

VALORANT Champions Tour

Split 1 Challengers Competition Rules

(Version 2.2 - 4.2022)

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Key Updates

1. The Team's main coach may communicate with up to two other coaches during a Match in a manner that is authorized by Tournament Officials. (Rule 4.5.)
2. Macro programs that are external to the VALORANT game client are prohibited from being used for binding more than one action and/or a sequence of actions to a single key in Official Competitions. (Rule 5.4.4.)
3. Blood and Bodies will be required to be turned off for Masters and Champions events. (Rule 7.5.2)
4. Cypher agent specific bug language modified for clarity. (Rule 9.2.1.)
5. Added general rule for governing agent utility exploits that are prohibited. (Rule 9.2.2)
6. Agent character model boosting is now prohibited. (Rule 9.2.3.)

1. BACKGROUND AND PURPOSE

Riot Games, Inc., the owner of the game VALORANT ("**Riot**"), has engaged TGC Marketing Sdn. Bhd. (**"Tournament Operator"**) to operate the VALORANT Challengers (**"Challengers"**) event in Malaysia & Singapore ("**Region**") as part of VALORANT Champions Tour. Riot has delegated to the Tournament Operator the responsibility for developing these rules, which will apply to Challengers and all of its games, matches and tournaments that are held in the Region (**"Challengers Rules"**).

These Challengers Rules apply to and are binding on: (1) the individual (natural person), entity and/or group (**"Owners"**) who registered a team to participate in a Challengers event (**"Team"**), and (2) to each Team's players, managers, coaches, owners and other representatives. A Team's players, managers, coaches, Owners and other representatives are referred to as the **"Team Members**."

These Challengers Rules are in addition to, and not in lieu of, the VALORANT Champions Tour Global Competition Policy ("**Global Policy**"). In the event of a conflict between the Global Policy and these Challengers Rules, the provisions that are most protective of Riot (as determined by Riot in its sole discretion) will govern. Capitalized terms used herein and not otherwise defined herein shall have the meanings assigned to them in the Global Policy, unless the context shall otherwise require.

These Challengers Rules form a contract between a Team Member and the Tournament Operator and Riot is a third-party beneficiary of that contract.

Each Team Member must read, understand, and agree to these Challengers Rules and the Global Policy before participating in any Challengers event.

2. Challengers Event Structure

2.1. Definitions of Terms

2.1.1. “Round”

A Round is an instance of competition in a VALORANT map that is played until a winner is determined by one of the following methods, whichever occurs first:

- Spike detonation
- Spike defusal
- Team eliminated before planting or defusing the spike
- Round timer expired
- Team forfeit

2.1.2. “Map”

A Map means a set of Rounds that is played until one Team wins 13 Rounds, provided that a Map will continue past the 13-Round limit until a Team wins by a margin of at least two Rounds.

2.1.3. “Match”

A Match means a set of Maps that are played until one Team wins a majority of the total maps (e.g., winning two maps out of three in a best-of-three series).

2.2. Challengers Competitive Format

2.2.1. Challengers Qualifiers

- ***Phase 1***
  GSL Format Bracket
  32 / 64 / 128 Teams (Based on Registration Numbers)
  Best of 1 Series;
  Best of 3 Series for Upper & Lower Bracket Finals Only
  Teams will be split into Groups of 8
  Top 2 from each Group will proceed to Phase 2

- ***Phase 2***
  Double Elimination Bracket
  8 / 16 / 32 Teams (Based on Registration Numbers)
  Best of 3 Series
  Teams will be split into Brackets of 8
  Top 4 teams will proceed to Challengers League

2.2.2. Challengers Main Event

- ***Challengers League***
  Round Robin
  8 Teams, 4 from Direct Invite, 4 from Open Qualifiers
  Best of 3 Series
  Teams will face each other once

- ***Challengers Playoff***
  Double Elimination Bracket
  6 Teams
  Best of 3 Series;
  Best of 5 for Lower Bracket Finals & Grand Finals Only

2.3. Challenger Seeding

2.3.1. Challengers Qualifiers

- ***Phase 1***
  Randomly Seeded into Groups of 8
  Number of Groups vary based on the registration numbers and will be as follows:

  - *32 Teams*
    4 Groups
    Groups A, B, C, D

  - *64 Teams*
    8 Groups
    Groups A, B, C, D, E, F, G, H

  - *128 Teams*
    16 Groups
    Groups A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P

- ***Phase 2***
  Manually seeded into Brackets of 8

Number of brackets and seedings will vary based on the registration numbers and will be as follows:

- *32 Teams (1 Bracket)*
  Upper Bracket A > A1 vs D2
  Upper Bracket B > B1 vs C2
  Upper Bracket C > C1 vs A2
  Upper Bracket D > D1 vs B2
- *64 Teams (2 Brackets)*
  Bracket #1
  Upper Bracket A > A1 vs H2
  Upper Bracket B > B1 vs G2
  Upper Bracket C > C1 vs F2
  Upper Bracket D > D1 vs E2

  Bracket #2
  Upper Bracket A > E1 vs A2
  Upper Bracket B > F1 vs B2
  Upper Bracket C > G1 vs C2
  Upper Bracket D > H1 vs D2
- *128 Teams (4 Brackets)*
  Bracket #1
  Upper Bracket A > A1 vs M2
  Upper Bracket B > B1 vs N2
  Upper Bracket C > C1 vs O2
  Upper Bracket D > D1 vs P2

  Bracket #2
  Upper Bracket A > E1 vs I2
  Upper Bracket B > F1 vs J2
  Upper Bracket C > G1 vs K2
  Upper Bracket D > H1 vs L2

  Bracket #3
  Upper Bracket A > I1 vs A2
  Upper Bracket B > J1 vs B2
  Upper Bracket C > K1 vs C2
  Upper Bracket D > L1 vs D2

Bracket #4
Upper Bracket A > M1 vs E2
Upper Bracket B > N1 vs F2
Upper Bracket C > O1 vs G2
Upper Bracket D > P1 vs H2

2.3.2. Challengers Main Event

- ***Challengers League***
  No seedings will be applied

- ***Challengers Playoff***
  Upper Bracket A > Seed #1 vs Seed #4
  Upper Bracket B > Seed #2 vs Seed #3
  Lower Bracket A > Seed #6 vs TBD
  Lower Bracket B > Seed #5 vs TBD

2.4. Challengers Competition Schedule

2.4.1. Challengers Qualifiers

- ***Phase 1***
  5th & 6th January 2023 > 6:00 PM onwards

- ***Phase 2***
  7th & 8th January 2023 > 11:30 AM onwards

2.4.2. Challengers Main Event

- ***Challengers League***
  Each team plays 1 Match per Week
  7 Weeks of Matches within the period of 2nd February 2023 to 26th February 2023

  Week 1: 2nd & 3rd February 2023 > 6:00 PM onwards
  Week 2: 4th & 5th February 2023 > 1:00 PM onwards
  Week 3: 8th & 9th February 2023 > 6:00 PM onwards
  Week 4: 10th & 17th February 2023 > 4:00 PM onwards
  Week 5: 18th & 19th February 2023 > 1:00 PM onwards
  Week 6: 23rd & 24th February 2023 > 4:00 PM onwards
  Week 7: 25th & 26th February 2023 > 1:00 PM onwards

- ***Challengers Playoff***
  8th, 9th & 10th March 2023 > 6:00 PM onwards
  11th & 12th March 2023 > 12:00 PM onwards

3. Team Member Eligibility

Note: Certain regions may have eligibility guidelines beyond those already set forth in the Global Policy (e.g., players in X region may only compete for cash prizes in esports if they are above 18 years of age).

