



CEA Valorant Spring Series 2022

Player Handbook

Up to date as of: 1/4/22

The handbook outlines the rules that should at all times be followed in CEA Valorant. Failure to adhere to these rules may be penalized as outlined.

It should be remembered that the CEA admins always have the last word on any decisions made, regardless of what is stated in the handbook in order to strive for a balanced, and fair competition.

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1 - Introduction

CEA Valorant is a competitive league for universities and colleges to compete against one another in the Valorant, a tactical first person shooter from Riot Games. What follows is the collection of rules for the league.

Any questions regarding the content of this handbook should be delivered via the [CEA discord](#). Make sure to self-assign the Valorant role.

1.1 - This Document and its Conventions

References to other sections will appear as [blue bolded underlined text](#).

External links will appear as [blue underlined text](#).

Key words that have a particular meaning within the context of CEA are defined in [6 Glossary](#) and indicated in ALL CAPS throughout this document.

Notes, cautions and elaborations appear in blue boxes. Pay close attention to their contents, as they're intended to provide insight into the reasoning behind a rule, helpful information on understanding or interpreting a rule.

While the blue boxes are part of the handbook, they do not carry the weight of the actual rule (if there is an inadvertent conflict between a rule and its blue box, the rule supersedes the language in the box).

1.2 - In-Season Updates

CEA may update the handbook during the season to correct errors, handle edge cases that were not considered when writing the rules, or to incorporate new information or necessary rulings. Such updates will be published before the first SERIES of the week, usually Sunday evening or Monday morning. If and only if an issue requires an immediate rule change, the handbook might be updated during the play week.

The specific changes will be announced in the appropriate CEA discord announcement channels, and will also be covered in the [changelog](#).

Generally, changelogs follow the following convention:

- Additions are highlighted in yellow. **This is an example.**
- Deletions are indicated with a strikethrough. ~~This is an example.~~

- Notes that are added for clarity or explanation, but are not actually a part of the manual appear in bold. **This is an example.**

2 - Eligibility and Team Management

2.1 - Player Eligibility

In order to compete, all players must:

- a. Be able to prove they are enrolled full time at an accredited higher learning institution in North America for the Spring 2022 semester (or equivalent).
 - i. Players who are graduating at the conclusion of the Spring 2022 semester may be enrolled part time (or equivalent) and still be eligible to play.
- b. Be at least 18 years of age by the start of the competition.
- c. Be in possession of a Riot account that is in good standing and linked to Valorant. This same account must be used for the duration of the competition.

While CEA requires some preliminary checks, such as email verification, to verify integrity, they are not sufficient to prove a player's eligibility on their own. Official documents demonstrating each player's eligibility will be requested for TEAMS that qualify for the playoffs.

TEAM Representatives are responsible for ensuring all their players are eligible before the season starts.

CEA reserves the right to request a University/College transcript at any moment to prove any player's attendance at the accredited higher learning institution they are registered to.

Note that TEAMS are required to acquire all of their players, and so an eligible player may not be allowed on a roster if they do not meet the acquisition criteria for the roster in question (see [2.3 Acquisitions](#)).

Violation: Failure to provide CEA with the documents mentioned above, or failure to meet the above criteria will result in the player not being added to a roster, or their immediate suspension if they were already registered to a roster.

Repeated transgressions from a TEAM may result in TEAM-wide punishment.

Playing a SERIES with a suspended or ineligible player, or an account that is not registered as the account of a player on the TEAM will result in an automatic FORFEIT of every map the player or account in question have played, along with a MAJOR WARNING for the TEAM.

2.2 - Roster Size

TEAMS are required to have at least 5 eligible players on its roster at all times, and may have up to a maximum of 10 players on the roster.

TEAMS may have any number of non-playing members, who will be considered “staff” and be given the Team Representative role in the discord. This will allow managers, coaches, etc. the ability to reschedule the TEAM’s matches. Team Representatives may also manage more than one roster at a time.

Being a Team Representative is independent of the person’s eligibility for that roster.

Violation: The TEAM will not be allowed to play until the situation is resolved.

2.3 - Acquisitions

For a TEAM to acquire a player, the following must be true:

- a. The new player must be fully eligible as defined in [2.1 Player Eligibility](#).
- b. The player must also:
 - i. Be on the roster for 24 hours before being able to play in any games.
 - ii. Not have played any part of a SERIES for another TEAM in CEA Valorant in the same season.
 - iii. Not be on an active roster (as a main player or substitute player) for another TEAM in the concurrent season of CEA Valorant.
 - iv. Not have been previously removed from this TEAM in the same season.

