



SEC

VALORANT RULES

Fall 24



southernesportconference.com

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1. Broadcast & Marketing

1.1 Broadcast Rights

The Southern Esports Conferences (SEC) will spotlight several matches per week from the Tier 1 division “SOL” during the length of the tournament. These matches will be streamed on the official [SEC Twitch stream](#). These streams will be broadcasted solely by the SEC and are not allowed to be streamed by any players without written permission from the SEC. Organizations and players are welcome to host the SEC Twitch channel whenever, but may not stream the match from their perspective. Matches that are **NOT** being streamed by the SEC Twitch Stream may be streamed on a 180-second delay from a schools or players respective channels.

The streaming teams must use an approved overlay which displays the event logo and the event sponsors.

Streamers must also submit the Stream Summary screen of their game within 48 hours of broadcast conclusion.

During the postseason, matches will be streamed **solely** on the SEC Twitch channel unless given written permission by an admin.

1.2 Marketing

The tournament marketing will be handled by the SEC and Atlas Esports Consulting Staff. The organizations of the participating teams may also reserve the right to promote the tournament as they see fit, within appropriate confines set forth by Riot Games, VALORANT, and any other governing bodies that have an impact on the tournament. The SEC is not responsible for any misuse of copyrighted material by the competing organizations



2. Competition Eligibility

2.1 School Association

All SEC teams and players must be associated with a NCAA D1 accredited higher learning institution in the United States. A list of accredited United States institutions can be found [here](#)

2.2 Multiple Teams per School

Multiple teams per school are **NOT** allowed to compete in the SEC.

2.3 Player Eligibility Rules

Players must be currently enrolled in a degree program lasting at least two years and in academic good standing at the school they are competing for as either a (a) full-time student, or (b) part time student.

Players may not have any current disciplinary suspension from any Riot-affiliated competitions.

Players must have a Valorant account in good standing and eligible for competitive games in order to compete. This same account must be used for all matches during official competition. Players may not have more than one account each listed on the roster.

If a player receives a ban due to in-game behavior or Terms of Service violations, that player is not eligible to participate in the season until the ban is lifted. If a player receives a permaban during the season, they are no longer eligible for the rest of the season. This rule applies to all accounts owned by a player, not just their registered account.



2.4 Team Eligibility

In order for teams to qualify for the SEC 2024-2025 season they will have to submit an application during the allotted time for said season. Application time periods are announced in the [SEC Discord server](#). If you have any questions about when an application period will begin, reach out to an SEC official.

Only one representative from each team will need to submit an application for the tier 1 or tier 2 division. In no particular order applicants will be reviewed based on past performance in the SEC, past performances in other tournaments, length of stay in the SEC, player infractions or bans, team forfeitures, and when the application was submitted.

3. Roster Rules

3.1 Roster Size

Teams will be required to have at least five, and no more than ten eligible players on their rosters at all times. There are no restrictions on designation of starter or substitute. These players are collectively referred to as the Active Roster.

The Active Roster will be displayed on an official competition website, to be shared publicly with teams. The Active Roster on that website will be updated upon proper filing of documentation. Once an acquisition is confirmed, the acquisition will be placed on the website. The Active Roster on that website will be considered the most up to date roster that could be applied within a reasonable time. Roster eligibility is still at the discretion of SEC officials.



3.2 Team Coordinator

Each team must designate a Team Coordinator, who may be but does not need to be a player on the Active Roster. The Coordinator will be the primary point of contact for all SEC officials, must be present in any official communications channels (e.g. Discord), and will also be the signatory authority for any documents which cause changes to the Active Roster, as outlined in Section 3.5 & 3.6. The manager must be identified before the start of the season, and a successor must be immediately identified if the Manager leaves the team (for any reason). The manager must be fully eligible in accordance with Section 2.3, but does not need to meet other eligibility criteria.

3.3 Additional Staff

Teams are allowed to have any number of additional staff members serving any role without restriction. Additional staff members do not need to be declared to SEC officials and do not need to meet any eligibility requirements to work with the team.