3.1. Player Age

No player shall be considered eligible to participate in any Match comprising a Challengers event before his or her 16th birthday, defined as having lived 16 full years.

3.2. Rank Requirement

Minimum ranking to participate in VALORANT Challengers Malaysia/Singapore is Ascendant 1. This supersedes the current "Global Policy" ranking minimum of Immortal.

4. Roster Rules

ALL PLAYERS MUST SIGN THE VCT TEAM RELEASE AND LICENSE FORM. Any player that does not sign this form by ***3rd January 2023*** will not be eligible. Please refer to the example document below for guidance:

EXAMPLE: VCT TEAM RELEASE FORM

- **All teams must submit one copy of a completed VCT TEAM RELEASE AND LICENSE FORM**
- **All team members must submit a copy of Exhibit A, Page 7 in the VCT TEAM RELEASE AND LICENSE FORM.**

4.1. Starting Lineups

Teams must set their starting roster for their first Match of the day from the roster submitted to the Tournament Operator pursuant to Section 3.4 of the Global Policy (as modified by any roster changes made pursuant to Section 3.5 of the Global Policy) as follows:

- Monday at 6:00PM local time for Thursday Matches.
- Tuesday at 6:00PM local time for Friday Matches.
- Wednesday at 6:00PM local time for Saturday Matches.
- Thursday at 6:00PM local time for Sunday Matches.

For each Match in a Challengers event following the Online Qualifiers, the Team must designate five (5) Starters which shall constitute the Team's **"Starting Roster."** Rosters are considered public at the submission deadline.

4.2. Roster Lock

Teams participating in Challengers may not add or drop players from their roster at any point between ***15th February 2023 and the end of the Split 1 Challengers Playoff.***

4.3. Interregional Movement Policy Roster Restrictions

Teams must have at least three of the players on its Starting Roster be Residents of the Team's home Region as defined in Section 2 of the Global Policy.

Note: Brunei is to be considered under Home Region for Challengers Malaysia & Singapore

4.4. Emergency Substitutions

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 on-site. If a replacement cannot be found then the Team will forfeit. Tournament Officials will determine if an incident qualifies as an emergency. Any substitute must be a member of the Team roster.

4.5. Coaches

Teams may have one coach that is designated as the main coach that is allowed to communicate with the Team's Players during the Agent and Map selection process for each Match, timeouts, half-times, in between regulation and overtime, and in between Maps (if applicable). If a Team has a coach designated as the main coach, then that main coach may be present for every Match in which the Team participates. For live, in-person tournaments held as part of a Challengers event ("**LAN Events**"), the Team's designated main coach may be on site throughout each such Match. For online tournaments held as part of a Challengers event ("**Online Events**"), the Team's designated main coach may be connected to the voice communication system in the lobby and will only be allowed to talk to players during the Agent and Map selection process for each Match, timeouts, half-times, in between regulation and overtime, and in between Maps (if applicable). The Team's designated main coach is only permitted to be in the Match Area during Agent and Map selection, Timeouts,

Half-Times, in between regulation and overtime, and in between Maps. For the purposes of online competition, any room in which the player competes will be considered part of the Match Area.

At the Tournament Operator's sole discretion, up to two (2) other coaches and/or Team personnel may be provided with a means to communicate with the main coach during the Match. The other coaches and/or Team personnel may only communicate with the main coach using the means provided by the Tournament Operator. The other coaches and/or Team personnel are not permitted to be in the Match Area, and may not communicate with the Players during a Match unless authorized by the Tournament Operator.

Note: For Challenger Open Qualifiers, the use of "Coach Slots" will be determined by the Tournament Operator and communicated to Teams in advance of the tournament. Challenger Main Events, Coach Slots will be permitted. (Coach Slots Current Functionality: Coaches can spectate Tournament Mode games and are locked to observing the team chosen in the custom game lobby.)

5. Player Equipment

5.1. Player-Owned or Team-Owned Equipment

5.1.1. Permitted Player-Owned or Team-Owned Equipment.

At LAN Events held as part of a Challengers event, Players are allowed to bring the following categories of equipment, which are owned by themselves or their Teams, into the Match Area (as defined below) and can use such equipment during the Challengers event: (1) PC keyboards, (2) PC mice and cordholders and (3) mouse pads. For the avoidance of doubt, players may not bring, use or wear any headsets, earbuds and/or microphones that are not provided by Tournament Officials.

Each Player must bring at least two sets of Player-Owned or Team-Owned equipment. If a Team is unable to bring a second set of Player-Owned or Team-Owned equipment, the Team must inform the Tournament Operator before the start of the event.

5.1.2. Required Approvals for Use of Player-Owned or Team-Owned Equipment.

All player-owned or Team-owned equipment used at LAN Events must be submitted to Tournament Officials in advance for approval. Approved

equipment will remain on-site with Tournament Officials and will only be accessible before the Match or at such time as approved by the Head Referee (as defined below). Unapproved equipment or equipment that is suspected by Tournament Officials of providing an unfair competitive advantage will not be permitted for use, and players will be required to use Tournament Operator-provided equipment instead. At their discretion, Tournament Officials may disallow the use of any individual piece of equipment for reasons relating to tournament security, safety or operational efficiency or effectiveness. No player-owned or Team-owned hardware or equipment may be brought into the Match Area if it features or displays any name, likeness or logo of a company or brand which is a competitor of Riot Games or VALORANT. Tournament Officials reserve the right to request that a Team Member cover-up a logo or brand during the event.

5.2. Provided Equipment

The Tournament Operator will provide, and players will exclusively use, equipment in the following categories for all Challengers event Matches held as LAN Events: (1) PC and monitor, (2) hand warmers, (3) headsets and/or earbuds and/or microphones and (4) tables and chairs. At the request of a player, the Tournament Operator will provide the following categories of equipment for use in all Challengers event matches held as LAN events: (1) PC keyboards, (2) PC mice and (3) mousepads. All equipment provided by the Tournament Operator will be chosen, selected and determined at the sole discretion of the Tournament Operator. Subject to the foregoing, the unauthorized modification of Competition-provided equipment or the use of hardware, software or other equipment that is not provided or approved by Tournament Officials will be deemed cheating. Players must return all Competition-provided equipment to the Tournament Operator when the LAN Event is over or upon request by the Tournament Operator.