The intent of part b is to ensure TEAMS have enough warning to prepare for roster additions.

It also ensures that a player only plays for one TEAM the whole season, and does not shift around to play on two rosters, potentially giving their TEAMS

an unfair advantage, while still allowing TEAMS to move players around if they made a mistake or need to make a change.

- c. The acquisition of the player must not make the TEAM's roster of active players exceed 10, as noted in [2.2 Roster Size](#).
- d. Any acquisitions must be added to the TEAM's roster of active players on the CEAHub website, and submitted for approval. If there are questions or concerns about this process, please open a ticket.
- e. Any acquisitions must happen before the Monday of the first week in the Playoffs.

Violation: The player being acquired will be considered ineligible, and will not be allowed to play.

Playing a SERIES with the ineligible player will result in an automatic FORFEIT of every map the player or account in question have played, along with a MAJOR WARNING for the TEAM.

2.3.1 - Emergency Substitution

TEAMS have 1 emergency substitution to use per season, which will allow them to waive the 24 hour requirement listed in 2.3 b.i. All other requirements in [2.3 Acquisitions](#) cannot be waived.

2.4 - TEAM Consolidation

In general, TEAMS may only represent one learning institution. However, CEA does acknowledge that some schools do not have enough students to sustain a Valorant team. Therefore, schools that have less than 5,000 full time (or equivalent) students might be allowed to join a nearby school's TEAM. Every such case is evaluated case-by-case by CEA staff **every season** and is not guaranteed.

To request permission to join another school's TEAM, the TEAM REPRESENTATIVE must open a ticket with the following information:

- The name of the school that does not have enough players, along with a link to the school's official website.
- The name of the school that they want to merge with, along with a link to the school's official website.
- A link demonstrating the number of students enrolled in each school in the current year.

- Links to any documents demonstrating connections between the two schools.
- Documentation of the attempts and subsequent failure to make a team.

Note that requests may be denied for failing to meet any of the following criteria:

1. The relevance and connection between the schools in question,
2. The demonstrated effort put in to assemble a team before asking to join another school's TEAM,
3. The schools being physically close to each other,
4. The skill of the players trying to join the established TEAM, and potential for abuse of the exception (e.g. a high skilled player being brought on from another school as a ringer, or a high skilled player abandoning a lower skill team in favor of a higher skilled team)

Rejections of request are final and may not be appealed.

2.5 - TEAM Registration Restrictions

Any single learning institution may only have up to 3 TEAMS registered in CEA Valorant.

Violation: Additional TEAMS will not be recognized by CEA Valorant.

3 - Rules and Procedures

3.1 - Game Lobby Creation

3.1.1 - HOST Responsibilities

The HOST is responsible for ensuring all TEAMS, and any assigned PRODUCTION STAFF, are ready for the start of the match. If the HOST is a spectator and is recording the match, both TEAMS and CEA must be given access to the recording.

The HOST must be able to receive rehost requests from both TEAMS.

If the HOST is a spectator in the SERIES (as opposed to being one of the 10 players), they are forbidden from talking to or showing their viewpoint to players in that SERIES without at least a 3 minute delay.

Violation: Failure to host a SERIES in accordance with the expectations will result in a MINOR WARNING to the HOST. If the HOST, or the HOST's organization, repeatedly fail to host SERIES correctly, the HOST and/or their organization may be banned from being a HOST in the future.

If the HOST is a spectator, and does talk to a TEAM or show their viewpoint without an appropriate delay, they will receive at least a MAJOR WARNING, and the TEAM they communicate with may be forced to forfeit rounds, maps, or the entire SERIES.

3.1.2 - Streamed Matches

If your SERIES is scheduled to be broadcast and/or recorded by CEA, a PRODUCTION STAFF member will be assigned as your HOST.

3.1.3 - Off Air Matches

Both TEAM REPRESENTATIVES will agree on a HOST for their match, and will conduct the map bans themselves, following the process listed in [5.1.2 Bo3 Map Bans](#) for the main season and most of playoffs, and [5.2.1 Bo5 Map Bans](#) for the finals, and record the process in some manner. The recommended form of map bans is by using <https://mapban.gg> and keeping the link for the log. There will be CEA ADMINS on call to assist the TEAM REPRESENTATIVES if needed.

If the TEAMS cannot agree on a HOST, the HOME TEAM will have the right to pick one of their players as the HOST.

