

# Genesis League Rulebook

Version 1.3 – June 2025

Organized by: *Genesis League Tournament Staff*

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## 1. Overview

### Purpose

Genesis League is a competitive amateur Valorant league designed to foster teamwork, high-level play, and community spirit for non-Radiant players across North America.

### Scope

This rulebook governs all Genesis League official activities, from team registration through finals.

### Eligibility

- **No current Radiants** allowed (verified through tracker.gg)
  - **Former Radiants** must not have hit Radiant during the current episode
  - **NA-only participation**
  - Teams must have **5 players**, with **2 optional substitutes**, **NO EMERGENCY SUBS ALLOWED UNLESS ACTUAL EMERGENCY.**
  - **Participants must follow both riot games and discord TOS**
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## 2. League Format & Stages



### Team Cap

- **Minimum:** 12 teams
  - **Maximum:** 16 teams
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### Stage One – Group Stage (For 16 Teams)

If the league reaches its maximum capacity of **16 teams**, the regular season will use a **Group Stage format** instead of a full round-robin.

### Group Structure

- Two Groups of 8 teams: *Group A* and *Group B*
- Each group plays a **single round-robin**

- Each team plays **7 Best-of-1** matches within their group
- Groups are balanced using seeding based on average team MMR or prior results

### Match Scheduling

- 3 matches per week per team, with one lighter week of 2 matches
- Total group stage duration: 3 weeks
- Team managers submit weekly availability
- Tournament staff schedules accordingly
- Streams available weekly via signup

### Advancement Rules

Group Placement	Outcome
1st – 3rd	Advance directly to Playoffs (6 teams total)
4th – 5th	Enter Last Chance Qualifier (LCQ) (4 teams total)
6th – 8th	Eliminated

### Tiebreakers

1. Match Win Record
2. Head-to-Head Result
3. Round Differential
4. Mini Tiebreaker Match (if needed)



### Stage Two – Last Chance Qualifier (Week 4)

#### 4 Teams:

- Group A 4th vs Group B 5th
- Group B 4th vs Group A 5th
  - ➡ 2 matches (Bo3)

**Winners:** Advance to Playoffs as seeds 7 & 8

**Losers:** Eliminated

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### Stage Three – Playoffs (Week 5)

**Format:** Double-Elimination Bracket with 8 Teams (Top 6 + 2 from LCQ)

**Upper Bracket:**

- Quarterfinals: 4 matches (A1 vs B3, B1 vs A3, A2 vs LCQ2, B2 vs LCQ1)
- Semifinals (Bo3)
- Upper Final (Bo3)

**Lower Bracket:**

- Lower Round 1: Losers of Quarterfinals (Bo3)
- Lower Round 2: Winners of LB R1 vs Losers of Upper Semis (Bo3)
- Lower Final (Bo3)

**Grand Final:** Winner of Upper Final vs Winner of Lower Final (**Bo5**)

**Match Scheduling:**

- Matches are scheduled between team managers and tournament staff to guarantee the matches being streamed.

**Side & Map Selection:**

- Follows established BO3/BO5 map and side pick rules
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### 3. Game Rules

**Game Settings**

- Cheats: **OFF**
- Tournament Mode: **ON**
- Win OT by 2 rounds: **ON**
- Play Out All Rounds: **OFF**
- Hide Match History: **OFF**

**Map Pool (Patch 11.0)**

- Bind
- Haven
- Ascent
- Sunset
- Icebox
- Lotus
- Corrode

## Map Selection Rules

### Best-of-1 (Bo1)

- Teams alternate bans until 1 map remains
- **Side Choice:** Team that did **not** make the final ban picks starting side

### Best-of-3 (Bo3)

1. Team A bans 1 map
2. Team B bans 1 map
3. Team A picks Map 1 → Team B picks side
4. Team B picks Map 2 → Team A picks side
5. Team A bans 1 map
6. Team B picks Map 3 → Team A picks side

### Best-of-5 (Bo5)

1. Team A bans 1 map
  2. Team B bans 1 map
  3. Team A picks 1 map
  4. Team B picks side of map 1 and picks 1 map
  5. Team A picks side of map 2 and picks 1 map
  6. Team B picks side of map 3 and picks 1 map
  7. Team A picks the side of map 4, and Team B picks the side of the decider.
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## 4. Player Conduct & Infractions

- Sportsmanship and respect required at all times
  - No toxicity, harassment, cheating, or exploits
  - Cheating or use of macros/tools = permanent ban
  - Streaming allowed with recommended 3-minute delay, please put “Genesis League” in your title so we can easily find your stream if any issues occur.
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## 5. Technical & Dispute Rules

- Tech pause limit: 10 minutes per map
- Match reschedules require 24-hour notice and admin approval
- Match results submitted with screenshots
- Rule violations reported within 24 hours
- Appeals to admins accepted within 48 hours

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## 6. Prizing 💰

- **\$100 USD to Grand Finals Winner only**
- Prize paid via PayPal, Cash App, or mutually agreed platform within 7 days of finals
- Optional MVP and Best Clip awards (no cash prizes)