Official Rules for the Athletic Conference for Collegiate Esports Valorant League

In this document, the Athletic Conference for Collegiate Esports will be referred to as the: “league”, “ACCE”, or by its full name.

(*This document has taken inspiration from Generation Esports).*

1. Acceptance of Rules

1.1. Acceptance

Each participant must agree to all rules stated in this document to participate in the league. Registering to participate in the league or participating in any match that is part of the league is an acknowledgement and agreement to this document.

1.2. ACCE Discretion

The collegiate esports space is ever-growing and changing. As such, the league reserves the right to modify, update, add, or remove any rules it deems necessary to maintain competitive integrity, growth, and consistent quality across the industry at the forefront of the ACCE's goals. All changes will be modified within this document. A section in the Discord will be a designated "Patch Notes" section. Regardless if the league's patch notes are updated and maintained, members of the community will be expected to respect this document and its rules. Patch notes are only intended to help players understand new changes in a clear and concise way. They are a courtesy and are not required to be updated.

2. Players

2.1. Eligibility

To be able to compete as a "Player" in any event hosted by the Athletic Conference for Collegiate Esports, you must:

- Have your main account in good standing with the game publisher (Riot Games in this case). Your main account, for this purpose, is defined as the account that you have the most play time on.
- Good standing refers to having no chat bans, suspensions, or other infractions against your account during any league and during the 6 months prior to the start of any league.
- Be a legal resident or legal temporary resident of the United States or Canada.
- Be currently enrolled during the league period as a student in an eligible institution.
    - An "Eligible Institution" is an institution of higher education that: (a) grants associate, baccalaureate, master's, or doctorate degrees; and (b) either is located in the United States and is accredited by an accreditor that is recognized by the Secretary of the U.S Department of Education, or is located in Canada.

- Students must be enrolled as a full-time student as per the Institution's requirements.
- Not be a director, officer, or employee of any entity which controls, is controlled by, or is under common control with any game developer in which one of their titles is being played.
- Agree to be bound by these official rules and the Code of Conduct.

2.2. Verification of Eligibility

One representative for each university must fill out all required portions of the entry form (https://forms.gle/HgTJ4o8R6NK8JBiXA) to be eligible for consideration. Every member of a Team who plays in the league will be required to provide proof of enrollment through physical student ID cards; otherwise the Team is ineligible to win a prize in this league and claim the winner title. In the event of a dispute as to the identity of the eligible Participant, entries will be declared made by the authorized account holder of the Game account submitted at time of entry. The ACCE reserves the right to verify an eligible Participant's information, or any other facet of an eligible Participant's entry at any time. Limit one (1) entry per Participant.

2.3. Disclaimer

The ACCE will not be responsible for (a) any late, lost, misrouted, garbled or distorted, inaccurate, incomplete or damaged transmissions or entries; (b) telephone, electronic, hardware, software, network, Internet, or other computer- or communications related malfunctions or failures; (c) any league disruptions, injuries, losses or damages caused by events beyond the control of the ACCE (although the ACCE will take reasonable precautions to ensure reasonable safety); or (d) any printing or typographical errors in any materials associated with the league. Additionally, in accordance with the Game's End User License Agreement and without limiting the Game publisher's rights therein, the Game publisher retains the right to modify or delete content, data, accounts, statistics, user profiles, and any information created, accumulated, stored or uploaded to the Game or any account at any time and for any reason at its sole discretion. The ACCE is not responsible for any incorrect or inaccurate information, whether caused by participants in the league or users of the Game, or by any of the equipment or programming associated with the league, or by any technical or human error, which may occur in the processing of registrations or entries into the league, or otherwise in connection with the league including, without limitation, any technical limitation or other event that results in the disqualification or loss of ranking status of any participant in the league.

