is also allowed one additional tactical timeout during overtime.

2. Technical timeouts will only be utilized when a player disconnects or has major technical problems. Please notify us of the problem if a technical timeout is used, using the “tech-pause-report” channel, informing us of what time the technical timeout was started, what time it concluded, and which team called the technical timeout. Coaches are not permitted to speak with their players during a technical timeout, and players are not allowed to move in-game or discuss the game during a technical timeout.

3. The time limit for each technical timeout before being forced into resuming the match is as follows:

a. Technical Timeout 1: 10 minutes maximum

b. Technical Timeout 2: 5 minutes maximum

c. Up to 4 total technical timeouts are allowed per map, each team being allowed 2 technical timeouts.

4. A team that has spent all of its timeouts will not be granted another one, and depending on the administrator's decision and the nature of the problem, the map may be forced to finish in a numbers disadvantage (4v5, 3v5, etc).

5. Repeat technical issues from the same team may result in disqualification.

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Map Pool & Map Bans

Map Pool:

1. The maps for Blåhaj Battlegrounds will always be shown on the website the tournament is hosted on.

Map Bans:

1. The higher seeded team will determine whether they ban as Team A or Team B.

a. “Best of Three” (Bo3) bans are as follows:

i. Team A – Ban Map

ii. Team B – Ban Map

iii. Team A – Pick Map 1

iv. Team B – Pick Side for Map 1

v. Team B – Pick Map 2

vi. Team A – Pick Side for Map 2

vii. Team A – Ban Map

viii. Team B – Ban Map (Leaving Map 3)

ix. Team A – Pick Side for Map 3

- b. “Best of Five” (Bo5) bans are as follows:
- i. Team A – Ban Map
 - ii. Team B – Ban Map
 - iii. Team A – Pick Map 1
 - iv. Team B – Pick Side for Map 1
 - v. Team B – Pick Map 2
 - vi. Team A – Pick Side for Map 2
 - vii. Team A – Pick Map 3
 - viii. Team B – Pick Side for Map 3
 - ix. Team B – Pick Map 4
 - x. Team A – Pick Side for Map 4 (Leaving Map 5)
 - xi. Team B – Pick Side for Map 5

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Player Conduct & Streaming

Player Conduct:

1. During tournament matches, players should not use any form of bad manners, A.K.A "BM" (Example: Saying "u suck", "ez", "u r throwing", early "gg" or any other form of degradation in "all chat" inside of match 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.
3. Any team member who breaks Riot's code of conduct, which prohibits the use of sexism, racism, hate speech, targeted harassment, or any other behavior of discrimination, will be immediately disqualified from the tournament.
4. To report a player for breaking tournament etiquette, please create a ticket in the 10's and Friends discord and send a screenshot of the offending behavior.
5. Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game, "win trading", or committing any other form of bracket manipulation. Tournament admins reserve the right to deny payout of event winnings/prize(s) to any player suspected of colluding.
7. All players will maintain a level of respect when experiencing issues or special circumstances that staff members are working on. Our final result may take some time so players must remain patient and respect the 10's and Friends staff's final decision.

Streaming:

1. Live streaming of the event is allowed for participants. We **require** putting a 180-second delay if you will be streaming your POV, as well as putting "Blåhaj Battlegrounds" somewhere in the title of your stream.

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Prize Pools

Prizing Distribution:

1. Prize pools can be announced at any given time.
2. Descriptions on these specific prize pools will be listed on the site used for each specific tournament.
3. A 10's and Friends staff member will reach out to the winning team(s) owner/captain in order to send the prize money.
4. All 10's and Friends prize pools will be paid out ONLY through PayPal or Zelle, no exceptions will ever be made.
5. The prizes are as stated only, 10's and Friends will not pay out the cash value of the prizes as an alternative.
6. Once the transfer is made, 10's and Friends is no longer attached to the funds and has nothing to do with what they may be used for.
7. It is not allowed for participants to bet on their own matches. Betting on your own match-up will result in your team being disqualified and the betting player(s) banned.
8. Details on how prize pool will be distributed will always be stated on the tournament site
- 9. 10's and Friends reserves the right to withhold payout/prize(s) if any rules are violated or for any other reason.**

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