



VRL MENA 2022 Season
Official VRL Rules

1. Countries and Regions

- 1.1. The 2021 VALORANT Strike Arabia Tournament is open to 15 countries, divided into their respective sub-regional tournament as follows:
- 1.2. **GCC and Iraq:** UAE, Saudi Arabia, Qatar, Bahrain, Oman, Kuwait, and Iraq.
- 1.3. **Levant and North Africa:** Jordan, Lebanon, Palestine, Egypt, Morocco, Tunisia, Algeria and Libya.

2. Team Member Eligibility

To be eligible to compete in the League, each Player must satisfy all of the following:

2.1. Player Age

- 2.1.1. No player shall be considered eligible to participate in any VRL Competition before their 16th birthday, defined as having lived 16 full years.
- 2.1.2. If a player is 16 years of age or older but under the age of majority in their country of residence before the start of the Official Competition, they may still compete in the Official Competition if (a) they meet the other eligibility criteria in these VRL Rules and the Global Policy, and (b) a parent or legal guardian accepts these VRL Rules and the Global Policy on behalf of the player, and consents to the player's participation in the Official Competition using a parental consent form provided by the Tournament Operator.

2.2. Residency & Representation

- 2.2.1. A Player can be an EMEA Resident and an LTR simultaneously.
- 2.2.2. Teams will be required to have a minimum of three (3) Locally-Trained Representative (LTR) and three (3) EMEA Residents on their starting roster at all times during any Official VRL Competition. In addition, a team must have at least four (4) EMEA Residents on their full roster.
- 2.2.3. LTRs are defined as players who have fulfilled one or more of the following criteria:
 - 2.2.3.1. The player has legally resided and been primarily present in the countries defined in the two sub-regions in section 1, for no less than 36 out of the last 60 months immediately prior to their participation in the first game of the applicable competition.
 - 2.2.3.2. The player has legally resided and been primarily present in the countries defined in the two sub-regions in section 1, for at least 36 months after their 13th birthday, defined as having lived 13 full years.
- 2.2.4. A Player may only claim LTR status for the VRL region in which they are currently participating and may only be an LTR of a single VRL at one time. Upon joining another VRL, the Player will have to prove their LTR status for the respective VRL or become a Non-Representative.

- 2.2.5. A player will not be considered a representative until they have declared themselves as an LTR to the respective VRL.
- 2.2.6. Players are not required to claim LTR status and may choose to remain a Non-Representative despite being eligible.
- 2.2.7. Residents are defined as players that, at the time of registration to the VRL, are either:
 - 2.2.7.1. A lawful permanent resident of a jurisdiction in the EMEA region for at least six (6) months.
 - 2.2.7.2. A citizen or national of a country in the EMEA region.
- 2.2.8. A player may only be a Resident of a single Region at any point in time, regardless of whether that player has lawful resident status in multiple Regions. Any player who relocates to a new region, will remain a resident of their prior region until the one-year anniversary of their relocation.
- 2.2.9. Players may prove Residency and LTR eligibility by submitting documentary evidence of eligibility. There are two general categories of evidence: government-issued documentation (e.g. National IDs, government benefits records, military/draft registration papers) and private documentation (e.g., school records, deeds, leases, homeowner association documents, utility bills, bank records/statements, tax returns, insurance documents, medical records & employment records).
- 2.2.10. Minors may also have a parent or guardian prove Residency or LTR status on their behalf by first, providing documentary evidence of the parent- /guardian-child relationship (e.g., a birth certificate) and second, submitting documentary evidence belonging to the parent/guardian, as outlined above.

2.3. Work Eligibility

- 2.3.1. Each Player must submit proof, prior to being added to a Team's VRL Roster, that they will be work-eligible in their respective jurisdiction and/or VRL host country/countries.

2.4. Player & Team Eligibility

- 2.4.1. All Players may only compete in one VRL at a time.
- 2.4.2. Players may not be registered on a VCT and VRL roster at the same time.
- 2.4.3. Players competing in the VCT or VRL are ineligible to compete in a VALORANT Regional Circuit (VRC) event.

2.5. Team Member Vetting

- 2.5.1. As part of the Team Member registration process, Teams must submit the username and Riot ID for their main and one secondary (smurf) VALORANT account used in the last 3 months, for each member of the Team, to League Officials. Failure to do so may result in penalties.

- 2.5.2. The vetting process will consist of anti-cheat and behaviour checks across the submitted accounts and determine whether or not they are in line with the standards we expect from Players in the VRL.
- 2.5.3. League Officials will inform Teams of their Players' behaviour check results upon completion. This process may take up to 1 week.
- 2.5.4. If a Player fails the anti-cheat and/or behaviour check, a report containing information on why the Player did not pass vetting will be compiled. League Officials may share this report with the Team upon receiving written permission from the Player.
- 2.5.5. Players that fail the checks may also be subject to penalties depending on the severity of the case. At minimum, players will receive increased monitoring and be expected to demonstrate improved behaviour during the next round of checks.
- 2.5.6. Players that pass the check may still be subject to official sanctions such as warnings, suspensions and/or fines based on the specific results.

2.6. Ranking Requirement

- 2.6.1. All players on a Team's roster must have held a ranking for VALORANT of "Immortal 1" or above at the time of registration, or during the preceding Act, for any Official Competition.

2.7. No Riot Employees

- 2.7.1. Team Owners and Team employees may not be employees of Riot Games Limited. ("RGL") or the VRL entity or any of their respective affiliates. "Affiliate" is defined as any person or other entity which owns or controls, is under the ownership or control of, or is under common ownership or control, with the named Riot entities above. "Control" shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

2.8. Eligibility & Release Form

- 2.8.1. Team Members will be sent an eligibility and release form by League Officials. This form will inform the Team Member of what information, including personal information, that the League will collect and process for use on broadcast, social media and player movements

3. Ownership

3.1. Ownership Restrictions

- 3.1.1. The VCT Concurrent Ownership Policy prohibits an owner or operator of a VALORANT team from having ownership or control of, or undue influence over, more than one team that competes in an Official Competition.
- 3.1.2. The VCT Concurrent Ownership Policy applies to all VRL and VCT competitions. The full policy can be found here - <https://www.dropbox.com/s/62zwbqf4kqiykx/VCT%20Concurrent%20Ownership%20Po>

- 3.1.3. An Organization or Team may only own one VRL Team across all VALORANT Regional Leagues.
- 3.1.4. Organizations or Teams are only allowed to participate in one VRL per split. Any changes can only take effect between splits and must follow the procedures and timeline outlined by the VRL Officials.