2.4. Player Naming Policies

2.4.1. Player Naming Policies - Professionalism

Player names within the ACCE should have a sense of professionalism. The ACCE reserves the right to request a player name change for any reason, not restricted to listed reasons in this rule set. All player names or profiles are prohibited from including the following:

- Names that attack any group of individuals, including but not limited to: race, gender, or age
- Gang Affiliation
- Drugs (including alcohol and tobacco)
- Sexual Material
- Offensive Material
- Politically Charged Words/Symbols/Images

2.4.2. Player Naming Policies - Commercialized

Player names within the ACCE may not be commercialized, or directly or indirectly support or promote a product. The ACCE reserves the right to request a player name change for any reason, not restricted to listed reasons in this rule set.

- Player names may not include a sponsor name.
- Player names may not include a product name or description.
- Player names may not include any words that are purely commercial.

2.4.3. Player Naming Policies - General

- Player names within the ACCE must also fall under the following guidelines. The ACCE reserves the right to request a player name change for any reason, not restricted to listed reasons in this rule set.
- Player names may not impersonate a league Admin or any other staff associated with the ACCE or Riot Games.
- A player may not change their name once the league starts unless requested by the League.

3. Coaches

3.1. Coach Definition

A Coach shall be defined as a staff member at the Eligible Institution, and will be allowed spectator-access for vod recording. Coaches are prohibited from participating as a Player and may be counted as a forfeit if a Coach is seen playing as a Player.

3.2. Communication With Team

Coaches are only permitted to have communication with their team when all players participating are not yet loaded into an active game. Any communication between the coach and players once a game has started is subject to a major violation sanction.

Coaches may not communicate with their teams when switching sides, as this does not display the lobby screen.

- Pre-game lobby - coach is permitted to communicate with team
- Loading screen - coach is permitted to communicate with team
- Mid-match - coach is NOT permitted to communicate with team
- Switching sides between attack and defense - coach is NOT permitted to communicate with team
- Between maps in a series - coach is permitted to communicate with team
- Post game lobby - coach is permitted to communicate with team

4. Teams

4.1. League Teams

A “team” will consist of no less than five (5) Players designated as starters and up to five (5) substitutes. Multiple teams from each Eligible Institution will be allowed to participate in the league.

4.2. Team Management

Each team must have one individual designated as the Coach and one individual designated as the Team Captain. Teams do not need to have a Director, and a Director and Coach may be the same person. The person who is designated as the “Point of Contact” may be either the Director or Coach.

4.2.1. Point-of-Contact Definition

The person appointed as the point-of-contact (POC) shall be defined as a staff or faculty member at the Eligible Institution. This individual will be the designated primary

contact between teams, as well as be the designated primary contact between the ACCE and the university for all roster changes and rule disputes.

4.2.2. Manager Definition

A manager (may be a Director at the institution) shall be defined as a staff member at the Eligible Institution, and may be the POC. Managers are not allowed to spectate games, but are designed so esports directors can stay informed to effectively manage their rosters should they differ from the coach role.

4.2.3. Coach

A Coach shall be defined as a staff or faculty member at the Eligible Institution, and may serve as the POC between both other teams and the ACCE. Coaches are granted spectator access, but are limited in contact with players. Please see section '3.2. Communication With Team' for more information regarding Coach rules.

- All Coaches must have a minimum of two points of contact listed on their team page. Acceptable forms of contact are: Discord, Phone Number, or Email.

4.2.4. Team Captains

A Team Captain shall be defined as a player on the active roster that is responsible for the administrative duties of the team, as well as being eligible for competition as per section '2.1. Eligibility'. Directors and Coaches are allowed to share some of these responsibilities as well. These responsibilities are including, but not limited to: checking their team in for matches, contacting other teams to coordinate their matches, and ensuring their entire team is following the rules.

- All Team Captains must have a minimum of two points of contact listed on their team page. Acceptable forms of contact are: Discord, Phone Number, or Email.

4.3. Roster Requirements

4.3.1. Players

Each Team may designate up to five (5) starting Players.

All players must be on the roster prior to the scheduled start of the match. A player that has been added after the start of the match shall not be eligible to compete in that series.