As part of the agreement on the HOST, TEAMS are encouraged to discuss and agree on whether the HOST should be in a public Discord channel, whether the observer can livestream the SERIES, along with anything else that the TEAMS or HOST may consider an issue.

If TEAMS cannot come to an agreement, the following requests, in descending order, get priority over alternatives:

- a. No observer.
- b. No livestream from the observer.
- c. Observer must be in a public Discord voice channel.

The restrictions listed in [3.1.1 HOST Responsibilities](#) (along with all other rules in the handbook) are non-negotiable.

3.1.4 - Coach Slot

TEAMS may also agree to utilize the Coach slot in their games (on- or off-air). Coaches in the Coach slot may *never* talk to their TEAMS outside of timeouts or breaks between maps.

If TEAMS cannot come to an agreement, the following requests, in descending order, get priority over alternatives:

- a. No coaches.
- b. Coach must be in a publicly visible Discord voice channel.
- c. Players and Coach must be in the same publicly visible Discord channel, with the Coach muted outside of breaks.

Discord channels with limits for 1 and 6 players will be available on the CEA Discord. More channels may be made available upon request.

Violation: If the Coach talks to a TEAM or shows their viewpoint without an appropriate delay, they will receive at least a MAJOR WARNING, and the TEAM they communicate with may be forced to forfeit rounds, maps, or the entire SERIES.

3.2 - TEAM and Player Responsibilities

3.2.1 - Punctuality

TEAMS are expected to be in the lobby and ready to play their SERIES no later than 15 minutes after the scheduled SERIES start time. TEAMS are also expected to be in the lobby and ready to play each subsequent map no later than 10 minutes after the previous map ended.

Being “ready to play” includes, but is not limited to:

- a. Having picked their map(s).
- b. Having the lobby set up for the current map, if the HOST is part of or affiliated with the TEAM.
- c. Having 5 eligible players present.

Violation: TEAMS that are 15 minutes late will be forced to forfeit the SERIES. However, their opponent must inform them that they will be enforcing the lateness penalty before starting to play. That is, if a SERIES was started, neither TEAM can be forced to retroactively FF the match.

TEAMS that are 10 minutes late to any subsequent map will be forced to forfeit the remainder of the match. However, their opponent must inform them that they will be enforcing the lateness penalty before starting to play. That is, if a map was started, neither TEAM can be forced to retroactively FF due to punctuality for that map.

Note that per [3.4.4 Score Reporting](#), if neither team shows up to the match by the match reporting deadline (normally Monday evening), a match report cannot be filed and therefore both TEAMS will be forced to FORFEIT.

3.2.2 - Starting Five

TEAMS must start every map with 5 players each.

Note that TEAMS are only required to *start* every map with 5 players. If, for example, a player disconnects during a match, that player's TEAM is permitted to do any of the following, without incurring a penalty as a result of this rule:

- a. Continue playing that map without pausing and hope the missing player reconnects.
- b. Continue playing that map without pausing, with no intention of the missing player reconnecting.
- c. Use one of their pauses to minimize the time they have to play with a missing player, and get the disconnected player back in.
- d. Use one of their pauses to bring in a substitute player.
- e. Use one of their pauses and then resume that map without 5 players.

Violation: TEAMS without a 5 player roster present will not be considered "ready to play" and may incur penalties as per [3.2.1 Punctuality](#).

3.2.3 - Substitutions

TEAMS are allowed to substitute players in between maps. The substitutes must be eligible players on the TEAM's roster to be allowed to play.

TEAMS are expected to be aware of who the eligible players on their TEAM are, as substituting an ineligible player may result in a full SERIES forfeiture, as noted in [2.1 Player Eligibility](#).

While the other TEAM and CEA staff (if present) may be able to warn a TEAM that they are substituting an ineligible player, TEAMS should not depend on them to prevent a possible retroactive forfeit.

3.2.4 - Player Equipment

All players are responsible for ensuring the performance of their equipment, including, but not limited to: computer hardware and peripherals, internet connection, and power.

A problem with player equipment will not be considered by CEA as a reason to extend any of the time limits listed in this handbook, nor will it be considered as a reason to allow additional TEAM PAUSES or call for an ADMINISTRATIVE PAUSE.

3.2.5 - Player Ping

All players are responsible for ensuring that their ping/latency is below 150 ms consistently. For a player's ping to not be considered "below 150 ms consistently," they must be shown to have over 150 ms ping in 3 separate instances, across 2 separate rounds.