3.2. Recognition of Ownership

- 3.2.1. The League shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple Team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the VRL. Any person that petitions for ownership into the VRL can be denied admission at the sole discretion of the League. Team Owners agree that they will not contest any final determination of the League in connection therewith.
- 3.2.2. If an Owner is found to have any financial interest or benefit or any level of influence in another Team, the Owner will be required to immediately divest said interest in one of the two Teams and may be subject to punishment by the League.
- 3.2.3. Ownership of a Team competing in a VRL or VRL Finals should be clearly indicated by the starting lineup or Organization to VRL officials.

4. Roster Rules

4.1. Starters & Substitutes

- 4.1.1. Each Team must maintain, at all times during any Official Competition, five players in the Team's starting lineup ("Starters"). A Team has the option of adding three additional players to act as substitutes ("Substitutes").

Note: Travel accommodations will only be covered for one substitute. Tournament Officials have the right to disqualify any Team with an incomplete roster.

4.2. Minimum Roster Requirements

- 4.2.1. All Starters, and any Substitute who replaces a Starter, must be eligible to participate in VRL competition. Teams must comply with the minimum roster requirement at all times during the VRL competition. If at any point a Team's roster falls below five players, that Team may be disqualified or otherwise sanctioned, unless given permission to drop below the minimum roster by the VRL Officials, at their sole discretion.
- 4.2.2. If a Team earns the right to progress to another stage of the VRL competition (e.g. VRL EMEA Finals, VCT Promotion Tournament or VRL Relegation) the right is contingent on the Team retaining a minimum of three players that were on their Roster and played at least one official VRL match during the qualification process.

4.3. Multiple Teams

- 4.3.1. A Team Member will not be allowed to compete for more than one Team simultaneously and cannot be listed on the Roster of more than one Team.
- 4.3.2. A Team Member cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the League in writing.

4.4. Submission of the Roster & Team Registration

- 4.4.1. Before the start of the VRL competition, each Team must register its roster (including all Starters, any substitutes and coaches) using the tools and forms provided by Riot or the VRL Officials. Except as set forth in Section 3.4.2, no changes to a Team's roster will be permitted after a Team's registration has been processed without the prior approval of the VRL Officials (including for changes due to sickness, visa issues, etc.)
- 4.4.2. All VCT and VRL Team Rosters will be displayed in the EMEA Player Database. The Player Database will be updated once authorized Roster changes have been confirmed by VRL Officials. The Roster in the Global Contract Database will be considered the most up-to-date roster and Teams are responsible to notify League Officials if their current Roster is not accurately reflected.

4.5. Roster Changes

- 4.5.1. A Team may complete trades involving players on other Teams, sign new players or free agents or otherwise change the players on its roster during any time outside of the Roster Lock Periods, using the tools and forms provided by Riot or the VRL Officials.
- 4.5.2. The Roster Lock Periods will change from year to year and will be communicated to Teams by VRL Officials. Unless otherwise agreed to by the Tournament Officials, the addition or removal of a player from the Team's roster at any time during the Roster Lock Periods is a violation of these rules and the Global Policy.
- 4.5.3. In the case of extenuating circumstances, such as temporary visa issues, a competitive suspension or a medical emergency the roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of the League.
- 4.5.4. Any Team Member who is dropped from a Team's Roster may not rejoin that Team's Roster until a minimum of three weeks have elapsed after the effective date of the Team Member's prior removal from the Team's Roster.

4.6. Substitutions

- 4.6.1. Any substitution must result in the Team having an eligible Roster or Starting Roster.
- 4.6.2. 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.

- 4.6.3. 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. The lobby will need to be remade, and the game manually reverted to the previous game state.
- 4.6.4. 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. VRL Officials will determine if an incident qualifies as an emergency. Any substitute must be an eligible member of the Team roster.
- 4.6.5. For any offline stages (if applicable), teams must have at least one designated substitute present at all times.

4.7. Coaches

- 4.7.1. Teams may have one coach. If a Team has a coach, then that coach may be present for every Match in which the Team participates. For live, in-person tournaments held as part of the VRL ("LAN Events"), at least one of a Team's designated coaches may be on site throughout each such Match. Coaches may be connected to the voice communication system in the lobby and will only be allowed to talk to players and others during the Agent and Map selection process for each Match, timeouts, half-times and in between Maps (if applicable). Coaches are only permitted to be in the Match Area during Agent and Map selection and in between Maps.
- 4.7.2. In the event of an emergency, the Team can designate an interim coach. Whether or not an event qualifies as an emergency is determined at the sole discretion of the League Officials. The interim coach can be a Team Manager.

4.8. Player Names

- 4.8.1. A player's official nickname (Tournament Handle) or Riot ID will be selected at the time of registration and may not be changed at any time without the prior written approval of the Tournament Officials.
- 4.8.2. Tournament Handles may not exceed 11 characters, including spaces, and may use upper-case letters, lower-case letters, digits, underscores, or single spaces between words only.
- 4.8.3. Tournament Handles must be unique globally. In the event of a conflict, VRL officials will notify Teams and request submission of a new name.
- 4.8.4. A Riot ID may not include any word or phrase in any language that is offensive, toxic or hurtful.
- 4.8.5. A Riot ID may not include all or part of a corporate name or make use of the trademarks or other intellectual property of Riot, VALORANT or any third party without the prior written approval of the Tournament Operator. In order to secure such approval, a player must provide a license agreement, sponsorship agreement or other documentary evidence to the Tournament Operator sufficient to demonstrate to the satisfaction of the Tournament Operator that the player is properly licensed to use such third party's

intellectual property. Notwithstanding any approval that may be provided by the Tournament Operator, the entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of a third party in or as part of a player's name or Riot ID shall be with the player.

- 4.8.6. Tournament Officials reserve the right to reject any Tournament Handle or Riot ID selected by a player for any reason and to require the player to select an alternate name that complies with these rules and the Global Policy.

4.9. Team Tags (Tricodes)

- 4.9.1. Teams will be permitted a team tag of 2-4 characters to be added to the front of each Player's Tournament Handle on the Tournament Realm. These team tags must be a combination of uppercase letters and/or digits, and they must be unique globally.

5. Competition Format

5.1. VRL Competition Formats

- 5.1.1. Each Split will be divided between the two sub-regions and will operate as separate tournaments. The winner/top teams of each sub-region will play matches against each other in an equal setting in order to decide the winner of VRL MENA in each split.