5.3. Replacement of Provided Equipment

If equipment or technical problems are suspected at a LAN Event, a player or Tournament Official may request a technical review of the situation. A technician designated by a Tournament Official will diagnose and troubleshoot problems as needed. Technicians may request that Tournament Officials order replacements of any equipment at the applicable technician’s discretion. Decisions regarding the replacement of any equipment are solely at the discretion of the Tournament Operator. If a player wishes to use personal replacement equipment, the player must use equipment which has been pre-approved by Tournament Officials; otherwise, they will be provided replacement equipment by the Tournament Officials.

5.4. Computer Programs and Usage

At LAN Events, Players are prohibited from installing their own programs and must use only the programs provided by the Tournament Operator. This includes the warm-up area computers. If a player wishes to install a program onto the warm-up area computers, he or she must first ask a Tournament Official.

5.4.1. Voice Chat.

Voice chat will be provided only via the native system used in Tournament Operator-provided headsets. Use of third-party voice chat software (e.g., Discord) is not permitted at either LAN Events or Online Events, without explicit prior approval of Tournament Officials. Tournament Officials may monitor a Team's audio at the discretion of the Tournament Operator.

5.4.2. Social Media and Communication.

It is prohibited to use Tournament Operator-provided computers to view or post on any social media or communication sites. This includes, but is not limited to, Facebook, Twitter, online forums/message boards and email.

5.4.3. Non-Essential Equipment.

It is prohibited to connect non-essential equipment, such as mobile phones or flash drives, to Tournament Operator-provided computers, for any reason.

5.4.4. Macros

All Macro programs external to the VALORANT game client are prohibited from being used for binding more than one action and/or a sequence of actions to a single key during a Match of Official Competition unless explicitly authorized by the Tournament Operator.

5.4.5. Native Programs.

Players may use the native programs MS Paint and Notepad during and before Matches. The following restrictions apply:

- Any language or imagery created by players on native programs will be held to the same conduct standards laid forth in Section 7 of the Global Policy.
- Any advertisement or mention of Teams, sponsors, and brands is prohibited on native programs, including advertisement of personal brands and social media or communication accounts.
- Any strategy notes on native programs created in Pre-Match Setup (Section 7.5) must be deleted before the Match begins.

- Any pause that Tournament Officials deem is a direct or indirect result of players using native programs will be considered impermissible and will be sanctioned. Tournament Officials will not offer round restarts or remakes (as described in Section 8) for bugs that occur due to usage of native programs. For clarity, usage of native programs includes the act of switching application windows to access native programs.

Tournament Officials may sanction players for violations of these restrictions and may prohibit players from accessing native programs in cases of abuse.

5.5. Audio Restrictions

Players will be required to maintain volume levels above minimum settings. Tournament Officials may require players to adjust their volume levels higher if the officials determine, at their sole discretion, that volume levels are too low. Headphones must be placed directly on a player's ears, and must remain there for the duration of the Match. Players are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the player's ears, except for certain religious articles and/or medical devices (e.g., hijab, dastar, yarmulke and hearing devices). The determination of whether an item qualifies for the religious and/or medical exemption will be resolved by Tournament Officials in their sole discretion.

5.6. Equipment Tampering

At LAN Events, players may not touch or handle another player's equipment after a Tournament Match has started. Players who require assistance with their equipment should ask assistance from a Tournament Official.

6. Venue, Competition Area Layout, and Schedule

6.1. General Venue Access

At LAN Events, access for Teams to the restricted areas of venues for official Matches is restricted to Team Members only, unless otherwise approved, in advance, by Riot or the Tournament Operator. Permission to attend Matches is solely at the discretion of Riot and the Tournament Operator.

6.2. Pre-Entry Health Inspection

At LAN Events, each Team Member must verify his or her identity with Tournament Officials prior to entering the venue for official Matches. Additionally, Tournament Officials will have the right (prior to allowing any Team Member or other person to enter the venue) to check such person's health by taking his or her temperature or

otherwise taking steps to confirm that he or she is physically healthy. If, at any time prior to or during a Match, Tournament Officials determine that an individual is unhealthy and should not enter the venue, such individual will be denied entry and will be required to leave the venue immediately. If Tournament Officials determine that a player is unhealthy and should not participate in a Match, Tournament Officials may require the applicable Team to provide a Substitute. If applicable law requires any additional or different health inspection, sanitation or public safety procedures, Tournament Officials will have full authority to implement those procedures, and all Team Members will cooperate with Tournament Officials in the implementation of those procedures.

6.2.1. Covid-19 Specific Health Inspection

In addition to the general health inspection described in Section 6.2, the Tournament Officials will have the right (prior to allowing any Team Member or other person to enter the venue) to further check such person's health using the following non-limiting steps: a polymerase chain reaction (PCR) test for Covid-19 within 72 hours prior to travel to a LAN event, a PCR test upon landing in location of the LAN event, a quarantine regardless of vaccination status, a daily antigen test, a weekly PCR test, and a PCR test within 48 hours prior to departure from the location of the LAN event. The Tournament Officials will have the right to add additional steps to check the health of each Team Member to secure the safety of the LAN event. If applicable law requires any additional or different health inspection procedures related to Covid-19, Tournament Officials will have full authority to implement those procedures, and all Team Members will cooperate with Tournament Officials in the implementation of those procedures.

6.2.2. Health and Safety Procedures

In order to protect the health and safety of the participants and staff of the VALORANT events, the Tournament Operator may, at their sole discretion, implement additional disease control and prevention procedures. These additional disease control and prevention procedures may include, but are not limited to, a mask mandate for the duration of the LAN event, prohibitions on in person gatherings, prohibitions on outside guests, and other disease control and prevention procedures. All Team Members will cooperate with Tournament Officials in the implementation of those procedures.

6.3. Match Area

The "**Match Area**" is comprised of the area immediately surrounding any competition PCs used during Match play at a LAN or Online Event. During Match

play, the presence of Team Members in the Match Area is restricted solely to the Starters of the Teams in play.

6.3.1. Team Managers.

Managers may be in the Match Area during the Match prep process, but must leave prior to the Agent and Map Selection phase and may not return until after the end of the Match.

6.3.2. Coach Match Area Access.

Coaches for Teams participating in a given day's Matches will be granted Match Area access and will be allowed to communicate with their Team during the pick/ban map selection process. No other Team staff will be permitted in the Match Area during this time without the express permission of Tournament Officials. All coaches will exit the Match Area to a designated position promptly after the pick/ban map selection process ends. For the purposes of online competition, any room in which the player competes will be considered part of the Match Area.