Violation: The player will receive a MAJOR WARNING for every map where they do not have ping consistently below 150 ms.

3.2.6 - HOST Disconnection

If a HOST disconnects in the lobby, players should wait for the HOST to return, unless instructed otherwise by the HOST or any CEA ADMIN.

If the HOST disconnects during the course of a map, TEAMS are to continue playing until instructed otherwise by the HOST or any CEA ADMIN.

3.3 - Pauses

3.3.1 - TEAM PAUSE

TEAMS may use the tactical timeout ("Timeout") provided via the tournament mode under "Match" (added in [patch 2.09](#)) without limitation.

3.3.2 - ADMINISTRATIVE PAUSE

ADMINISTRATIVE PAUSES are reserved for use by CEA ADMINS or official CEA staff during broadcasted matches, or for other administrative use during self-hosted matches.

These pauses will be conducted via the "Pause Match Timer" under the "Cheats" section of the settings.

ADMINISTRATIVE PAUSES are not TEAM PAUSES, and therefore are *not* meant to be used to buy time for TEAMS to resolve technical issues with their equipment.

Violation: Using "Pause Match Timer" for non-administrative use (e.g. by a TEAM for a tactical or technical timeout, instead of using the "Timeout" button) will result in a MINOR WARNING being assessed to the offending TEAM.

3.4 - Match Rescheduling

TEAMS will be allowed to reschedule their SERIES in the event that the assigned SERIES time is unfavorable and/or will not allow a TEAM to have a full roster present.

3.4.1 - Reschedule Confirmation

A CEA ADMIN must be provided confirmation that the reschedule had been agreed upon by both TEAMS. The proof must be dated from before both the originally assigned SERIES time and the rescheduled SERIES time.

Acceptable methods for providing a CEA ADMIN with reschedule confirmation:

- a. One TEAM stating in the assigned reschedule chat that the match had been rescheduled, and the other TEAM agreeing.
- b. One TEAM submitting a screenshot of DMs showing the other TEAM agreeing to the rescheduled time.

We *recommend* that TEAMS confirm their reschedule 24 hours in advance.

Violation: Failure to inform a CEA ADMIN will result in the reschedule being voided.

3.4.2 - Reschedule Restrictions

SERIES may not be rescheduled to start less than 5 hours before the latest score reporting time, listed in [3.4.4 Score Reporting](#).

We recommend TEAMS play their match no later than Saturday of the assigned match week at 11:59 pm ET.

Note that, bar an exception granted via [3.4.4.1 Exceptions to Score Reporting Deadlines](#), the latest time to reschedule to is 11AM ET on the first Monday after the default SERIES time.

Note that there is no limitation on how early a SERIES can be scheduled to, so TEAMS may play their match as soon as they know their matchup (of course, this assumes both TEAMS are ready and agree to play at such a time).

Violation: Attempting to reschedule to an illegal time will void the reschedule.

3.4.3 - Default Time

Should the TEAMS not be able to agree on a time to reschedule to, the match time will remain the last time the TEAMS had rescheduled to.

If there is no such time, the match time will default to the time listed on the public schedule, which is:

- 8PM ET on the Friday of the play week.

3.4.4 - Score Reporting

All matches are expected to have their scores reported by both TEAMS. This includes streamed matches.

At least one TEAM must submit a report for their SERIES before both:

- a. 36 hours after the officially recognized time,
- and
- b. the first Monday after the default date at 4:00 PM ET.

Both TEAMS are expected to submit a report for their SERIES by the first Monday after the play week at 4:00 PM ET.

Violation: If neither TEAM submits a score report by 4:00 PM ET on the first Monday after the default date, both TEAMS will get a forfeit loss for the SERIES.

If neither TEAM submits a score report by 36 hours after the officially recognized time, they will both receive a MINOR WARNING.

If a TEAM does not submit a score by 4:00 PM ET on the first Monday after the default date, the TEAM will not be allowed to protest the match results.

3.4.4.1 - Exceptions to Score Reporting Deadlines

In the event that a school break recognized by CEA would interfere with normally scheduled match times, the Monday deadline may be pushed back to a later time (which would also result in the delay of the subsequent play week). CEA will announce when such events are recognized and how it would affect the schedule.

Extensions may also be rarely awarded on a case by case basis, *if* the CEA ADMINS are alerted *before* the required submission time.

3.5 - CEA Streaming

CEA will be streaming matches every Friday, plus any additional dates where production staff is available.