5.1.2. Split 1:

- 5.1.2.1. VRL Split 1 will have a maximum of eight teams, per sub-region. 4 teams will qualify through open qualifiers and 4 other teams will be invited directly into the regular season play.

5.1.2.2. Open Qualifier:

- Dates: 26th January 2022 - 31st January 2022
- The registrations for the open qualifiers will be capped at 64 teams per sub-region.
- **Open Qualifier Stage 1:** 64 teams will be divided into 8 groups of 8 teams each, and will play in a single round robin (B01) match.
- Top 2 teams from each group will qualify for stage 2 (total of 16 teams qualify for stage 2 from stage 1)
- The Top team from each group will be the first seed, and the runner up from the group will be the second seed.
- **Open Qualifier Stage 2:** The 16 teams will be placed in a single Elimination bracket with B03 games.
- In round 1, the top seeds from each group will be matched against the second seed from each group.
- The seeding will be randomized, but the top seed and second seed from the same group in stage 1 will not play against each other in Round 1 of the Single elimination bracket.

5.1.2.3. Regular Season Play

- **Will feature 8 teams. 4 teams qualifying from open qualifiers and 4 teams invited directly.**
- Dates: February 14th 2022 - March 8th 2022
- The teams will be placed into a league system.
- The teams will play a double round robin. All matches played will be B03.
- Each win will award the winning team with points which will determine the standing of the teams in the League.
- There will be 14 rounds of play in the League.
- The top 6 teams will automatically qualify for the regular season play of Split 2.
- The top 4 teams will qualify for the playoffs of Split 1.
- The bottom two teams will be placed into relegation, where the teams have to win against the open qualifier winners of split 2, in order to stay in the regular season play of Split 2.
- **Tie-Breaker:**
- During the course of the split, any team that lost a match 2-1, will be given 1 tiebreaker point. These points will be added onto the final points, only in the event where teams are tied in points.

5.1.2.4. Playoffs

- Dates: March 9th 2022 - March 10th 2022.
- The top 4 teams will be placed in a Single Elimination bracket. All matches will be B03.
- **Seeding:** The first place team in the groups will be placed against fourth place team in the groups. The second place team in the groups will be placed against the third place team in the groups.
- The winner of the playoffs in each sub-region will be flown into a common location in order to play the Grand Finals of Split 1.

5.1.2.5. Grand Finals

- The two winners of the sub-regions will be flown to a common location to play the Grand Finals.
- The Grand Finals will be one B05 Match.
- Date: March 20th 2022.
- The winner will be the VRL MENA Split 1 Champion.

5.1.2.6. The VRL MENA Split 1 Champion will qualify for the VCT Promotion tournament. (Refer to Section 5.2 for more details)

5.1.3. Split 2

- 5.1.3.1. VRL Split 2 will have a maximum of eight teams, per sub-region. 6 teams who placed ranks 1-6 in Split 1 Regular Season will remain. The bottom 2 teams from Split 1 will be placed into relegation.

5.1.3.2. Open Qualifier:

- Dates: April 25th 2022 - April 30th 2022
- The registrations for the open qualifiers will be capped at 64 teams per sub-region.
- **Open Qualifier Stage 1:** 64 teams will be divided into 8 groups of 8 teams each, and will play in a single round robin (B01) match.
- Top 2 teams from each group will qualify for stage 2 (total of 16 teams qualify for stage 2 from stage 1)
- The Top team from each group will be the first seed, and the runner up from the group will be the second seed.
- **Open Qualifier Stage 2:** The 16 teams will be placed in a single Elimination bracket with B03 games.
- In round 1, the top seeds from each group will be matched against the second seed from each group.
- The seeding will be randomized, but the top seed and second seed from the same group in stage 1 will not play against each other in Round 1 of the Single elimination bracket.
- The top 2 teams will play the relegated teams in a relegation match.

5.1.3.3. Relegation Matches

- Date: May 1st 2022 and May 2nd 2022 (If required)
- The 4 teams will be placed into a group, and will play in Single Round Robin format.
- All matches played will be B03
- The top 2 teams will qualify for the Regular Season Play.
- **Tie-Breaker**

5.1.3.4. Regular Season Play

- Dates: May 10th 2022 - June 7th 2022
- The teams will be placed into a league system.
- The teams will play a double round robin. All matches played will be B03.
- Each win will award the winning team with points which will determine the standing of the teams in the League.
- There will be 14 rounds of play in the League.
- The top 2 teams will qualify for the playoffs of Split 2./ The top 2 teams will qualify for the VRL MENA Finals

5.1.3.5. Playoffs

5.1.4. VRL MENA Finals

5.1.4.1. Dates: June 28th 2022 - July 2nd 2022

- 5.1.4.2. The two top teams from Split 2 Regular Season play from each region will be flown to a LAN Event to determine the winner of VRL MENA Split 2.
- 5.1.4.3. All teams will be placed into a Double Elimination bracket.
- 5.1.4.4. All matches apart from the Grand Finals will be B03
- 5.1.4.5. Grand Finals will be B05
- 5.1.4.6. The winner of the Grand Finals will be the Champion of VRL MENA Split 2.

5.1.5. The VRL MENA Finals Champion will qualify for the VRL EMEA Finals Tournament. (Refer to Section 5.3 for more details)

5.2. VCT Promotion Tournament (End of Split 1)

- 5.2.1. Ten teams will participate in the promotion tournament. The eight VRL winners and the two last placed VCT teams, one per VCT group. The top two teams will be promoted to VCT, with the rest of the teams returning to or joining a VRL.
- 5.2.2. The tournament will be split in two parts, the play-in stage and promotion stage.
 - 5.2.2.1. In the play-in stage, the eight VRL winners will compete. With the teams split into two GSL groups, four teams in each. The top two teams from each GSL group will advance to the promotion stage. All matches in the play-in stage are best-of-three.
 - 5.2.2.2. In the promotion stage, the four play-in teams join the two VCT teams to compete in a 6-team double elimination bracket. The two VCT teams receive a bye in the first round, with the four play-in teams competing in the opening round. All matches will be best-of-three, except the Lower Bracket Final, which will be best-of-five. The Grand Finals will not be played.
 - 5.2.2.3. For VRL teams, seeding for map veto purposes will be determined via coin toss. VCT teams will be considered the higher seed in their matches.