6.3.3. Wireless Devices.

Wireless devices, including mobile phones, tablets, and smart watches are not allowed in the Match Area while the players are involved in active play, including during the pick/ban map selection phase, pauses, remakes, and between Maps of multi-Map Matches. Tournament Officials will collect such devices from players in the Match Area and return them after the end of the Match.

6.3.4. Food and Drink Restrictions.

No food is allowed in the Match Area. Drinks are permitted in the Match Area only in Riot-approved re-sealable containers. Tournament Officials will provide such containers to players upon request.

7. Match Process

7.1. Changes to Schedule

Tournament Officials may, at their sole discretion, re-order the schedule of Matches within a given day and/or change the date of a Match to a different date or otherwise modify the schedule of Matches. In the event that the Tournament Officials modify a Match schedule, they will notify all Teams as soon as possible.

7.2. Arrival at Venue

Members of a Team's Active Roster who are participating in a LAN Event held as part of a Challengers event must arrive at the venue no later than the time specified by Tournament Officials. For any Online Matches Players will be expected to be ready to join the Match Lobby no later than the time specified by Tournament Officials. Sanctions for tardiness may be assessed at the discretion of Tournament Officials.

7.3. Role of Referees

7.3.1. Head Referee.

The "**Head Referee**" is a Tournament Official who is responsible for the judgments on every Match-related issue, question and situation which occurs before, during, and immediately following Match play. Their oversight includes, but is not limited to:

- Checking the Team's lineup before a Match.
- Checking and monitoring player peripherals and Match Areas, if applicable.
- Announcing the beginning of the Match.
- Ordering pause/resume during play.
- Issuing sanctions and disciplinary action in response to rule violations during the Match.
- Making all Match-related determinations under these Challengers Rules and the Global Policy, including with regard to pauses and stoppages of play.
- Confirming the end of the Match and its results.

7.3.2. Referee Responsibilities.

"**Referees**" are Tournament Officials who work on behalf of the Tournament Operator and are subject to the direction, review and oversight of the Head Referee. Referees are responsible for:

- Admitting or denying access to the Match Areas, if applicable.
- Carrying out security protocols directed by the Head Referee and other Tournament Officials, and/or in support of these Challengers Rules or the Global Policy.
- Administering the player checklist and enforcing these Challengers Rules and the Global Policy, including directing players to take or refrain from taking any action.
- Communicating with players about any issues experienced, in-game and out.

- Upon request, explaining any bug exploits.

7.3.3. Finality of Judgment.

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the event, and penalties for misconduct, lie solely with the Head Referee, the decisions of which are final. Head Referee decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

7.4. Competitive Patches

Matches will be played on the patch version designated by the Tournament Officials.

7.4.1. New Agents

New Agents will be automatically restricted for two weeks from their release in Competitive queue. *Example*: Agent A was released on February 5, so Agent A will become eligible to be used in all Matches on February 19.

7.4.2. New Maps

New Maps will be automatically restricted for four weeks from their release in Competitive queue. *Example*: Map A was released on February 5, so Map A will become eligible to be used in all Matches on March 5.

7.4.3. Additional Restrictions

Additional Restrictions (e.g. disabling certain weapons) may be added by Riot representatives at any time before or during a match, if there are known bugs with any items, Agents, skins, or abilities.

Note: Tournament Officials reserve the right to extend the amount of time a New Agent or Map is restricted if the introduction of the New Agent or Map would negatively impact competitive integrity.

7.5. Pre-Match Setup

7.5.1. Player Accounts.

Players will use their own online accounts and Riot IDs during play of Challengers events. Players must use their team tag in front of their name for consistency. Team tags are limited to four characters in length. Example: *G2 Mixwell*

Note: Team tags are not necessary for Open Qualifiers.

7.5.2. Game Settings.

Note: For Masters and Champions events, all Players will be required to have Blood and Bodies turned off.

7.5.3. Setup Time.

At LAN Events, players will have designated blocks of time prior to their Match time to ensure they are fully prepared. Tournament Officials will inform players and Teams of their scheduled setup time and duration as part of their Match schedule. Tournament Officials may change the schedule at any time. Setup time is considered to have begun once players enter the Match Area, at which point they are not allowed to leave without permission of the on-site Tournament Official or Referee and accompaniment by another Tournament Official. Setup is comprised of the following:

- Ensuring the quality of all Riot-provided equipment.
- Connecting and calibrating peripherals.
- Ensuring proper function of voice chat system.
- Selecting skins.
- Adjusting in-game settings
- Limited in-game warm-up.

7.5.4. Technical Failure of Equipment.

If a player encounters any equipment problems during any phase of the setup process, player must notify a Referee or Tournament Official immediately.

7.5.5. Timelines of Match Start.

It is expected that players will resolve any issues with the setup process within the allotted time and that the Match will begin at the scheduled time. Sanctions for tardiness may be assessed at the discretion of Tournament Officials.

7.5.6. Player Ready State.

For LAN Events, no fewer than five minutes before the Match is scheduled to begin, a Referee will confirm with each player that their setup is complete. Once all ten players in a Match have confirmed completion of setup, players may not enter a warm-up Match.

7.5.7. Match Lobby Creation.

Other than with respect to Online Qualifier matches, all Matches that are part of a Challengers event will be played in Match lobbies hosted by the Tournament Operator. Tournament Officials will decide how the official Match lobby will be created. For Online Events, Tournament Officials will notify Team Captains of official accounts that will be used to host the Match. For LAN Events, players will be directed by a Referee to join a Match lobby as soon as testing has been completed.

7.5.8. Online Matches.

For Online Matches that are part of a Challengers event, Players will be expected to complete setup, as outlined in Section 7.5.3, and confirm readiness at a time specified by Tournament Officials prior to each match. Players are responsible for ensuring the performance of their chosen setup, including computer hardware and peripherals, internet connection, DDOS protection and power. Issues with this setup are not an acceptable reason for lateness or pausing beyond a Team's allowance.

7.5.9. Pre-Match Obligations.

Players will be informed of any pre-Match obligations, including, but not limited to, media appearances, interviews, or further discussion of any Match matters.

7.5.10. Media Obligations.

Teams will be required to make available to the media for a minimum of 15 minutes at least one player who is intended to Start any Match that day. If a player has started at least 2 Matches throughout Challengers, the player will be required to have made him or herself available to media at least once during the Event. A Team may not make available the same player for media for 4 consecutive Match days.

7.5.11. Physical Media Day Obligations

Teams will be required to attend a Physical Media Day the week after the conclusion of Open Qualifiers, between 11th to 18th January 2023. Tentative location for the Media Day would be in Singapore and teams will be compensated for Travel and Expenses, refer to Rule 13.