In the event that no TEAM has dibbed for a scheduled stream slot, as a last resort, the admins may select a match that is scheduled for the stream slot to stream, due to contractual obligations. Should such a match need to be selected, the TEAMS in the match in question may not refuse.

3.5.1 - Dibbing

Certain TEAMS will be approached to dib their match during the play week before that match. If they are available and dib, their dib will be confirmed by staff.

Dibbing for any slots that were not assigned by the TEAMS mentioned above will start once the schedule for the week is published.

Dibbed matches can only be un-dibbed if they have not been confirmed by staff.

NOTE: TEAMS are still expected to report their streamed match on time. Neither CEA ADMINS nor Production Staff will submit a report for the teams.

Violation: Un-dibbing a confirmed dib will result in a MAJOR WARNING.

3.5.2 - Stream Pushbacks

TEAMS may request to push their streamed SERIES back by up to 30 minutes, while maintaining their dib on the stream slot. Both TEAMS must agree to the pushback, and a CEA ADMIN must be informed before the scheduled stream time.

3.6 - Banned Content

3.6.1 - Banned Agents

Agents will be banned from all CEA matches if they:

- a. Have not been in competitive play for a full Act duration before the start of the series:
 - i. Episode 4 Act 1 new agent (Neon)
 - ii. Episode 4 Act 2 new agent

Or

- b. Deemed to adversely affect player experience or the competition and therefore quarantined by CEA:
 - i. N/A

The agent pool for CEA will remain constant from week 1 until the end of the elimination playoffs, with the sole exception of agents being added or removed from the quarantine list, should severe issues with them happen during the season.

Changes to the quarantine list will *only* happen between play weeks - so regardless of when a match happens during a play week, the same set of Agents will be available.

Violation: Any TEAM that picks a banned agent will be given a MINOR WARNING, and the map will have to be restarted with the same agents selected for every player who did not pick a banned agent.

4 - Player Conduct

4.1 - Violations of Conduct

4.1.1 - Minor Violations

Minor violations include, but are not limited to:

- a. Lack of respect and provocation.
- b. Failure to follow instructions from a CEA ADMIN.
- c. Egregious use of all-chat for non-administrative use, as determined by a CEA ADMIN.

Violation: The player will be given a MINOR WARNING.

4.1.2 - Major Violations

Major violations include, but are not limited to:

- a. Use of an exploit to gain a competitive advantage.
- b. Impersonating another player.
- c. Harrassment/Discrimination: including threats, sexual harrassments, hate speech, racist or sexist words, phrases or gestures.

Violation: The player will be given a SUSPENSION for one SERIES, and a MAJOR WARNING.

4.1.3 - Extreme Violations

Extreme violations include, but are not limited to:

- a. Cheating.
- b. Having an account banned by any official Riot anti-cheat.
- c. Match Fixing.
- d. CEA Staff impersonation.

Violation: The player will be given a BAN, and their TEAM will be DISQUALIFIED.

4.2 - Lists of Allowed and Disallowed Interactions

Certain game mechanics or interactions may be deemed as exploits or glitches, and therefore be made illegal, while others may be allowed. Below are lists of actions deemed to be illegal or legal. Any interaction deemed disallowed will count as an exploit, and be enforced as a Major Violation, as per [4.1.2 Major Violations](#).

4.2.1 - Disallowed Interactions

- a. Any position that one must get to or out of by glitching through walls/objects/surfaces.
- b. Any position where one cannot be seen from or shot at normally.
- c. One-way shots (i.e. where one person can shoot without possibly being shot at). Not to be confused with one-way smokes.
- d. Shooting through what should be non-penetrable walls/floors/ceilings/objects.
- e. Glitching through walls, objects, surfaces etc. at any moment.
- f. Placing any kind of equipment or gadget in a place where it cannot be destroyed.

4.2.2 - Allowed Interactions

- a. Any position that one can get to and out of without glitching through walls/objects/surfaces, and you can be seen and shot at normally.
- b. Using a teammate to boost.
- c. One-way smokes.

CEA reserves the right to add items to either list at any time, and even to retroactively rule an interaction legal when it was not previously on the list.

4.3 - Communication Platforms

Platforms where player conduct will be enforced include, but are not limited to:

- a. Discord
- b. Twitch
- c. E-mail
- d. In game all chat

4.4 - Reporting a Breach of Conduct

If a player wishes to report a breach of conduct they are to contact the CEA ADMINS via a ticket, or if necessary, by contacting the CEA Directors directly.