3.4 Manager Overrule

At the discretion of SEC officials, team coordinators may be overruled or replaced due to negligence, malice, or other reasonable suspicion of malfeasance. In the event of a conflict between team management and players of a student-run team, College Season officials will allow for team members to replace their manager at their sole discretion. This rule does not apply to faculty, paid staff, or other school-appointed positions.

3.5 Substitutions



Teams may freely field any five players from their active roster at the start of the match. Teams may freely substitute players between maps, but their opponents must be notified of the substitution before the start of the next map. Teams may only substitute in players from their active roster.

3.6 Roster Changes

Original roster changes are only allowed under extenuating circumstances, as approved by an SEC official. Rosters will have to maintain 3 out of the 5 starting players. Changes to the roster must be finalized no later than 48 hours before a regular season match. Roster changes will not be allowed once the regular season has ended.

3.7 Name Restrictions

User Names and Team Names may not contain: vulgarities or obscenities; VAL agent derivatives or other similar character names; or derivatives of products or services that may create confusion. These restrictions will be applied solely at the discretion of SEC officials.

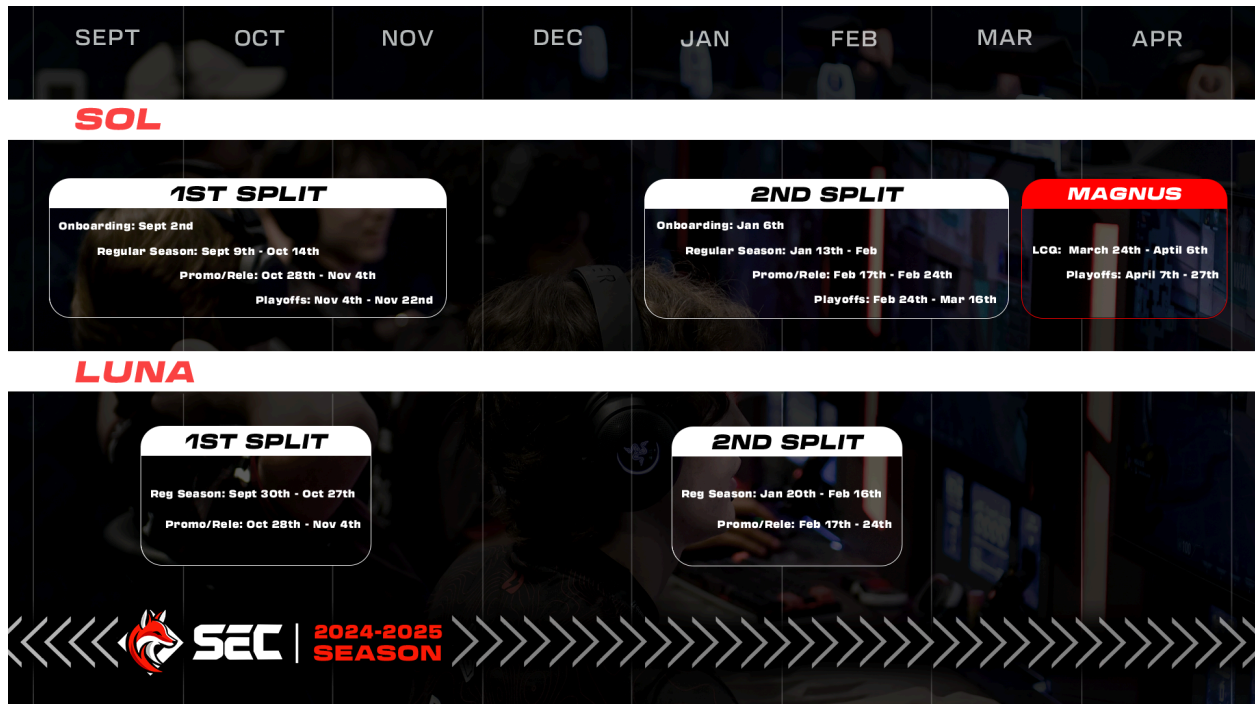
SEC officials reserve the right to modify Team Tags, Team Names, or User Names if they do not reflect the standards sought by the SEC officials

4. Season Format

4.1 Overview

The SEC season will now span the entire academic year, divided into three splits: Fall, Spring, and Magnus. This change replaces the previous two separate Fall and Spring seasons. For more details on these splits, please refer to pages 10-12. For any questions, contact slade1621 on Discord.