5.3. VRL EMEA Finals (End of Split 2)

- 5.3.1. Eight teams will participate in the VRL EMEA Finals. These will be the eight VRL winners in Split 2.
- 5.3.2. The tournament will be an eight team, double elimination bracket. With all matches played as best-of-three, except the Grand Final which will be best-of-five.
- 5.3.3. Seeding in the bracket will be determined by a random draw.

6. Prize Pool

- 6.1.** The VRL MENA will have a prize pool of 80,000 USD, divided between Split 1, Split 2 and VRL MENA Finals
- 6.2.** Split 1 will have a prize pool of 30,000 USD (15,000 USD for Levant & North Africa and 15,000 USD for GCC & Iraq)
- 6.3.** Split 2 will have a prize pool of 30,000 USD (15,000 USD for Levant & North Africa and 15,000 USD for GCC & Iraq)
- 6.4.** VRL MENA Finals will have a prize pool of 20,000 USD
- 6.5.** Prize pool Distribution - TBD

7. Match Process

7.1. Changes to Schedule

- 7.1.1.** 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 VRL Officials modify a Match schedule, they will notify all Teams as soon as possible.

7.2. Punctuality

- 7.2.1.** Team Members participating in an official match are required to be fully ready in the respective Game Lobby 15 minutes before the scheduled game start time.
- 7.2.2.** If a Team is not fully ready at the specified times, penalties may be applied.
- 7.2.3.** If a Team or any of their Players does not show up at the specified time for any of their Matches, due to unforeseen circumstances, Teams must inform League Officials immediately. League Officials may postpone, suspend or cancel the Game or Match at their sole discretion.
- 7.2.4.** If a Match is postponed, it will be rescheduled to a date within the same or the following week, unless another agreement can be found among Teams and League Officials. The exact Match date will be communicated by League Officials at the earliest convenience.

7.3. Competition Patches

- 7.3.1.** Matches during the 2022 Season will be played on the respective patch available on the Live Server, once a sufficient testing period has occurred. Changes to the competitive patch and champion availability will be at the sole discretion of the League. A patch schedule will be provided for each competition as part of the supplemental VRL rules.
- 7.3.2.** New Agents - will be automatically restricted for two weeks from their release on the 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.
- 7.3.3.** New Maps - will be automatically restricted for four weeks from their release on the live queue. Example: Map A was released on February 5, so Map A will become eligible to

be used in all Matches on March 5.

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

7.4. Player Accounts

- 7.4.1. Players will be provided with Tournament Realm Accounts by the League. It is the Players' responsibility to configure their account to their preferences. The TMNT account name will be set to the Player's Official Tournament Handle as approved by the League.
- 7.4.2. In the event that Tournament Realms are unavailable, Players will use their main "Live" account as provided during the registration process. It is the Players' responsibility to configure their primary "Live" account to their preferences, including setting the Riot ID to their Official Tournament Handle. If a player cannot change their name, they must contact a League Official for support.

7.5. Pre-Match Setup

- 7.5.1. 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.
- 7.5.2. 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 a VRL Official.
- 7.5.3. Setup consists of the following:
 - 7.5.3.1. Confirm Tournament Realm account name accuracy
 - 7.5.3.2. Ensuring the working function of all equipment, network connection and DDOS protection.
 - 7.5.3.3. Connecting and calibrating peripherals.
 - 7.5.3.4. Ensuring proper function of voice chat system.
 - 7.5.3.5. Selecting skins.
 - 7.5.3.6. Adjusting in-game settings
 - 7.5.3.7. 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. 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.

7.6. Player Ready State & Lobby Creation

- 7.6.1. 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.
- 7.6.2. At the specified time 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 or leave the match area.
- 7.6.3. Other than with respect to Online Qualifier matches, all Matches that are part of a VRL event will be played in Match lobbies hosted by a VRL Official. VRL Officials will decide how the official Match lobby will be created and players will be directed by a Referee to join a Match lobby as soon as testing has been completed.

7.7. Media Obligations.

- 7.7.1. 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 in the VRL, the player will be required to have made themselves available to the media at least once during the Event.
- 7.7.2. A Team may not make available the same player to the media for 4 consecutive Match days.
- 7.7.3. Players will be informed of any pre-Match obligations, including, but not limited to, media appearances, interviews, or further discussion of any Match matters.

7.8. Lobby Setup & Play Restrictions

- 7.8.1. Lobby Settings - The official Match lobby will be set to "Tournament" mode with "Overtime: Win by Two" turned on.
- 7.8.2. Server Selection - Prior to each Match, the VRL Official will select the server which is as close to equidistant from the teams as possible. Each VRL will have a designated "default" server location in the event that an equidistant option does not exist.

7.9. Map Selection Process

- 7.9.1. At a time specified by VRL Officials prior to the start of a match, the map selection process will be conducted. Under no circumstances may a map be played twice in one Match unless all other available maps have been played.
- 7.9.2. The VRL may modify the Map Selection Process for the competition but must provide advance notice in writing to all participants and receive approval from Riot Games before doing so. Modified map selection processes will be outlined in the VRL supplementary rules.
- 7.9.3. The map pool consists of Bind, Haven, Split, Ascent, Breeze, Icebox, and Fracture. Any additional maps released may be added to the map pool, any changes will be communicated to Teams in advance.

7.9.4. Best-of-One Matches

The better-seeded or “Home” 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. 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 picks 1 of the remaining maps
- Team A picks side for the map

7.9.5. Best-of-Three Matches

The better-seeded or “Home” 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. 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

7.9.6. Best-of-Five Matches

The better-seeded or “Home” 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. 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

7.10. Agent Select & Match Start

- 7.10.1. 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 VRL 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 that the Player notifies a VRL Official after the timer has expired, the Agent Select process will not be restarted and the Player will be required to play through.
- 7.10.2. A Match will start immediately after the Agent/Map Selection process is complete, unless otherwise stated by a VRL Official. At this point, Teams must remove any printed materials from the Match Area (if applicable), including any notes written by Team Members.
- 7.10.3. 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."

7.11. Controlled Match Start

- 7.11.1. In the event of an error in Match start or a decision by VRL Officials to separate the pick/ban process from Match start, a VRL 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.

7.12. Slow Client Load

- 7.12.1. 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.

7.13. Restrictions on Gameplay Elements.

- 7.13.1. 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 VRL Officials.

8. Pauses & Crashes

8.1. Timeouts (Tactical Pauses)

- 8.1.1. 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 an additional Timeout.