4.5 - Naming Rules

4.5.1 - Naming Restrictions

For players who participate in CEA competitions, usernames and TEAM names may not contain:

- a. Vulgarities or obscenities.
- b. Professional player names.
- c. Derivatives of products or services that may create confusion.

Player names must:

- d. Clearly indicate the player's "gamer tag".
- e. Not imply association with a team, other than a team the player is playing for.

CEA officials reserve the right to request the modification of all TEAM tags, TEAM names, or player names if they do not reflect the standards sought by CEA.

Violation: The offending player will not be allowed to play until the situation is resolved. If the offending player does end up playing, they will be assessed at least a MINOR WARNING.

4.5.2 - Valorant Name Changes

Should a player decide to change the name of their Valorant account, they should report the name change via a ticket.

4.6 - Penalties

A breach of player conduct may result in one or more of the following:

a. MINOR WARNING

A MINOR WARNING is assessed for small violations, usually during a SERIES.

Any additional MINOR WARNINGS assessed to a TEAM will result in a round loss, which will be applied as per [4.6.2 Round Forfeiture Procedure](#). Any MINOR WARNINGS assessed to a TEAM after the second MINOR WARNING will also result in a MAJOR WARNING being assessed to the TEAM.

Any additional MINOR WARNINGS assessed to a player after the second will result in a MAJOR WARNING being assessed to the player.

b. MAJOR WARNING

A MAJOR WARNING is assessed for larger violations.

Any additional MAJOR WARNINGS assessed to a TEAM will result in a SUSPENSION for at least 1 SERIES.

Any additional MAJOR WARNINGS assessed to a player will result in a SUSPENSION for at least 1 SERIES.

c. LOSS OF POINT(S)

d. MATCH FORFEITURE

e. SUSPENSION

Generally, suspensions are applied for the match after the one where the violation occurred.

f. DISQUALIFICATION

g. PRIZE FORFEITURE

Both MINOR and MAJOR WARNINGS are cleared at the end of the season.

4.6.1 - Egregious or Exceptional Violations

A CEA ADMIN may assign a more severe penalty than suggested by this handbook if it is determined that the violation was egregious. Repeated violations may also result in immediate escalation to more severe penalties.

This also means that CEA ADMINS may assess a penalty for something that is not explicitly illegal according to the handbook, if they believe the action or event is severe enough.

4.6.2 - Round Forfeiture Procedure

If a TEAM violates a rule which results in them being forced to forfeit a round, the round losses will be applied as follows:

- a. The round in which the violation occurred.
- b. A subsequent round in the map being played, if it would be played when all previous losses were awarded.
- c. The reversal of a round won by the offending TEAM in the map being played.

Any further round forfeitures will simply be ignored, and the offending TEAM will end up with an effective forfeiture of the map being played.

If the round forfeiture is assessed after the match, the round losses will be applied as described above, as if they were applied during the match. A map where round forfeitures were applied retroactively may end up with a score that is not possible to end with (e.g. 12-4), but the TEAMS will not be called back to complete the map, nor would the score be modified to match a possible final score for the map.

5 - Season Structure

5.1 - Main Season: Swiss

TEAMS will be put into groups, roughly based on region, in a swiss style bracket. TEAMS will play 1 best of 3 maps series a week.

5.1.1 - Forfeiting

If a TEAM forfeits a SERIES, the opposing TEAM will be awarded a victory for all maps in the SERIES, and a +13 round differential for the whole SERIES (which gives the forfeiting TEAM -13 points in RD).

If a TEAM only forfeits a single map in a SERIES (e.g. not having 5 players for map 2), the opposing TEAM will be awarded a victory for that map, and a +7 round differential

for that map (which gives the forfeiting TEAM -7 points in RD). This forfeit will also count to the number of forfeits the offending TEAM is allowed in a season.

If a TEAM is forced to forfeit a map or SERIES retroactively, for any map that the offending TEAM must forfeit that they have not lost, the round differential will be decided as above, and the opposing TEAM will be awarded the win for that map.

For any map that the offending TEAM must retroactively forfeit that they have lost, neither the score nor the round differential is affected.

TEAMS are only allowed 2 SERIES or map forfeitures. Once a TEAM forfeits for the third time, they will be disqualified and may be suspended for a main season (Spring or Fall).