4.3.2. Substitutes

Each Team may designate up to three (3) substitute Players. These Players may freely substitute in and replace starters during the Season. Teams may utilize any eligible substitute who is present on their Roster.

- Substitutes may sub in between maps, but not between switching sides.
    - Notification via game lobby chat must be sent to the opposing team giving heads up to the substitution.

4.4. Required Information

The following is a list of required information for all Players. This will need to be provided for a player to be listed as eligible for competition:

- Full Name
- Player Game Account Name - Example: CMP#1337 (this is case sensitive). A player is not permitted to change their name once the league has started.
- Player School
- Player Email
- Player Discord
- Other - the ACCE reserves the right to request other information for broadcasting, press, or live events, including but not limited to Player photos, game statistics, and more.

5. League Structure

5.1. Series

A series shall be defined as maps played in a sequential order. All regular season matches are a Best-of-3 format. Playoffs are a Best-of-3 format. Championships are a Best-of-5 format.

5.2 Matches

A match shall be defined as a single round within a Series.

5.3 Rounds

A round shall be defined as a single round within a match and there are three matches per series.

5.3. ACCE Playoff Seeding

5.3.1 Round Robin Season

For round robin league play, the top teams out of each group shall qualify for postseason play. The criteria to determine seeding shall be based on overall match record.

- Past or Current Institutions
    - Overall match record
    - Head to Head record
    - Overall game win %
    - Number of games each team FF'd
    - Number of byes
    - Team who received their first loss later in the season
    - Team who lost to the stronger opponent (game win %)
- New Institutions
    - Overall game win %
    - Opponent game win %
    - Number of games their team FF'd
    - Number of byes
    - Team who received their first loss later in the season

5.4. Reschedules

Reschedules are allowed between teams.

- Round Robin reschedules must be completed before the end of the regular season. Failure to report a score by the deadline will result in a double-forfeit.
- Teams must request reschedules prior to 24 hours before the match is scheduled to begin. Failure to do so can result in a minor violation on the escalation scale found in the ACCE Code of Conduct.
- Single elimination reschedules are allowed so long as consecutive rounds are not being played back-to-back on the same night. These must be completed by 11:59 PM PT on Saturday the same week as the original competition date.
- Reschedules may be implemented by the ACCE in the instance of an uncontrollable event, such as a server or power outage, inclement weather, or other unforeseen circumstance. This will be at the sole discretion of the ACCE.

5.5 Forfeits

A team shall be permitted to forfeit no more than two (2) games during the league, regardless of the reason.

- Any forfeits issued by the ACCE shall count against a team's total.
- Teams must send notice of a forfeit at least 2 hours prior to the match. Failure to do so can result in a minor violation on the escalation scale found in the ACCE Code of Conduct. Any team that forfeits three (3) games during the league is subject to removal.

6. Match Details

6.1. Map Pools (7 total)

- Ascent
- Bind
- Fracture
- Haven
- Lotus
- Pearl
- Split

6.2. Map Pick/Ban

Pick/ban order shall be as follows and should be completed before the series begins:

Team A = home team (left side of website)

Team B = away team (right side of website)

- Team A bans map
- Team B bans map
- Team A picks map 1
- Team B picks side on map 1
- Team B picks map 2
- Team A picks side on map 2
- Team A bans map
- Team B bans map
- Team A selects side on the only remaining map.

6.3. Lobby Setup

6.3.1. Server Selection

If both teams cannot agree on a server location to use, each team will attempt a host test of their selected server to gauge the ping difference between each other. Whichever host provides the most balanced ping difference between the two teams will host the match. Once the host and location has been determined, they will create the lobby for the match.