8.2. Technical Pauses

- 8.2.1. Technical Pauses fall into two categories
 - 8.2.1.1. Suspension of Play (Est. delay 10+ minutes)
Examples: player disconnected from game, monitor went black, computer froze for longer than 3 seconds (less time could classify as an equipment check), any programs crashed during gameplay, etc.

8.2.1.2. Equipment Check (Est. delay 3-5 minutes)

Examples: Mouse battery died, peripheral stopped working, audio became bugged, settings suddenly reset, etc.

- 8.2.2. If a player has a problem that prevents them from playing on, they must notify the VRL Official and request a technical pause. The player has to announce the reason before or immediately after he requests the pause.
- 8.2.3. 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.
- 8.2.4. The in-game Referee can pause the game if for some reason the player pausing does not work.
- 8.2.5. League Officials may order or execute a pause of a Game at the sole discretion of the League Officials.

8.3. Crashes

- 8.3.1. 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.
- 8.3.2. 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.
- 8.3.3. If the issue takes place during a round and after the damage has occurred 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.
- 8.3.4. 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.
- 8.3.5. 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.
- 8.3.6. 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).

8.4. Post-Match Process

8.4.1. Tournament Officials will confirm and record the Match result.

8.4.2. Players will identify any technical issues with Tournament Officials.

8.4.3. 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 transitions 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 transitions 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.

8.4.4. 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 transitions between Matches is ten (10) to fifteen (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.

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

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.

9. Competition Schedule

9.1. VRL Split 1

9.1.1. Qualifier date range: January 24 - 30, 2022

9.1.2. VRL Season date range: February 14 - March 20, 2022

9.1.3. VCT Promotion Tournament date range: March 28 - April 10, 2022

9.2. VRL Split 2

9.2.1. Qualifier date range: April 25 - May 1, 2022

9.2.2. VRL Season date range: May 9 - July 10, 2022

9.2.3. VRL EMEA Finals date range: July 25 - August 7, 2022

9.3. Ignition Series

9.3.1. Series 1 date range: September 26 - October 23

9.3.2. Series 2 date range: November 14 - December 18

10. Prizes

10.1. VRL EMEA Finals Prize Money

Placement	Prize (€)
1st	TBC
2nd	TBC
3rd	TBC
4th	TBC
5th/6th	TBC
7th/8th	TBC

11. Travel & Expenses

11.1. LAN Events

- 11.1.1. For up to five (5) Starters, one (1) Substitute, one (1) Coach OR Team Manager per Team who have earned the right to participate in LAN Events held as part of a VRL, the Tournament Operator will provide (a) reasonable travel, accommodation and meals while they compete at such LAN Events or (b) provide reimbursement for reasonable travel, accommodation and meals while they compete at such LAN Events.
- 11.1.2. Players who qualify to compete in any LAN Events held as part of a VRL must have all necessary visas, passports or other travel documents for travel to the city where the LAN Events are held, and agree to comply with any COVID-19 guidelines provided by the Tournament Operator. Players under the age of majority under applicable law may be required to travel with a parent or legal guardian. In such cases, the Tournament Operator may also provide a single parent or guardian for each player under the age of majority with reasonable travel, accommodation and meals or reimbursement for the foregoing while such player competes at the LAN Event.

12. Sponsors

- 12.1.1. Teams and Team Members are encouraged to develop relationships with sponsors and advertisers, subject to the restrictions set forth in these VRL rules, the VRL Regulations and Global Policy that are designed to avoid sponsor conflicts and preserve the integrity of competition and the reputation of the Official Competitions, VALORANT and Riot.
- 12.1.2. Neither a Team nor any Team Member shall enter into any sponsorship, endorsement, advertising or related agreement, for any VALORANT line of business, with any person or entity that is determined by Riot or the Tournament Operator to conduct business

within any product or service category that is on the Prohibited Sponsorship Categories List (Appendix 1).

- 12.1.3. A Team or Team Member shall have the right, subject to Riot or the VRL's prior written approval on a case-by-case basis, to enter into a sponsorship, endorsement, advertising or related agreement, for any of the Team's VALORANT esports line of business, with any person or entity that is determined by Riot or the VRL to conduct business within any product or service category that is on the Internationally Prohibited Sponsorship Categories List (Appendix 2); provided, however, that any such business within the Internationally Prohibited Sponsorship Categories List shall only be promoted or otherwise displayed at regional or local events (and not international events). Teams interested in pursuing a regional sponsorship on the Internationally Prohibited Sponsorship Categories List should contact VRL Officials for more information on the approval process, including lists of certain pre-approved sponsors on the Internationally Prohibited Sponsorship Categories List.
- 12.1.4. Additionally, a Team Member shall not enter into any sponsorship, endorsement, advertising or related agreement, for any line of business (even unrelated to VALORANT), with any person or entity that is determined by Riot or the Tournament Operator to conduct business within any product or service category that is on the Prohibited Sponsorship Categories List (Appendix 1)
- 12.1.5. VRLs may implement additional restrictions on sponsorship acquisition as defined in the supplemental VRL rules. Teams are obliged to notify the League of the intended acquisition of a new sponsor before the acquisition is finalized. If the sponsorship is classified as a Prohibited Sponsorship, then the sponsorship may not be displayed by the Team or Players during the use or play of VALORANT, adjacent to VALORANT related material, the VCT, VRL, VRL EMEA Finals, or any other Riot-affiliated event.
- 12.1.6. No person or entity may hold the naming rights to more than one VRL Team at a time. A sponsor which holds naming rights to a Team may not sponsor other Teams in the League in any capacity. No person or entity acting as an owner, partial or total, or as a corporate officer for one Organization may sponsor a Team of a different Organization through themselves, a direct connection, another Organization they represent, or a proxy.
- 12.1.7. Teams cannot have multiple brand names in their Team name unless they comply with the naming restrictions set forth in the Team Name Sponsor Integration Policy.

12.2. Compliance with Brand Guidelines

- 12.2.1. All sponsorship, endorsement, advertising or related agreements that a Team or Team Member enters into, and all underlying transactions or actions taken pursuant to those agreements shall:
 - 12.2.1.1. Comply with the terms of the then-current VALORANT Branding and Style Guide [\[link\]](#)
 - 12.2.1.2. Not have any exclusivity or other provision that is binding on Riot, the VRL or any other person or entity (other than the Team or Team Member who is

entering into the agreement).