The following are amongst the obligations to complete during the Media Day:

- Player Photo
- Team Photo

- Player Video
- Team Video
- Player Interview
- Social Content
- B-Roll

Once all the details regarding the Physical Media Day are confirmed, it will be amended to be included in this section and teams will be notified through our Communication Channels.

7.6. Match Setup and Play Restrictions

7.6.1. Lobby Settings.

The official Match lobby will be set to "Tournament" mode with "Overtime: Win by Two" turned on.

7.6.2. Server Selection.

Prior to each Match, the Tournament Official will select the server which is as close to equidistant from the teams as possible.

7.6.3. Start of Map Selection Process.

Once all ten players have reported to the official Match lobby, a Referee or Tournament Official will request confirmation that both Teams are ready for the map selection process. Once both Teams confirm readiness, a Referee or Tournament Official will instruct the room owner to start the map selection process outlined in this Section 7.6. Under no circumstances may a map be played twice in one Match unless all other available maps have been played. For the first Match of the day, the Map Selection process will begin 30 minutes prior to the start of Map 1. For all other Matches, the Map Selection Process will begin upon conclusion of Map 1 in the previous series.

Note: The Tournament Operator may modify the Map Selection Process prior to an event but must provide advance notice in writing to all participants and Riot Games before doing so.

7.6.4. Map Pool.

The map pool consists of Bind, Haven, Pearl, Ascent, Icebox, Breeze, and Fracture. Any additional maps released on live will be added to the Challenger map pool in accordance with Rule 7.4.2.

7.6.5. Map Selection Process for Best-of-One Matches.

The better-seeded team will decide if they are either Team A or Team B. If the tournament in question has no predetermined seeding, the "better-seeded team" for purposes of this Section will be determined at random. When instructed in the Map Selection Process, the Team must ban a map and cannot choose to skip the map ban. Team A starts the process and the map for the Match will be selected according to the following procedure:

- Team A bans 1 map
- Team B bans 1 map
- Team A bans 1 map
- Team B bans 1 map
- Team A bans 1 map
- Team B bans 1 map
- Map 7 is only Map remaining
- Team A picks side

7.6.6. Map Selection Process for Best-of-Three Matches.

The better-seeded team will decide if they are either Team A or Team B. If the tournament in question has no predetermined seeding, the "better-seeded team" for purposes of this Section will be determined at random. When instructed in the Map Selection Process, the Team must ban a map and cannot choose to skip the map ban. Team A starts the process and the map for the Match will be selected according to the following procedure:

- Team A bans one Map
- Team B bans one Map
- Team A picks Map 1
- Team B picks side for Map 1
- Team B picks Map 2
- Team A picks side for Map 2
- Team A bans one Map
- Team B bans one Map
- Map 3 is only Map remaining

- Team A picks side for Map 3

7.6.7. Map Selection Process for Best-of-Five Matches.

The better-seeded team will decide if they are either Team A or Team B. If the tournament in question has no predetermined seeding, the "better-seeded team" for purposes of this Section will be determined at random. When instructed in the Map Selection Process, the Team must ban a map and cannot choose to skip the map ban. Team A starts the process and the map for the Match will be selected according to the following procedure:

- Team A bans one Map
- Team B bans one Map
- Team A picks Map 1
- Team B picks side for Map 1
- Team B picks Map 2
- Team A picks side for Map 2
- Team A picks Map 3
- Team B picks side for Map 3
- Team B picks Map 4
- Team A picks side for Map 4
- Map 5 is only Map remaining
- Team B picks side for Map 5

7.6.8. Best-of-Five Matches for Double Elimination Grand-Finals

The Team coming from the Upper Bracket will be Team A. Team A starts the process and the map for the Match will be selected according to the following procedure:

- Team A bans one Map
- Team A bans one Map
- Team A picks Map 1
- Team B picks side for Map 1
- Team B picks Map 2

- Team A picks side for Map 2
- Team A picks Map 3
- Team B picks side for Map 3
- Team B picks Map 4
- Team A picks side for Map 4
- Map 5 is only Map remaining
- Team B picks side for Map 5

7.6.9. Start of Agent Selection Process.

Once Agent Select has started, Players will have 85 seconds to pick their Agent, with both Teams picking simultaneously. If a Player picks an Agent by mistake during this phase, the Player must notify a Tournament Official of their intended selection before the Agent Select timer expires. In this case the Agent Select process will be restarted with the same Picks up until the mistake occurred, after which the Player must choose their intended Agent. In the case the Player notifies a Tournament Official after the timer has expired, the Agent Select process will not be restarted and the Player will be required to play through.

7.6.10. Match Start After Agent and Map Selection.

A Match will start immediately after the Agent/Map Selection process is complete, unless otherwise stated by a Tournament Official. At this point, Teams must remove any printed materials from the Match Area (if applicable), including any notes written by Team Members. Players are not allowed to quit a Map during the time between the completion of picks/bans and Map launch, also known as “Free Time.”

7.6.11. Controlled Match Start.

In the event of an error in Match start or a decision by Tournament Officials to separate the pick/ban process from Match start, a Tournament Official may start the Match in a controlled manner and all maps will be selected in accordance with the previous valid completed pick/ban process.

7.6.12. Slow Client Load.

If a game crash, disconnect, or any other failure occurs which interrupts the loading process and prevents a player from joining a Match upon Match start,

the Match must be immediately paused until all ten players are connected to the Match.

7.6.13. Restrictions on Gameplay Elements.

Restrictions may be added at any time before or during a Match, if there are known or suspected bugs with any Agents, skins or maps, or for any other reason as determined at the discretion of Tournament Officials.

7.6.14. Substitutions during Tournament Play.

For Matches involving more than one Map (i.e., a best-of-three or best-of-five Match), a Team may replace their then-current Starters with 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. In the event that a Player disconnects during a map and is unable to return within the allocated pause time, the Team will be permitted to replace them with a Substitute from their Roster. Any substitutions must result in the Team having an eligible Roster or Starting Roster.

8. Pauses and Crashes

8.1. Timeouts (Tactical Pauses)

Teams are allowed to call Timeouts of 60 seconds in duration two times per map. The 60 second clock will begin when both teams' Coaches are connected and able to communicate with their players. Timeouts can be called via the in-game pause system. In the event of overtime, each team will be granted one 60 second Timeout for all of overtime. Unused timeouts from regulation will not carry over.

8.1.1. Manual Timeout Protocol

During a Manual Timeout, headsets have to stay on and players are prohibited from controlling their agent (i.e., players can not move or use utility during a Manual Timeout). The Tournament Official can pause the game if for some reason the player pausing does not work.