4.2 SOL Division (Tier 1)

4.2.1 Description:

The Sol division is the premier tier of Southern Collegiate Valorant, now expanding to include 12 teams divided into two groups of 6: Group A "LUX" and Group B "NOX." Each group will play a round-robin schedule against the opposing group in the first split.

4.2.2 Regular Season:

Regular season matches will be played in a round-robin format, with each group playing the opposing group in the Fall split and within their group in the Spring split. Matches are best-of-three (BO3) and must be played on the latest competitive map pool set by Riot. Matches can only be rescheduled up to 5 days before match day. Teams that forfeit 3 games without reasonable justification will be auto-relegated to Tier 2 "LUNA" at the end of the split.

4.2.3 Playoffs:



Fall Split: Top 3 teams from each group compete in a double elimination bracket from November 4th to 22nd.

Spring Split: Top 3 teams from each group compete in a double elimination bracket from February 24th to March 16th.

Magnus Split: Includes a Last Chance Qualifier (LCQ) from March 24th to April 6th, followed by championship playoffs from April 7th to April 27th. The top 2 teams from Fall, Spring, overall season standings, and LCQ compete in a double elimination bracket.

- The regular season champion will gain the advantage of picking which team they are to play in the first round of playoffs. (if applicable)
- The team with the higher seed will get to pick either team A or Team B with the exception of grand finals
- The team who qualifies for the Grand Finals through the upper bracket will get the advantage of banning both maps for the BO5, the lower bracket team getting to pick the first map.

4.2.4 Promotion/Relegation Matches:

Fall Split: Held from October 28th to November 4th. The top 2 teams from LUNA compete in a double elimination bracket with the bottom 2 teams from SOL. Winning teams secure a spot in SOL for the next split.

Spring Split: Held from February 17th to February 24th, following the same format as the Fall split.

4.2.5 Prize Pool Distribution and Fees:

Fall Split and Spring Split: Prize pool of \$500. Entry fee of \$20 per player or \$100 per team. Fees due by August 30th and



January 6th, respectively. Onboarding meetings are on September 4th and January 8th.

Magnus Split: Prize pool of \$1,400. No entry fee required (spots are earned).

Prize Distribution: 1st place 50%, 2nd place 30%, and 3rd place 20%

4.3 Luna Division (Tier 2)

4.3.1 Description:

The Luna division serves as the second tier of competition. It follows a similar, but shorter, format to SOL. The format within the split will change based on the number of teams, capped at 16, with spots reserved on a first-come, first-serve basis.

4.3.2 Regular Season:

Matches follow a round-robin schedule, and teams compete in BO3 matches on the most recent competitive map pool.

4.3.3 Promotion to Sol Division:

The top 2 teams from LUNA compete in the Promo/Relegation bracket against the bottom 2 SOL teams at the end of each split.

4.3.4 Prize Pool Distribution and Fees:

Promo/Relegation: Prize pool of \$100.

Entry Fee: \$5 per player or \$25 per team per split. Fees due one week before the start date.

5. Game Rules



5.1 Overtime

In the event that a Map goes into overtime, the teams will be required to play until one team wins by two.

5.2 New & Reworked Agents

Agents who have not been available on the live service for more than 14 days before the beginning of the scheduled match will be automatically prohibited from use. Agents that have undergone Gameplay Updates will be subject to SEC discretion.

Example: Agent A was released Wednesday, January 1, so Agent A becomes eligible to be used in all SEC matches on or after Tuesday, January 15.

5.3 New Maps

New Maps will be automatically restricted for four weeks from their release on the 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.

5.4 Setup & Player Responsibilities for Online Matches

All players will be expected to be ready to join the game lobby at the time specified by the SEC. Readiness includes, but is not limited to, five rostered players having joined the game lobby, completed client patching, and configuration of in-game settings.

5.5 Schedule Adjustments by Officials



SEC officials, in their sole discretion, have the right to adjust the match schedule at any time to preserve the pacing of the tournament or to remedy such circumstances as may detract from the viewer experience.