12.3. Decisions Relating to the Prohibited Sponsorship List

- 12.3.1. Riot may make changes to the Prohibited Sponsorship List. It is the Team and Team Members' responsibility to review the Prohibited Sponsorship List for updates or changes.
- 12.3.2. Riot or the Tournament Operator may, in its sole judgment, reject or terminate the right of a Team or Team Member to display an advertisement or sponsorship in any of the categories on the Prohibited Sponsorship List.

12.4. Unauthorized Use of Trademarks

- 12.4.1. Nothing in these VRL Rules or the Global Policy grants, by implication, waiver, estoppel or otherwise, to a Team or Team Member any right or license to use the name VALORANT, or any other trademark, trade name or logo owned by or licensed to Riot or its affiliates.
- 12.4.2. Any unauthorized use by a Team or a Team Member of a trademark, trade name or logo owned by or licensed to Riot or its affiliates is prohibited and will be considered in breach of this rule.
- 12.4.3. A Team or a Team Member may not endorse or sponsor any product or service in a way that could cause people to believe that the product or service has been endorsed or approved by Riot, the Tournament Operator or any of their respective affiliates.

13. Uniforms & Apparel

13.1. Official Uniforms

- 13.1.1. If a Team has adopted an official uniform for use in Official Competitions, then Team Members shall, during all public-facing Official Competitions (including Live Events, publicly-streamed Online Events and all Media Events), wear that official Team uniform.
- 13.1.2. If a Team has not adopted an official uniform, then Team Members shall wear apparel that is appropriate (i.e., no shorts or hats) for the event, subject to approval by League Officials.
- 13.1.3. Additionally, if a Team has adopted an official uniform for Official Competitions, then that uniform shall be designed and manufactured by each Team at its own expense and must meet the minimum requirements of this Appendix 3. The Tournament Operator will review and has the right to propose modifications to all Team uniforms
- 13.1.4. Team Members may wear apparel with multiple logos, patches or promotional language. Riot and the VRL each reserves the right at all times to impose a ban on apparel that does not meet the Leagues minimum aesthetic standards or that is objectionable or offensive, including any apparel that:
 - 13.1.4.1. Contains any false, unsubstantiated or unwarranted claims for any product or service or testimonials, that Riot or the VRL, in its sole and absolute

discretion, considers unethical

- 13.1.4.2. Advertises any brand whose business falls within the Prohibited Sponsorship Categories list.
- 13.1.4.3. Contains any information or material that violates the Code of Conduct in Section 12.
- 13.1.5. The Tournament Operator may provide players with Official Competition themed apparel before the start of an Official Competition. These Official Competition uniforms are primarily to be used for interviews and related Media Events during non-match periods. In addition, if the Team does not have an official uniform or the uniform of any Team does not conform to relevant design requirements of the Tournament Operator, such Team may temporarily wear the Official Competition-themed apparel during a game, and the relevant Team shall be provided with a grace period to modify its uniform design.
- 13.1.6. Outerwear, including hoodies and jackets may only be worn onstage if they are official Team gear, have official Team branding on the front, are the same colors as all other outerwear being worn on stage by the Team and only use official Team colors represented on the Team's approved jersey. A jersey with a hood can be considered a jersey and not outerwear.
- 13.1.7. A Player may not cover their face or attempt to conceal their identity from League Officials. League Officials must be able to distinguish the identity of each Player at all times and may instruct Players to remove any material that inhibits the identification of Players or is a distraction to other Players or League Officials.
- 13.1.8. The League reserves the right to refuse entry or continued participation in the Match to any Team Member who does not comply with the apparel rules.
- 13.1.9. Headphones must be placed directly on a Player's ears, and must remain there for the duration of the Game. Players shall not obstruct the placement of headphones by any method. This includes placing any item, excluding glasses, between the headphones and the Player's ears (e.g. Hats).

14. 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.

14.1. Team Managers

- 14.1.1. 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.

14.2. Coach Match Area Access

- 14.2.1. 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.
- 14.2.2. 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.

14.3. Wireless Devices

- 14.3.1. 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.
- 14.3.2. At LAN events, Tournament Officials will collect such devices from players in the Match Area and return them after the end of the Match. For Online Matches, Players must leave their devices away from the Match Area. This rule also applies to notes and notepads.

14.4. Food and Drink Restrictions

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

15.

16. Streaming Regulations

Coming soon

17. Disciplinary Action & Sanctions

17.1. Investigation by the Tournament Operator

- 17.1.1. The Tournament Operator will have the right to monitor compliance with these VRL rules and the Global Policy and investigate possible breaches. By agreeing to the VRL rules and the Global Policy, each Team Member agrees to cooperate with the Tournament Operator in any internal or external investigation that the Tournament Operator conducts relating to a suspected violation.
- 17.1.2. Team Members have a duty to tell the truth in connection with any investigation conducted by or for the Tournament Operator and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.
- 17.1.3. The League shall have the right to publish a declaration stating that a Team Manager, Team Member and/or Team has been penalized. Any Team Manager, Team Member and/or Team that may be referenced in such declaration hereby waive any right of legal

action against the VRL operator, Riot Games Limited ("RGL"), and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.

17.2. Sanctions

- 17.2.1. If the Tournament Operator determines that a Team Member or a Team has committed a violation of the VRL Rules or the Global Policy or applicable law, Riot and the Tournament Operator may issue any or all of the following disciplinary actions: (a) verbal or written public warning(s); (b) prize forfeiture(s); (c) game forfeiture(s), (d) tournament forfeiture(s); (e) forfeiture(s) of a slot; (f) suspension(s); and (g) disqualification(s) and ban(s), including from any future Official Competitions or other events related to VALORANT or other video games or esports properties owned or controlled by Riot or its affiliates.
- 17.2.2. If a Team or Team Member has been previously disqualified or banned from participating in events that feature play of VALORANT in any jurisdiction in the world, or has committed an especially egregious act outside the Riot esports ecosystem, the Tournament Operator may disqualify or ban that Team or Team Member from participation in an Official Competition.

17.3. Repeated Infractions

- 17.3.1. Repeated violations or infractions are subject to escalating penalties, up to and including disqualification from participation in Official Competitions.

17.4. Finality of decisions

- 17.4.1. Unless expressly stated otherwise, all violations of, and infractions committed under, these VRL Rules and the Global Policy are punishable, whether or not they were committed intentionally. Attempts to commit such violations and infractions are also punishable.
- 17.4.2. All decisions made by the Tournament Operator and Tournament Officials in regard to (a) violations of these VRL Rules and the Global Policy; (b) the appropriate disciplinary action (or combination of disciplinary actions) are final and binding.