5.1.2 - Bo3 Map Bans

The map bans for all matches except the finals will be conducted as follows:

- a. The home TEAM has been assigned and is the TEAM shown on the top of the matchup in Toornament.
- b. The home TEAM will choose to be TEAM A (ban first) or TEAM B (ban second).
- c. TEAM A bans a map.
- d. TEAM B bans a map.
- e. TEAM A picks map 1.
 - i. TEAM B picks their starting side on TEAM A's map.
- f. TEAM B picks map 2.
 - i. TEAM A picks their starting side on TEAM B's map.
- g. TEAM A bans a map.
- h. TEAM B bans a map.
- i. The remaining map is the decider map.
 - i. The TEAM with the higher RD across maps 1 and 2 gets to choose their starting side on the decider map.
 1. If tied, the home TEAM will call a coin flip to decide who gets to choose the starting side.

The map ban process should take no longer than an hour from start to finish, and it must be finished before the scheduled match time.

Violation: If the map ban process takes more than an hour, the TEAM whose turn it is to pick will receive MINOR WARNING. If the TEAM continues to stall or refuses to pick or ban, the penalty may escalate to at least a MAJOR WARNING. Attempts to abuse this rule will quickly escalate to a MAJOR WARNING for the abusing TEAM.

If the map ban process does not finish before the scheduled match time, the TEAM whose turn it is to pick will receive a MINOR WARNING. If the TEAM continues to stall or refuses to pick or ban, the penalty may escalate to at least a MAJOR WARNING. Attempts to abuse rule will quickly escalate to a MAJOR WARNING for the abusing TEAM.

Examples of abuse of this rule include but are not limited to:

- Waiting until the 59 minute mark to pick or ban so it will be the other team's turn to ban when the 60 minute mark hits.
- Waiting until just before the match start time to pick so it will be the other team's turn to pick when the match is supposed to start.

5.1.3 - Main Season Ranking

Within each division, TEAMS will be ranked from '1' to 'n', where 'n' is the number of TEAMS in that division, with rank '1' being the highest ranked TEAM and 'n' being the lowest ranked TEAM. TEAMS are ranked using the following criteria, in order of importance:

- Total wins.**
- Total round differential** (which is calculated by subtracting the total number of rounds the TEAM lost from the total number of rounds that TEAM won, except as noted in [5.1.1 Forfeiting](#)).
- Strength of Victory (points)**, which is calculated by: finding every TEAM the TEAM in question had beat, and then adding up each of their total wins.
- Strength of Schedule (points)**, which is calculated by adding up each of the total wins for every TEAM the TEAM in question had faced.

5.1.4 - Swiss Schedule Generation

The schedule for every week is finalized at 8:00 PM ET on the Monday before the week starts, and will be published on the Toornament page (coming soon), under Matches -> Division -> Team.

The schedule is generated by Toornament roughly as follows:

- a. The TEAMS in each division will be grouped by the total number of wins they have received.
- b. If there is an odd number of TEAMS in the division, the lowest ranked TEAM that has not had a bye will be assigned a bye (which will be counted as a win for scheduling).
- c. Starting with the highest ranking team in each group (per the tiebreakers in [5.1.3 Main Season Ranking](#)) is assigned the highest ranking team in the lower half of the group.
- d. Step c is repeated until all of the TEAMS are assigned an opponent.

5.2 - Post Season: Elimination Playoffs

TEAMS who qualify will play in a single elimination bracket. TEAMS will play 1 best of 3 maps series a week, except for the finals, which will be a best of 5 maps.

5.2.1 - Bo5 Map Bans

Please note that this map ban process is *only* used for the **finals**. See [5.1.2 Bo3 Map Bans](#) for the map ban process for the rest of the playoffs matches.

The map bans for finals will be conducted as follows:

- a. The home TEAM has been assigned and is the TEAM shown on the top of the matchup in Toornament.
- b. The home TEAM will choose to be TEAM A (ban map first) or TEAM B (pick map first).
- c. TEAM A bans a map.
- d. TEAM B bans a map.
- e. TEAM A will pick map 1.
 - i. TEAM B will pick their starting side on map 1.

- f. TEAM B will pick map 2.
 - i. TEAM A will pick their starting side on map 2.
- g. TEAM A will pick map 3.
 - i. TEAM B will pick their starting side on map 3.
- h. TEAM B will pick map 4.
 - i. TEAM A will pick their starting side on map 4.
- i. The remaining map is the decider map.
 - i. The TEAM with the higher RD across the previous maps gets to choose their starting side on the decider map.
 - 1. If tied, the home TEAM will call a coin flip to decide who gets to choose the starting side.

Violation: If the map ban process takes more than an hour, the TEAM whose turn it is to pick will receive MINOR WARNING. If the TEAM continues to stall or refuses to pick or ban, the penalty may escalate to at least a MAJOR WARNING. Attempts to abuse this rule will quickly escalate to a MAJOR WARNING for the abusing TEAM.