6.3.2. Spectator Slots

- Coaches are permitted to be in the spectator slots, and are permitted to use the overhead camera. This is to allow coaches to better analyze mid-match and make adjustments between maps or other allowed times for communication.
    - Any concerns of cheating must be submitted by opening a ticket on the Athletic Conference for Collegiate Esports Discord server, and an investigation will be launched upon the presentation of valid evidence.
    - Coaches are not required to utilize Coach slots.
- Streamers and casters are permitted to be in the spectator slots, and are permitted to use the overhead camera. This is to add to the viewer experience, which is greatly hindered by first person spectating.
    - Any concerns of cheating must be submitted by opening a ticket on the Athletic Conference for Collegiate Esports Discord server, and an investigation will be launched upon the presentation of valid evidence.

6.4. Lobby Responsibilities

- The host team shall be responsible for lobby creation and ensuring all rules are set and established. A lobby invite shall be sent to the away team's captain.
- The opposing team shall be responsible for ensuring all rules and settings are correct.
- Intentionally incorrect settings are subject to a forfeit for the host team.

6.5. Match Settings

All games should be played using the following settings:

- Party Status: Closed
- Map: Chosen Map as determined using pick/ban phase
- Mode: Standard
- Cheats: Off

- League Mode: On
- Overtime win by Two: On
- Blood: Disabled

6.6. New and Reworked Characters

6.6.1. New Characters

Characters who have not been available on live servers for two weeks will not be permitted to be used in the match.

Example: Character A was released on January 14, Character A will not be permitted in ACCE play until January 28.

6.6.2. Reworked Characters

Characters who have received major updates to core abilities or gameplay will be considered “reworked” and will follow the same rules as a new character. The determining criteria shall be:

- 50% of a character’s core abilities have been changed or overhauled; OR
- The key identity of a character has been changed, as determined by ACCE officials.

6.7. Cosmetics

Gun skins and charms (gun buddies) are not restricted.

7. Match Rules

7.1 Game of Record (GOR)

A game of record (GOR) shall be a session where all players have loaded in and has progressed to a point of meaningful interaction between the teams. Once a session reached GOR status, it will be considered as “official” from that point forward. Below will be examples of games of record:

- Any sort of stat that is on a player card or interface which is different from the initial value at game start.

7.2. Game Restarts

The decision of what circumstances merit a game restart are solely at the discretion of league administration. Restart protocol will be decided by league administration and communicated to the team before being executed.

7.3. Results

Competitors will be responsible for accurately reporting all game and match results on the match channel within 24 hours of match completion.

7.4. Technical Issues

Players are responsible for any of their own technical issues, including hardware, software, or internet issues. All competitors must have a hard wired (Ethernet) connection to ensure quality in connection.

7.5. Streaming and Spectating

The ACCE will hold exclusive rights to publicize, promote, or broadcast any matches of its choosing, including the finals match for each Championship. If a game is selected to be streamed by the ACCE, a participating team in that match may not stream. Broadcasted games may not be rescheduled and must be played at the scheduled time. ACCE holds the right to change a game time or delay the start of a match in order to accommodate other broadcasts already in progress.

7.5.1. Institution Streaming

Institutions may stream their matches to their Twitch page following the guidelines listed below.

- Streams must be on a delay of a minimum of 3 minutes
- Streams must be saved to the institution's Twitch page for a minimum of 14 days in the event of a match dispute.
- Spectators are allowed to use the 3rd person chase cam to provide the best possible experience for viewers.
- Spectators are not allowed to have any contact with their team during the broadcast.
    - Teams are encouraged to set up their own discord voice channels for each match with both program's spectators to ensure all streaming rules are being followed.

7.5.2. Player Streaming

Players are not permitted to stream matches to their personal social media accounts. This is to protect the branding of the institutions and the ACCE. Players are permitted to stream their perspective to the institution's social media, but will do so at their own risk to computer/gameplay performance and ghosting.

7.6. Timeouts

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.

7.7. Pauses

Ultimately, players are responsible for their own connection. A team may request a pause only in the presence of a technical issue or rule dispute. Pauses can only occur if teams are not engaged in combat of any kind.