5.6 Match Reschedules

5.6.1 Official Match Times: All teams will be given a full regular season schedule prior to the start of the season. This will set both dates and times for all regular season matches to be played.

5.6.2 Rescheduled Matches: If teams are unable to make an official match time they may request a reschedule with their opponent up to **5 days** before the official match time. Furthermore, a rescheduled match **MUST** be played within the **original week of play** for the official match time (SEC weeks of play go from Monday-Sunday). For example if the original game was scheduled for Monday the game can be rescheduled for the proceeding Tuesday-Sunday.

All reschedules are subject to SEC admin approval. Should it be impossible to reschedule a match within the guideline set above, contact “rooval” in discord to discuss potential options. For a match reschedule to become official both parties must agree, and the rescheduled time and date must be posted in the SEC match reschedule channel. (Ex. @USA vs @UK will be played on 7/4/1776 @8:00pm CST)

5.7 Lateness Penalties

A team will automatically forfeit their match if they are not ready to play within 15 minutes from their official or agreed-upon match time, or within 10 minutes of the start of additional maps (e.g. maps 2 or 3 in a best of three series). Intentionally delaying the lobby or game start will still subject the team to penalties.



5.8 Voice Call Restrictions

All competing players **MUST** use their assigned team voice calls in the SEC Discord while competing. This is to ensure that all teams compete following our competition conduct rules. Failure to do so may result in penalties outlined in section 6.6

5.9 Pause Process

Teams or players may pause the game for any reason during the pre-round countdown by using the Pause Match Timer cheat in the Cheats Menu. After a pause, the pausing team must use /all to share the reason for the pause and the estimated time to unpause. When a team is ready to unpause, at least one player from both teams must declare their readiness in /all chat (e.g. “ready” or “r”) before the pausing team is allowed to disable the Pause Match Timer cheat and resume the game.

5.10 Pause Allowance

Teams may pause the game for a maximum of 10 minutes over the course of a single game. Pausing beyond allowance time will be considered unfair play and penalties will be applied at the discretion of SEC officials.

5.11 4v5 Play

Teams are required to field a full team of five players to be considered ready to start any match. If a player disconnects from the lobby or agent select, the team is no longer ready to play, and lateness time begins. If a player disconnects from the game, the game may continue as 4v5 or be paused per Section.



5.12 Player Equipment Responsibility

All players are responsible for ensuring the performance of their chosen setup, including computer hardware, peripherals, internet connection, and power. A problem with player equipment is not an acceptable reason for lateness or pausing beyond a team's allowance, regardless of the root cause of the problem.

5.13 Lobby Creation

Lobbies can be made by either team captain, if neither team can decide who makes the lobby it will be determined by whoever won the coin toss for the map bans.

5.14 Lobby Settings

Mode: Standard

Allow Cheats: Off

Tournament Mode: On

Overtime: Win By Two: On

Play Out All Rounds: Off

Hide Match History: Off

5.15 Score Reporting



After each Match, the winning team is responsible for reporting the score in the SEC Discord, and providing a link to the tracker.gg page in the #val-match-report section

5.16 Map Pool

The map pool is to be the same as the official competitive pool as set by Riot.

5.17 Map Selection Process

Once both teams are in the lobby and confirm they are ready to begin play, the map selection process will begin. Under no circumstances may a map be played twice in one Match unless all other available maps have been played.

5.18 Map Selection Process for Best-of-Three Matches

The team who wins a coin-flip will decide if they are either Team A or Team B. The coin-flip is to be done in the SEC discord. 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

5.19 Map Selection Process for Best-of-Five Matches (Grand Finals)

The team who comes from the winner side of the bracket will decide if they are either Team A or Team B. 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 B picks Map 1

Team A picks side for Map 1

Team A picks Map 2

Team B picks side for Map 2

Team B picks Map 3

Team A picks side for Map 3

Team A picks Map 4

Team B picks side for Map 4

Map 5 is only Map remaining

Team A picks side for Map 5



6. Code of Conduct

6.1 Code of Conduct

All players and team managers must read and accept the official SEC Code of Conduct as part of the registration process prior to competing in any matches or engaging in any official season activity. The Code of Conduct is viewable on the SEC website and the SEC Discord. Teams are responsible for ensuring that anyone associated or affiliated with their team in a formal or informal capacity abides by the Code of Conduct.