17.5. No "Safe Harbor"

- 17.5.1. Any prospective Team Member serving an active suspension, issued by an esports publisher or an industry-recognized governing body, is prohibited from participating in any official competition unless explicitly permitted by Riot.

17.6. Right of modification

- 17.6.1. These VRL Rules and the Global Policy will be updated periodically to take account of developments in the industry, changes to the business model for esports and updates to VALORANT.
- 17.6.2. Riot may update, amend or supplement these VRL Rules and the Global Policy and the Tournament Operator may update, amend or supplement the VRL specific Rules from time to time.

- 17.6.3. Participation in any Official Competition will constitute acceptance of the changed rules, instructions and guidance.

18. Interpretation & Construction

18.1. Tournament Operator's Right of Interpretation

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

18.2. Business Judgment

- 18.2.1. Whenever these VRL 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 VRL event, VALORANT and the businesses and activities of the affiliates and group companies of Riot and the Tournament Operator.
- 18.2.2. 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 VRL Rules or the Global Policy.

18.3. Language

- 18.3.1. The original VRL Rules and Global Policy 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.

19. Code of Conduct

All Teams and Team Members must observe the highest standards of personal integrity and good sportsmanship at all times. Team Members must behave in a professional and sportsmanlike manner in their interactions with other competitors, Tournament Officials, the Tournament Operator, the media, sponsors and fans, as further discussed below:

19.1. Disciplinary Action and Sanctions.

- 19.1.1. A violation of this section of this ruleset and the Global Policy may result in penalties including suspension, forfeiture of prize money, and/or forfeiture of qualification to further stages of the VRL circuit (e.g. VRL EMEA Finals or VCT Promotion Tournament).

19.2. Competitive Integrity

- 19.2.1. Set forth below is a non-exclusive list of examples of conduct that has an adverse impact on the competitive integrity of the game, all of which are prohibited:

19.2.1.1. **Cheating**

Cheating is prohibited. Any modification of the VALORANT game client by a Team or Team Member is prohibited. The use of any kind of cheating device or cheat program shall be deemed cheating.

19.2.1.2. **Exploiting**

Intentionally using any in-game bug to seek an advantage is exploiting and is prohibited. Exploiting includes acts such as making use of any game function that, in the Tournament Operator's sole judgement, is not functioning as intended and violates the design purpose of VALORANT. Team members may confidentially check with the referee at the beginning of a Competition to determine if a specific act would be considered Exploiting. Riot reserves the right to make an ex-post-facto determination of whether an exploit has occurred.

19.2.1.3. **Studio Interference**

At Live Events, no Team Member may interfere with lights, cameras or other studio equipment.

19.2.1.4. **Unauthorized Communications**

At Live Events, all communication devices other than devices authorized by the Tournament Operator and Tournament Officials for use at that Live Event must be removed from the play area before any Official Game begins. Players may not text/email or use social media while in the match area. During the match, communication by a player shall be limited to the other players on the Team.

19.2.1.5. **Drop Outs and Refusals to Participate**

If a Team Member or Team registers for, or agrees to participate in, any Official Competition, he or she may not, without the prior written consent of the Tournament Operator, drop out or refuse to participate in any game or other related event held during the applicable Season. An unexcused absence from a game after the registration process is complete may result in sanctions, as provided in Section 14 above.

19.2.1.6. **Non-Compliance**

No Team Member may refuse to comply with the instructions or decisions of the Tournament Operator or the Tournament Officials.

19.2.1.7. **Vulgar or Hateful Speech**

A Team Member may not, during a Live Event, Online Event, Media Event or in any communication relating to any Official Competition or VALORANT, use any language that is offensive, insulting, libelous, slanderous, defamatory, obscene, discriminatory, threatening, foul or vulgar. A Team Member may not post, transmit, or disseminate any such prohibited communications. A Team Member may not use this type of language on social media or during any public-facing events or in any broadcast or stream of VALORANT. This rule applies to speech in English and all other languages. In addition, Team Members may not encourage members of the public to engage in any

activities that are prohibited by this rule.

19.2.1.8. **Violence**

Team Members are expected to settle their differences in a respectful manner and without resort to violence, threats or intimidation (physical or non-physical). Violence is never permitted at a Live Event or against any competitor, fan or Competition Official.

- 19.2.2. In addition to the above, all participants within the VRL ecosystem must adhere to the code of conduct as outlined in section 7 of the Global Policy.

* * *

20. Glossary & Exhibits

Availability Declaration Form	[link coming soon]
Drop Form	[link coming soon]
Team Member Agreement	The contract between an Organization and their Team Members.
Competition Week	A Competition Week is defined as the timeframe between the first scheduled official Match of a week and the first scheduled official Match of the next week.
VRL Supplementary Rules	Means rules that apply to one specific VRL competition and not to others, these are created and provided by the respective VRL Tournament Organizer.
VRL EMEA Finals	The championship for VRL winners, held at the end of stage 2.
VRL	VALORANT Regional Leagues, including the following Leagues: VRL CEE, VRL CIS, VRL DACH, VRL France, VRL MENA, VRL Northern, VRL Spain, VRL Turkey.
VRL Penalty Index	[link coming soon]
EMEA Competitive Region	The EMEA Competitive Region is defined as: Afghanistan, Albania, Algeria, Andorra, Armenia, Austria, Azerbaijan, Bahrain, Bangladesh, Belarus, Belgium, Bosnia And Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Djibouti, Egypt, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, India, Iraq, Ireland, Israel, Italy, Jordan, Kazakhstan, Kosovo, Kuwait, Kyrgyzstan, Latvia, Lebanon, Libya, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Mauritania, Moldova, Monaco, Montenegro, Morocco, Nepal And Maldives, Netherlands, Norway, Oman, Pakistan, Palestine (Un Observer State), Poland, Portugal, Qatar, Romania, Russia, San Marino, Saudi Arabia, Serbia, Slovakia, Slovenia, Somalia, Spain, Sri Lanka, Sudan, Sweden, Switzerland, Syria, Tajikistan, Tunisia, Turkey, Turkmenistan, Ukraine, United Arab Emirates, United Kingdom (Uk), Uzbekistan, Vatican City (Holy See), Western Sahara (Sahrawi Arab Democratic Republic), Yemen.
Free Agent	A Free Agent is a Player eligible to participate in the League and either (1) has not yet signed a valid written Player Agreement with a Team or (2) has been released from a Team or has had a contract expire without renewal.
Riot ID	Means the Riot ID of a Team Member's main or smurf accounts. Instructions on finding the Riot ID can be found here .
Game	An instance of play in VALORANT that is part of an Official Competition.
Gameplay Elements	Gameplay Elements include but are not limited to weapons, skins, agents and maps.
EMEA Player Database	[link coming soon]
Global Policy	Means (a) the VALORANT Global Competition Policy and each Appendix attached hereto; and (b) any updates, amendments or supplements to the foregoing
Global Penalty Index	
Intentional Disconnect	A Player losing connection due to the Player's actions. Any actions of a Player leading to a disconnect are considered intentional, regardless of the actual intent of the Player.
Resident	The Team Member is either (i) a lawful resident of a jurisdiction in a particular Region on the date that the player registers for the Official Competition, or (ii) a citizen or national of a country in such Region.