- Pauses will be communicated in match chat during an ongoing match. Details of the pause must be communicated to the opposing team.
- Teams may request up to three (3) pauses per Match, with each pause having a maximum duration of five (5) minutes.
- At the conclusion of the pause, both teams must declare their readiness in chat by typing "ready". Only one player is required to declare readiness on each side.
- Play must resume at the end of the pause timer, or the team that requested the pause will be forced to forfeit the current map.
- Playing "player down". Games may continue with a Team playing "player down" (where a player fails to reconnect or solve technical issues and cannot participate in the remainder of the game). Games may begin with a team playing "player down".

7.8. Playing a Player Down

If a Team is unable to field the required number of players by the final match start time, the team will be required to start the match "player down" or forfeit.

7.9. No Show

Each Player from each Team must be present in the match lobby within fifteen (15) minutes of the scheduled match time. If a Team is not ready to play by the match start time, the Team will be required to forfeit. Unless the team that isn't ready, play's "player down".

7.10. Gentlemen's Agreements

The use of a Gentlemen's Agreement to overlook any rules set by ACCE is prohibited in official matches.

7.11. Breaks Between Games

Teams are allotted two (2) breaks between games in a series. Breaks must be communicated via the captain's channel in the ACCE Discord server or in the in-game chat and may not exceed 5 minutes in length per break.

8. Rules and Conduct Violations

Players and Teams agree to fully cooperate in any investigation regarding violations of any rules associated with the ACCE. Any player found to not be truthful, or withheld, destroyed, or tampered with any evidence related to an investigation will be subject to disciplinary action.

8.1. Submitting a Dispute

In the event of a rule dispute, teams are directed to open a match dispute ticket found in the ACCE server under the "tickets" channel. Some examples of disputes are as follows:

- Incorrect lobby settings
- Use of illegal/banned skins
- Using an ineligible player
- Playing on an incorrect account
    - Smurfs
    - Unregistered/unlinked account
    - Incorrectly named account
- Collusion (e.g., any agreement between two or more Teams or Players on different Teams to predetermine the outcome of a Game or Match), match fixing, bribing a referee, match official, league administration, or any other action or agreement to intentionally influence (or attempt to influence) the outcome of any match or league.
- Hacking or otherwise modifying the intended behavior of the Game client.
- Playing or allowing another Player to play on an account registered in another person's name (or soliciting, encouraging, or directing someone else to do so).

- Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.
- Intentionally exploiting any game function (e.g., an in-game bug or glitch) in a manner not intended by the game developer in order to gain a competitive advantage.
- Using denial of service (DoS or DDoS) attacks or similar methods to interfere with another Player's connection to the game client.
- Using macro keys or similar methods to automate in-game actions.
- Intentionally disconnecting from a match without a legitimate reason for doing so.
- Accepting any gift, reward, bribe, or compensation for services promised, rendered, or to be rendered in connection with unfair play of the game (e.g., services designed to throw or fix a match or session).
- Interfering with the operation of the league, the Rules Website or any website owned or operated by Zenith Point (which includes ACCE).
- Engaging in any activity that is illegal in the jurisdiction where the affected Player is located.
- Betting or gambling on your own performance, the performance of your Team or the results of the league or any phase of the league.
- Making any modification to the Game that has not been disclosed to and authorized by the league organizers.
- Using any league facilities, services or equipment provided or made available by the league entities to post, transmit, disseminate or otherwise make available any communications prohibited by this Code of Conduct.
- Changing in-game player or user name to a name other than player's registered user name.

8.2. Disciplinary Action

Any punishments or disciplinary action taken by the ACCE pursuant to the rules or any violations listed above will be in the sole and absolute discretion of the ACCE

In the event of repeated breaches of violations by a Player or Team, the ACCE may hand out increasing disciplinary action, up to and including permanent expulsion from all future play in Zenith Point-related events.

8.3. Finality of Decision

Any decisions made by the ACCE regarding any disciplinary action shall be final and binding on all Players or Teams. A public announcement may be made in the name of transparency.