6.2 Reporting Violations

Conduct violations of any kind may be reported to any SEC official by Discord or email.

6.3 Competition Conduct

6.3.1 Unfair Play. The following actions will be considered unfair play and will be subject to penalties at the discretion of SEC officials.

6.3.1.1 Collusion. Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.

Pre-arranging to split prize money and/or any other form of compensation.



Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.

Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

6.3.1.2 Hacking. Hacking is defined as any modification of the Valorant game client by any player, team or person acting on behalf of a player or a team.

6.3.1.3 Exploiting. Exploiting is defined as intentionally using any in-game bug or any feature not working as intended, at the sole discretion of SEC officials, to seek an advantage.

6.3.1.4 Ringing. Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

6.3.1.5 Cheating Device. The use of any kind of cheating device and/or cheat program (e.g. scripting).

6.3.1.6 Official Discretion. Any other further act, failure to act, or behavior which, in the sole judgment of SEC officials, violates these Rules and/or the standards of integrity established by SEC for competitive game play.

6.3.2 Profanity and Hate Speech. A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. This rule additionally applies to public social media, live streaming, or player comms during live events such as a LAN.

6.3.3 Disruptive Behavior/Insults. A Team Member may not take any action or perform any gesture directed at an opposing Team Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.



6.3.4 Abusive Behavior. Abuse of SEC officials, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's computer, body or property, will result in penalties. Team Members and their guests (if any) must treat all individuals attending a match with respect.

6.4 Unprofessional Behavior

6.4.1 Responsibility Under Code. Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

6.4.2 Harassment. Harassment is forbidden. Harassment is defined as systematic, hostile, and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

6.4.3 Sexual Harassment. Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

6.4.4 Discrimination and Denigration. Team Members may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.



6.4.5 Player Behavior Investigation. If SEC officials or Riot determine that a Team or Team Member has violated the VALORANT Community Code, the VAL Terms of Service, or other rules of VAL, SEC officials may assign penalties at their sole discretion.

6.4.6 Cooperation with Investigation. If a SEC official contacts a Team Member to discuss an investigation, the Team Member is obligated to tell the truth. If a Team Member lies to a College Season official, creating obstruction of the investigation then the Team is subject to punishment.

6.4.7 Ban Evasion. A team may not attempt to roster or start a player that is not eligible due to disciplinary action, or account bans by use of a smurf or alternate account.

6.4.8 Criminal Activity. A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

6.4.9 Moral Turpitude. A Team Member may not engage in any activity which is deemed by SEC officials to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

6.4.10 Confidentiality. A Team Member may not disclose any confidential information provided by SEC officials, by any method of communication, including all social media channels.

6.4.11 Bribery. No Team Member may offer any gift or reward to a player, coach, manager, SEC official, or person connected with or employed by another SEC team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

6.4.12 Non-Compliance. No Team Member may refuse or fail to apply the instructions or decisions of SEC officials.



6.4.13 Match-Fixing. No Team Member may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.

6.4.14 Document or Miscellaneous Requests. Documentation or other reasonable items may be required at various times throughout the SEC Season as requested by officials. Penalties may be imposed if the documentation or items requested are not received and/or completed at the required time or do not meet the standards set by the SEC.

6.5 Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that SEC officials believe, in their and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the SEC.

6.6 Penalties

Upon discovery of any Team Member committing any violations of the rules listed above, the SEC may, without limitation of its authority under Section 6.3, issue the following penalties:

6.6.1 Verbal Warning

6.6.2 Loss of Team A/Team B Selection for Current or Future Map

6.6.3 Loss of Map Ban(s) for Current or Future Match

6.6.4 Prize Forfeiture

6.6.5 Map Forfeiture



6.6.6 Match Forfeiture

6.6.7 Player Suspension

6.6.8 Team Disqualification

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in the SEC. It should be noted that penalties may not always be imposed in a successive manner. SEC officials, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by the SEC.

Penalties that state a listed amount of time for discipline will only apply to competition months. Competition months are defined as the months in which professional VALORANT competitions are taking place (i.e. January through October).