8.2. Technical Pauses

If a player has a problem that prevents him from playing on, he must notify the Tournament Official and request a technical pause. The player has to announce the reason before or immediately after he requests the pause. During a technical pause, headsets have to stay on and players are prohibited from controlling their agent (i.e.,

players can not move or use utility during a technical pause). Unless a Tournament Official instructs the player otherwise any form of communication including but not limited to text and voice communication between players and coaches is forbidden during a technical pause. The Tournament Official can pause the game if for some reason the player pausing does not work.

Note: Players are not permitted to alt-tab anytime during gameplay unless otherwise instructed to do so by a tournament official.

8.3. Crashes

- If a match is interrupted for reasons beyond the control of the Players (e.g. server or player crash), the Tournament Official will restore the round using the in-game round restore feature, but in some scenarios may decide to replay the round or even a whole match.
- 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 a round and after the damage has been made and the outcome of the round can still be determined (e.g. a single player has dropped but others remain), then the round will not be replayed or restored. The round will continue to be played and will count. Special exceptions can be made if the damage dealt was ruled insignificant e.g. accidental teammate damage dealt at the start of the round or damage dealt to the opposing side by the team that was affected by the crash.
- 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 round 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).

9. Bug and Exploit Adjudication

9.1. Types of Bugs

A bug is an error, flaw, or fault in the game that produces an incorrect, unintended, or unexpected result. There are three classifications of Bugs - Play Through Bugs, Major Bugs, and Exploits. Bug classification will be communicated via the Esports Bug List shared with each patch.

9.1.1. Play Through Bug

A bug that does not significantly alter the competitive integrity of the game. This may mean that there are mitigation steps available or the impact has been deemed insufficient to warrant a disable or remake.

9.1.2. Major Bug

A bug that significantly impacts a Player's ability to compete in the game, significantly alters game stats or gameplay mechanics, and has no reasonable mitigation steps. The determination of impact will be at the sole discretion of Tournament Officials.

9.1.3. Exploit

A bug that has the potential to significantly alter the competitive integrity of the game and provide an unintended competitive advantage. As a standard, regardless of impact, exploit usage is not permitted and if found will result in a penalty, as outlined in the Penalty Index.

9.2. Agent Specific Bugs

Non-limiting examples of Agent Specific Bugs are detailed in the External Bug and Exploit List. Any use of a bug or exploit specifically listed in the External Bug and Exploit List, or covered under a blanket prohibition will be considered a violation of these rules.

9.2.1. Cypher

All Cypher cam placements that afford an unfair competitive advantage via abusing map textures and/or geometry to prevent the Cypher cam from being destroyed or seen are considered banned exploits. All Cypher cam placements must result in a Cypher cam that is destructible, that is viewable by both teams, and that does not exploit map textures and/or geometry to create a one-way view that provides an unfair advantage. Any other uses of a Cypher cam that are determined by a Tournament Official to provide an unfair competitive advantage will also be considered banned exploits.

9.2.2. General Agent Utility Rule

All uses of agent utility that afford an unfair competitive advantage via abusing map textures and/or geometry to prevent the agent utility from being destroyed or seen are considered banned exploits. Agent utility cannot be used in areas that are outside of map boundaries while potentially providing any useful information or advantage at any point. Areas that are within map

boundaries are defined as areas where all utility is (1) destructible as intended for that utility, (2) has the ability to be seen by both teams as intended for that utility, and (3) does not exploit map texture and/or geometry to provide an unfair competitive advantage.

A player shall not alter the utility's intended purpose and scope of usage by abusing map textures and/or geometry, abusing unintended interactions with other utility, unintended interactions with weapons, or other types of unintended interactions to gain an unfair competitive advantage. Any other uses of an agent's utility that are determined by a Tournament Official to provide an unfair competitive advantage will also be considered banned exploits.

SPECIAL EXCEPTIONS: KAY/O's ZERO/POINT ability is intended to be usable outside of map boundaries, and is a special exception regarding these rules. KAY/O's ZERO/POINT ability is allowed to be placed outside of map boundaries, and at other locations that cause KAY/O's ZERO/POINT ability to be indestructible and/or unviewable by the enemy players. However, the knife model of KAY/O's ZERO/POINT ability cannot abuse or exploit map textures and/or geometry to travel to unintended locations. For example, the knife model of KAY/O's ZERO/POINT ability may not travel through or inside map textures and/or geometry that are intended to be solid. Teams should clear specific trajectories or end locations for KAYO's ZERO/POINT ability with Tournament Staff prior to usage if the Team is unsure whether that usage complies with this special exception rule.

9.2.3. Agent Character Model Boosting

Players are prohibited from using another agent's character model to boost to a location out of intended jumping range.

9.3. Assessment of Penalties

When assessing the appropriate penalty, Tournament Officials shall take into account the Penalty Index (past punishments for the same or similar situation), Bug Classification, Prior Communication, Impact, and Intent. The following questions and assessments shall be considered by Tournament Officials in each category to apply appropriate penalties.

9.3.1. Bug Classification

- Is the bug on the Esports Bug List, and how is it classified?

- If the bug isn't in the Esports Bug List, is it similar enough to another that a reasonable person would assume that the classification would be the same?
- If the bug isn't in the Esports Bug List and isn't similar to another known bug, Tournament Officials should use the other criteria to help inform any action.

9.3.2. Prior Communication

- Has the Esports Bug List been shared with the team and/or player?
- Was the Esports Bug List for the patch version designated by the Tournament Officials for the Challengers event shared within a reasonable timeframe for them to inform themselves and make necessary adjustments?
- If the Esports Bug List hasn't been communicated at all or in a reasonable timeframe, this should be a mitigating factor.

9.3.3. Impact

- What impact did the bug have on the round and/or outcome of the map - e.g. Damage dealt, info gained (vision, sound etc.), prevented opponents actions (bomb defusal/plant).
- What impact could this bug have on the perception of the sport? Could it bring the sport into disrepute?

9.3.4. Intent

- How hard is it to use the bug accidentally? Does it require a specific set of actions that don't occur in the normal course of play?
- Has the Player or Team received penalties for the same bug in the past?
- Did the Player or Team discuss usage in voice comms?
- Did the Player or Team notify a referee immediately after the bug had occurred?

9.4. Types of Penalties

The following list of penalties is a non-exhaustive list. Tournament Officials may, at their sole discretion, issue other types of penalties such as Fines or Suspensions on a case-by-case basis.

9.4.1. Warning

Tournament Officials may issue Warnings for a low impact first offense in order to prevent widespread usage of low impact bugs.

Warnings may be issued for unintended bugs that did not give a competitive advantage, or bugs deemed small enough to not have a significant impact on the competitive integrity of the match.

9.4.2. Round Rollback

Tournament Officials may perform a Round Rollback when a bug has had a significant impact on the outcome of the round, but the intent of the Player that performed the bug cannot be determined, or for low impact second offenses.