If the map ban process does not finish before the scheduled match time, the TEAM whose turn it is to pick will receive a MINOR WARNING. If the TEAM continues to stall or refuses to pick or ban, the penalty may escalate to at least a MAJOR WARNING. Attempts to abuse rule will quickly escalate to a MAJOR WARNING for the abusing TEAM.

Examples of abuse of this rule include but are not limited to:

- Waiting until the 59 minute mark to pick or ban so it will be the other team's turn to ban when the 60 minute mark hits.
- Waiting until just before the match start time to pick so it will be the other team's turn to pick when the match is supposed to start.

5.2.2 - Playoffs Bracket

After the main season ends, the top half of each division (rounded up) will advance to a seeded single elimination Playoffs. TEAMS will be seeded into the bracket using the same ranking detailed in [5.1.3 Main Season Ranking](#), and every week, one round of the bracket will be played.

5.2.3 - Prize Pool Allocation

The prize pool will be finalized at a later date. See the prizing for the Fall 2021 season [here](#).

5.3 - Season Schedule

Round Name		Default Date
Week 1		Feb. 4th
Week 2		Feb. 11th
Week 3		Feb. 18th
Week 4		Feb. 25th
Week 5		Mar. 4th
Playoffs		
Round of 64	Round of 32	Mar. 11th
Round of 32	Round of 16	Mar 18th
Round of 16	Quarters	Mar. 25th
Quarters	Semi Finals	Apr. 1st
(SF) & Finals	Finals	(Apr. 5th), Apr. 8th

5.4 - Map Settings

These settings will be used for every map played in CEA Valorant in both the main season and playoffs.

5.4.1 - Map Pool

Ascent

Bind
Breeze
Fracture
Haven
Icebox
Split

The Map Pool will remain constant from week 1 until the last round of elimination playoffs (barring extreme situations, such as a map being made unavailable via the Valorant client.

5.4.2 - Game Settings

Lobby: Custom (closed)
Mode: Standard
Allow Cheats: Off
Tournament Mode: On
Overtime Win by Two: On

5.4.3 - Server

Default server: US Central (Illinois)
Can agree between:

- US Central (Texas)
- US Central (Georgia)
- US West (Oregon 1)
- US West (N. California 1)
- US West (N. California 2)
- US East (N. Virginia 1)
- US East (N. Virginia 2)

6 - Glossary

Term	Definition
ADMINISTRATIVE	A pause called by a HOST to address a bug or glitch. See

PAUSE	section 3.3 Pauses .
BAN	The barring of a TEAM or player from participating in any CEA event starting up from (6) months from the date of the ruling.
HOST	The person hosting the match. In official and on air matches, this person would be a CEA ADMIN, but on off air matches this may be a TEAM member.
CEA ADMIN	A representative from CEA who enforces the handbook.
MAJOR WARNING	A notice given to a TEAM or player by a CEA ADMIN in response to a major infraction. If the TEAM already has at least 1 MAJOR VIOLATION, they will receive a SUSPENSION of at least 1 SERIES. If the player already has at least 1 MAJOR VIOLATION, they will receive a SUSPENSION of at least 1 SERIES.
MINOR WARNING	A notice given to a TEAM or player by a CEA ADMIN in response to a small infraction. If the TEAM already has at least 1 MINOR WARNING, they will lose that round. If the TEAM already has at least 2 MINOR WARNINGS, they will also receive a MAJOR WARNING. If the player already has at least 1 MINOR WARNING, they will receive a MAJOR WARNING.
PRODUCTION STAFF	CEA staff members responsible for the streaming and visuals aspects of CEA.
SERIES	The set of maps and associated score that TEAMS must play in succession at a given time.
SUSPENSION	The barring of a TEAM or player from participating in CEA matches for a given number of weeks/SERIES.
TEAM	A registered entity in CEA that represents one (or more, if explicitly permitted) higher learning institution in North

	America. It can have anywhere between 5 and 10 players enrolled in the institution(s) it represents, along with any amount of staff, which may or may not be enrolled at the institutions it represents.
TEAM PAUSE	A pause called by a TEAM. See section 3.3 Pauses .
TEAM REPRESENTATIVE	A representative of a given TEAM who holds responsibility for their actions in CEA. A single TEAM may have several, and usually coaches, captains and managers are viewed as TEAM REPRESENTATIVES.