6.9 Right to Publish

SEC officials shall have the right to publish a declaration stating that a Team Member has been penalized. Any Team Members and/or team which may be referenced in such declaration hereby waive any right of legal action against the SEC and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

7. SEC Committee

7.1 Purpose



The purpose of the SEC Committee is to advance the landscape of collegiate Esports as well as the mission and objectives of the Southern Esports Conference by fostering a collaborative and representative decision-making body. The committee aims to facilitate active participation from member institutions, ensuring the voices of students and faculty be heard in shaping the rules, policies, and strategic initiatives that govern the SEC.

7.2 Committee Membership Application

7.2.1 Eligibility: Any representative (player or faculty) from a participating college within the Southern Esports Conference is eligible to apply for a position on the SEC Committee.

7.2.2 Application Process: Prospective committee members must submit a formal application, including their name, institution, position, and a brief statement outlining their qualifications and commitment to contributing to the SEC's objectives. Applications can be submitted using the [SEC Committee application form](#).

7.2.3 Committee Member Limit: Only one faculty member and one player from each respective school under the SEC from the same institution may serve on the board at the same time.

7.2.4 Review and Approval: The SEC admins will review applications and approve new committee members based on their qualifications, experience, and dedication to furthering the goals of the SEC.

7.3 Committee Member Responsibilities

7.3.1 Active Participation: Committee members are expected to actively participate in committee discussions, meetings, and initiatives to contribute to the development and growth of the SEC.



7.3.2 Rulebook Amendments: Committee members have the responsibility to propose, discuss, and vote on amendments to the SEC rulebook. Proposed amendments should be submitted in writing to the SEC Committee Secretary for review and inclusion in the agenda for the next committee meeting.

7.3.3 Voting on Key Decisions: Committee members will participate in quarterly voting sessions to decide on significant matters, including rulebook amendments, event proposals, financial matters, and strategic initiatives.

7.3.4 Attendance: Committee members are expected to attend scheduled committee meetings and participate in discussions. In the event of unavoidable conflicts, members will have to abstain from the right to vote on any proposed changes from that meeting unless they assign a proxy outlined in section 7.4.3.

7.4 Committee Voting Procedures

7.4.1 Frequency: The SEC Committee will conduct **quarterly** voting sessions to make decisions on key matters outlined in Article 7.3.3.

7.4.2 Quorum: A quorum is **NOT** required for the validity of any voting session.

7.4.3 Proxy Voting: Committee members unable to attend a voting session may assign a proxy, with written authorization, to vote on their behalf. Proxy assignments must be submitted to the SEC Committee Secretary before the voting session.

7.4.4 Decision Making: Decisions will be made based on a simple majority vote of both the committee members present or represented by proxy and SEC admins. In the case of a tie, the SEC CEO has the deciding vote.



7.5 Term Length and Renewal

7.5.1 Term Length: Committee members serve a renewable term of one year, with the option to reapply for subsequent terms.

7.5.2 Renewal Process: Committee members interested in renewing their term must submit a renewal application to the SEC Committee Secretary at least 30 days before the expiration of their current term.

7.6 Code of Conduct

By applying for membership on the SEC Committee, individuals affirm their commitment to these rules and responsibilities. The SEC Committee reserves the right to amend these rules as needed, with changes subject to committee approval. All SEC Committee members are expected to follow the code of conduct outlined in section 6.

8. Admin Authority Statement

8.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the SEC, and penalties for misconduct, lie solely with SEC officials and members of the SEC Committee, the decisions of which are final. SEC 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.

8.2 Rule Changes



These Rules may be amended, modified or supplemented by SEC officials and by the decision of the SEC Committee, from time to time, in order to ensure fair play and the integrity of the SEC.

8.3 Best Interests of the SEC

SEC officials at all times may act with the necessary authority to preserve the best interests of the SEC. This power is not constrained by any lack of specific language in this document. College Season officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the College Season

9. Contact Information

9.1 Contact Information

If there are any further questions regarding this rulebook, you may reach out using the following methods:

Email: southernsportsconference@gmail.com

Discord: Slade1621