Round Rollbacks may be used for unintended bugs that give a competitive advantage. Tournament Officials shall evaluate the intent of the Player that performed the bug on a case by case basis. If a Player contacts an official immediately after the unintended bug occurs, then Tournament Officials shall consider issuing a Round Rollback.

Round Rollbacks may also be issued for a major bug that impacts the integrity of the round, but is not the fault of any Player or Coach.

9.4.3. Round Loss

Tournament Officials may issue a Round loss when an exploit has a significant impact on the outcome of the round, and Tournament Officials have determined that the Player or Team intended to perform the exploit. Round Losses may also be issued if a Round Rollback threshold has been exceeded, as determined by Tournament Officials.

Round losses may be applied using the following methods:

- Roll back to the round where the exploit was used and award the Team that did not perform the exploit the round win via elimination in round rollback settings.
- If rolling back isn't an option, round loss should be applied at the start of the next round. If the current round could result in the map ending, the loss should be applied to the current round.

Round Losses may be issued for intended exploits that give a competitive advantage. Intent will be assessed by Tournament Officials. If the exploit is listed on the current Bug and Exploit List given to Teams in a reasonable timeframe, the exploit will automatically be classified as an intended exploit if considered egregious.

9.4.4. Forfeit Loss

Tournament Officials may issue a Forfeit Loss for a map of the match in the following scenarios:

- An exploit had a significant impact on the outcome of a map or provided a significant unintended competitive advantage, but the map has concluded and Round Rollback and/or Remake is not possible.
- Second offenses for low impact exploits where Round Rollback and/or Remake is not possible.
- Second offenses for high impact exploits while the map is still being played, and a Round Loss has already been applied.
- Egregious cases that warrant an immediate escalated penalty, as determined at the sole discretion of the Tournament Officials.

9.5. Team Rules on Reviewing Exploits

Players and Coaches may request a review on bug/exploit usage. If a Player or Coach believes a bug or exploit has occurred, the Player or Coach shall immediately flag a Tournament Official and request the review. The request for the review must occur during the round where the alleged bug or exploit is used, or within the Buy Phase of the following round. The following rules apply to Players and Coaches when requesting a bug or exploit review:

- If a bug or exploit is confirmed, both teams shall be informed, and Tournament Officials shall assess the appropriate rectifying actions for the bug or exploit.
- If the bug or exploit claim is reviewed and the alleged bug or exploit deemed to not be a bug or exploit, the Team who requested the review will lose a timeout. If no timeouts remain, the Team will be given a Round Loss in the next immediate round via elimination.

9.6. Finality of Judgment on Bug and Exploit Adjudication

Tournament Officials have the right to assess and make final calls on all bug and exploit decisions. All decisions regarding the interpretation of these Bug and Exploit Adjudication rules lie solely with the Tournament Officials, the decisions of which are final. Tournament Official decisions with respect to these Bug and Exploit Adjudication rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

10. Rules for Online Events

10.1. Coaching Slot in the VALORANT Client

In order to secure and protect the competitive integrity of Online Events in the VALORANT Champions Tour from misuse of the Coaching Slot privilege granted to Teams during these events, Tournament Officials have the right to prohibit access to the Coaching Slot, audit any in-client communications of a Player or a Coach in an Online Event, and mandate additional rules and processes for monitoring a Player or Coach's adherence to these Rules for Online Events of the VALORANT Champions Tour.

10.2. Match Communication

Players and Coaches in an ongoing match of an Online Event shall only communicate with the other Players and Coaches in the same ongoing match, and Tournament Officials of the Online Event. Any unauthorized communication with anyone other than the Players and Coaches in the ongoing match and Tournament Officials is prohibited. If a Team has more than one Coach, the Team must designate a main Coach. At the Tournament Operator's sole discretion, the main Coach may be provided with a means to communicate with up to two (2) other coaches and/or Team personnel. The main Coach and the two other Coaches andor Team personnel may only communicate in the manner authorized by the Tournament Operator. Players and Coaches must obtain authorization from a Tournament Official before engaging in any communication with anyone outside of the ongoing match.

10.2.1. Allowed Match Communications

The following types of communications will be allowed in an ongoing match of an Online Event:

- Voice or Chat communication between Players on the same Team.
- Voice or Chat communication between the main Coach and the Players on the same Team during the Agent and Map selection process for each Match, timeouts, half-times, in between regulation and overtime, and in between Maps (if applicable).
- Voice or Chat communications with Tournament Officials.
- Voice or Chat communications that have been expressly authorized by a Tournament Official.

10.2.2. Prohibited Match Communication

The following types of communications are prohibited in an ongoing match of an Online Event without authorization by a Tournament Official:

- Voice or Chat communication with anyone outside of the ongoing Match of the Online Event.

- Voice or Chat communication between the main Coach and the Players on the same Team outside of the Agent and Map selection process for each Match, timeouts, half-times, in between regulation and overtime, and in between Maps (if applicable).

10.2.3. Match Communication Authorization

Players and Coaches are obligated to obtain authorization from Tournament Officials prior to engaging in any type of communication with anyone that is not an Allowed Match Communication.

10.2.4. Unauthorized Match Communication

A Player or Coach in an ongoing Match of an Online Event that breaches these Match Communication rules will be subject to disciplinary action including, but not limited to, Official Warnings, fines, match forfeiture, and Player or Coach suspensions.

10.3. Ongoing Match Points of View

Players and Coaches in an ongoing match shall only view the Point of View (**"POV"**) afforded to that Player or Coach by the VALORANT client being used for the Online Event.

10.3.1. Allowed POV

Players in a player slot of the VALORANT client are allowed to view the POV afforded to that player slot by the VALORANT client. Players on the same Team are allowed to observe each other's monitors showing the POV afforded to those players by the VALORANT client. Coaches in a coach slot of the VALORANT client are allowed to view the POVs afforded to that coach slot by the VALORANT client.

10.3.2. Prohibited POV

Players and Coaches in an ongoing match are prohibited from using any broadcast, stream, or other method for presenting video or audio content of the ongoing match outside of the POV afforded to that Player or Coach by the VALORANT client. A Player or Coach that views a prohibited POV without authorization by a Tournament Official shall be subject to disciplinary action including, but not limited to, Official Warnings, fines, match forfeiture, and Player or Coach suspensions.

10.4. Player and Coach Monitoring

Tournament Officials of the Online Event shall have the right to implement a monitoring and auditing process to protect the integrity of the Online Event. Players and Coaches shall comply with the monitoring and auditing process, and any other requirements raised by the Tournament Officials for implementing that monitoring and auditing process.

10.4.1. Client Communication Auditing

Tournament Officials have the right to audit any voice or chat communication within the VALORANT client of any Player or Coach in the Online Event. Tournament Officials may view the all chat, team chat, and whisper logs of any Player or Coach in the Online Event.