VCT	VALORANT Champions Tour.. The highest level of professional competition in VALORANT esports globally.
VCT Penalty Index	[link coming soon]
Tournament Operator	The entity that operates a particular Official Competition (whether it is Riot, a Riot affiliate or a third-party organizer).
LTR	Locally Trained Representative. A status that can be acquired by players as outlined in 1.2.2.
Prohibited Sponsorship	A non-exhaustive list of prohibited sponsors as outlined in section 8. and Appendix 1.
Match	A set of Games which is played until one Team wins a majority of total Games.
Match Area	The area immediately surrounding any PCs for the competition. During Matches, presence in the Match Area is restricted to the Starting Line-up.
Owner	Means any individual or group registered as an owner of a Team during its registration for the Official Competition
Red List	Means the list of prohibited product or service categories
Tournament Officials	Means the officials, referees and administrators designated by the Tournament Operator to operate an Official Competition.
Roster	The sum of a Team's starting lineup and substitutes.
Season	Defined as the entirety of the year between the start of the first Competition Week in a given year and the end of the VCT Champions event in that same year.
Academy Team	A VCT team's respective VRL team.
Server Crash	All Players losing connection due to an issue with a game server, Tournament Realm or venue internet instability.
Stages	The two VCT Stages in the Season, are comprised of VCT Challengers and Masters events. A VRL Stage consist of a regular season and playoffs, of which there are two in the Season.
Starter	A Player on the Starting Line-up.
Starting Line-up	The five Players actively participating for a Team in a given Game.
Substitute	A Player who is on a Team's Roster but not on the Starting Line-up.
Off-Season	The period between the end of VCT Champions and the first Competition Week of the following Season.
Team Manager	The primary point of contact for a Team as specified during the Team Member registration process.
Team Member	A Player or Coach of a Team.
Trade Approval Request Form	[link coming soon]
Unintentional Disconnect	A Player losing connection due to issues with the game client, platform, network or PC.

21. Appendix 1 - Globally Prohibited Sponsorship Categories

1.	Video games other than VALORANT
2.	Video game developers or publishers other than Riot Games
3.	Video game consoles
4.	Esports or competitions, leagues or events for video games other than VALORANT
5.	Other esports teams or any owner or affiliate thereof
6.	Prescription drugs
7.	Firearms, ammunition or firearm accessories
8.	Pornography or pornographic products
9.	Tobacco products and related paraphernalia
10.	Companies related to betting and gambling (including bookmakers and betting sites)
11.	Alcohol products (including non-alcoholic beverages marketed by alcohol companies) other than beer and wine products.
12.	Intoxicants whose sale or use is regulated
13.	Sellers or marketplaces for counterfeit or illegal virtual goods
14.	Fantasy esports operators
15.	Political campaigns or political action committees
16.	Charities that endorse religious or political positions
17.	Disreputable charities (by way of example, reputable charities include Red Cross, Stand-Up to Cancer and other similar mainstream charities)
18.	Cryptocurrencies or other unregulated financial instruments or markets

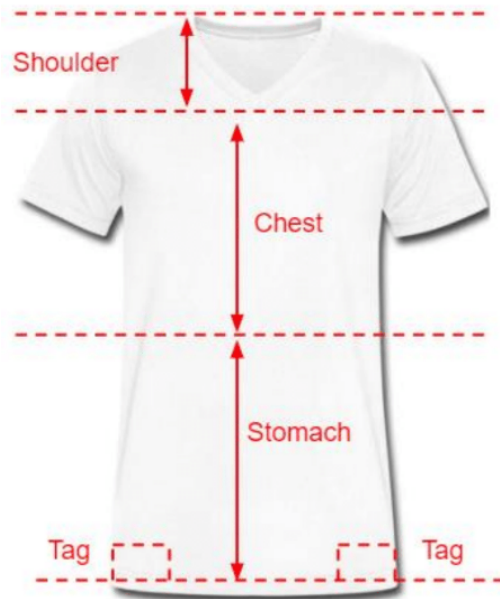
22. Appendix 2 - Internationally Prohibited Sponsorship Categories

1.	Cryptocurrency Exchanges
2.	Beer and Wine products
3.	Products that contain non-psychoactive cannabis-derived compounds, including cannabidiol (CBD)

23.

24. Appendix 3 - Jersey Policy

24.1. Jersey Policy Definitions



24.1.1. There are four defined areas on a jersey, as visible in the image above.

24.1.1.1. The Shoulder area is defined as the area between the top of the jersey and the bottom of the collar.

24.1.1.2. The Chest and Stomach areas (collectively referred to as the “Body”) extend from the bottom of the collar to the bottom of the jersey. They split the Body in the middle.

24.1.2. The team must display their logo within the Chest area of the jersey and it must be large enough to be easily visible on broadcast.

24.1.2.1. The player's In Game Name must be displayed on the upper back of the jersey.

24.1.2.2. The body of a jersey, hoodie, jacket, or any apparel item worn over the upper body can have a total of up to 2 team sponsor logos.

24.1.2.3. Teams may choose how team and sponsor logos are distributed across the body area of the jersey.

24.1.2.4. Any logo that is split across the body and other areas of the jersey will count against the 2 sponsor logo limit.

24.1.3. For clarity, any logos or marks required by a league (such as the logo of a league-wide apparel sponsor) will not count against this limit.

- 24.1.4. Additionally, if the logo / brand of the apparel item is shown on a tag within one of the “Tag” areas, it will not count against this limit.
- 24.1.5. The team may not use any Riot Games marks or IP without express written permission from Riot. This includes, but is not limited to: Riot Games Logo, Event Logos, VALORANT Logos, or VALORANT IP (such as agent art, etc.).