10.4.2. Voice Communication Systems

Players and Coaches are prohibited from using any voice or chat communication system outside of the native voice and chat communication systems of the VALORANT client without authorization of Tournament Officials. Tournament Officials have the right to monitor any voice or chat communication system being used by the Players and Coaches of an ongoing match. Tournament Officials have the right to audit any voice or chat communications of Players and Coaches that occur during an ongoing match.

10.4.3. Screen Capture Monitoring

Tournament Officials have the right to implement requirements for Players and Coaches to use a screen capture program specified by the Tournament Officials to record the Player's or Coach's screen and/or display output during an ongoing match. Players and Coaches must comply with these requirements. Players and Coaches that do not comply with the requirements set forth by the Tournament Officials shall not be permitted to participate in any matches of the Online Event. Tournament Officials have the right to deny Players and Coaches access to the Player or Coach slots of a match of the Online Event if those Players or Coaches cannot adhere to the requirements set forth by the Tournament Officials.

10.4.4. Camera Capture Monitoring

Tournament Officials have the right to implement requirements for Players and Coaches to use a physical camera device to capture a specified point of view of the Players, Coaches, and their surroundings. Players and Coaches must comply with these requirements. Players and Coaches that do not comply with the requirements set forth by the Tournament Officials shall not be permitted to participate in any matches of the Online Event. Tournament

Officials have the right to deny Players and Coaches access to the Player or Coach slots of a match of the Online Event if those Players or Coaches cannot adhere to the requirements set forth by the Tournament Officials.

10.4.5. Screen Capture and Camera Data Storage Requirements

Players and Coaches must store any data resulting from the Screen Capture Monitoring and/or the Camera Capture Monitoring requirements for a minimum of two (2) weeks after the end of the Online Event.

10.4.6. Screen Capture and Camera Data Auditing

Tournament Officials have the right to request and audit the Screen Capture and Camera Data resulting from the Screen Capture Monitoring and/or the Camera Capture Monitoring requirements set forth by the Tournament Officials at any time during the Online Event and for two (2) weeks after the end of the Online Event. Any Player or Coach that refuses to furnish the requested data for auditing purposes will be subject to disciplinary action including, but not limited to, Official Warnings, fines, match forfeiture, and Player or Coach suspensions.

11. Post-Match Process

11.1. Post-Match Process

11.1.1. Results.

Tournament Officials will confirm and record the Match result.

11.1.2. Tech Notes.

Players will identify any technical issues with Tournament Officials.

11.1.3. Between Maps.

Tournament Officials will inform players of the remaining amount of time before the next Map in the Match, if applicable. For online events, the standard time for transition in between Maps is eight (8) to ten (10) minutes from the time of the last Map's Round until players are required in their seats for the next Map. For offline events, the standard time for transition in between Maps is five (5) to ten (10) minutes from the time of the last Map's Round until players are required in their seats for the next Map. The next Map, if applicable, will commence as soon as both Teams have confirmed to a Referee or Tournament Official that all players are ready to play and, at LAN Events, in their seats.

11.1.4. Between Matches.

For online events, the standard time for transition in between Matches is eight (8) to ten (10) minutes from the time of the last Match's Round until players are required in their seats for the next Match. For offline events, the standard time for transition in between Match is 10 to 15 minutes from the time of the last Match's Round until players are required in their seats for the next Match. The next Match, if applicable, will commence as soon as both Teams have confirmed to a Referee or Tournament Official that all players are ready to play and, at LAN Events, in their seats.

If all the players are not ready to play and in their seats (if applicable) at the time designated to them by the Referees or Tournament Officials, the Team can be sanctioned for delay of Game.

11.1.5. Post-Match Obligations.

Players will be informed of any post-Match obligations, including, but not limited to, media appearances, interviews, or further discussion of any Match matters.

11.1.6. Media Obligations.

Teams will be required to make available to the media for a minimum of 15 minutes at least one player that started any Match that day. If a player has started at least 2 Matches throughout Challengers, the player will be required to have made him or herself available to media at least once during the Event. A Team may not make available the same player for media for 4 consecutive Match days.

11.1.7. Results of Forfeiture.

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 best-of-1 Matches, 2-0 for best-of-three Matches, 3-0 for best-of-five Matches). No other statistics will be recorded for forfeited Matches.

12. Prizes

12.1. Prize Money

Award	Prize Pool
Total Prize Pool	RM100,000

1st Place	RM 40,000
2nd Place	RM 20,000
3rd Place	RM 13,000
4th Place	RM 8,000
5th - 6th Place	RM 5,000
7th - 8th Place	RM 3,000
Overall MVP	RM 2,000
Best Teammate	RM 1,000

13. Travel and Expenses

Travel and Expenses are to be confirmed. Once all the details regarding travel and expenses are confirmed, it will be amended to be included in this section and teams will be notified through our Communication Channels

14. Communication with the Tournament Operator

Discord & Email will be considered the main form of communication between Players & Admins on any matters regarding the tournament. All match related communications will be done through the Match Chat in Battlefy.

Team Members can contact the Tournament Operator for all communication and support.

Discord Channel	: VALORANT SEA Community
Groov Yusuf	: Groov#7361 on Discord
Roshan Jay	: Phronix#7123 on Discord
Email 1	: leagueoperations@thegamingcompany.co
Email 2	: enquiry.valorantsea@gmail.com

15. Interpretation and Construction

15.1. Tournament Operator's Right of Interpretation

Any matters relating to a Challengers event that are not covered by these Challengers Rules or the Global Policy will be subject to an interpretation made by the Tournament Operator and provided to the Teams from time to time in the form of an update to, or interpretation of, these Challengers Rules or the Global Policy. All decisions made by the Tournament Operator and Tournament Officials in regard to interpretations of these Challengers Rules and the Global Policy are final and binding.

15.2. Business Judgment

Whenever these Challengers Rules or the Global Policy grant, confer or reserve to Riot or the Tournament Operator the right to take action, refrain from taking action, grant or withhold consent or grant or withhold approval or make any other determination, unless the provision specifically states otherwise, each of Riot and the Tournament Operator will have the right to engage in such activity in its sole discretion based on its own business judgment, taking into consideration its assessment of the best interests of Riot and the Tournament Operator and the short and long term interests of the Official Competitions, the Challengers events, VALORANT and the businesses and activities of the affiliates and group companies of Riot and the Tournament Operator. Neither a Team nor a Team Member will have any claim or cause of action based on an assertion that Riot, the Tournament Operator or any Tournament Official has unreasonably withheld or delayed any consent,

approval, determination or other requested action under these Challengers Rules or the Global Policy.

15.3. Language

The original Challengers Rules have been written in the English language. In the event of an unintentional conflict in interpretation between the English version and such translation, the English version will control.

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