

INTRODUCTION

This document (hereinafter referred to as **Regulations**) constitutes a set of rules to be obeyed during all games of the VALORANT East: United.

Failure to comply with the following rules shall pose grounds for liability in accordance with the provisions of these Regulations. The Organizer of the Polish Esports League shall decide untypical issues in accordance with the overriding fair play principle applicable to all sports and esports competitions.

The Organizer of the Polish Esport League reserves its rights to amend these Regulations for important reasons, such as, in particular: change of the law regulations or interpretation of the law, imposing certain obligations on the Organizer by the public authorities having a direct impact on the content of the Regulations, change of the scope of rendered services, counteracting abuses or enhancing the quality of services. The changes shall come into force as of the date of their publication. The Organizer shall inform the Participants about the amendments to the Regulations in form of an appropriate announcement on the aforementioned website. The Participants are obliged to monitor the amendments to the Regulations published at the above mentioned address. Continued participation of Participants in the Tournament after amendments to the Regulations shall mean acceptance of the amended provisions of the Regulations.

Unified rules are equally beneficial to all parties involved in the Polish Esports League, including Teams and individual Players.

Rules of cooperation between Team managers, Players and Esports organizations are established by the Esports organizations and the managers along with the Players.

Scope of cooperation between an Esports organization and the Polish Esports League is established in a separate agreement.



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1. Definitions

1.1. Organizing entity/Organizer

The Polish Esport League is owned and organized by the Polska Liga Esportowa S.A., with registered office in Warsaw, address: Zaniemska 5, entered into the Register of Entrepreneurs of the National Court Register for the capital city of Warsaw, Thirteen Commercial Division of the National Court Register, under the KRS no. 0000840970, holding the following NIP no. [tax ident. no.]: 1133014349, REGON [statistical no.]: 386063866.

1.2. Referee

The Referee and an entity conducting and supervising the Tournament, appointed by the Organizer and acting on behalf of the latter is: Polska Liga Esportowa S.A.

1.3. Contact persons

Krystian Terpiński – Esports Project Manager of the Polish Esports League, Lead Manager of the VALORANT East: United, contact:

Email: krystian.terpinski@polskaligaesportowa.pl

Discord: terpgg

Piotr Brańka – Main Referee of the VALORANT East: United, contact:

Email: piotr.branka@polskaligaesportowa.pl

Discord: wonderman_

Łukasz Piotr Pataj – Junior Production Specialist of the Polish Esports League, Head Referee of the VALORANT East: United, contact:

Email: lukasz.pataj@polskaligaesportowa.pl

Discord: bowek

1.4. Tournament

Esports competition organized by the Organizer, based on the VALORANT computer game for which a Team has been registered in the framework of the VALORANT East: United. This can be divided by:

- 1) On-season tournament
- 2) Off-season tournament
- 3) Solo hubs

1.5. VALORANT East: United

The subject matter of these Regulations on the grounds of which the Tournament takes place.



1.6. Esports organization

An esports organization is an organizational unit having a legal personality; it achieves goals and objectives in the field of the electronic sports, in the form of:

- a) sole proprietorship;
- b) a civil partnership;
- c) a corporation or a partnership under applicable laws; d. an association.

Each Esports organization is allowed to register one Team in the Tournament. This rule also applies to entities related with, personally or by means of a capital, to the Esports organization.

1.7. Team

A Team representing an Esports Organization, taking part in the Tournament under a specific name and a logotype. Team name and logotype will be chosen at the time of registration and they must not be changed during the Tournament without prior consent of the Tournament Organizer in writing. Neither the Team name nor the Team logo may contain any words or phrases in any language that is offensive, toxic or hurtful. The Team shall consist of five players at least, and max. six players (five primary players and one reserve player) and individuals designated as coaches and managers. Each registered person may be a member of one Team only taking part in the Tournament. A Player may not be a party to another applicable contract for employment or a civil contract with another Esports Organization. The only exception to this rule is an agreement for rent/lease between Esports organizations.

1.8. Player

A Player is any person registered by a Team during the registration process for the Tournament. A Player may represent only one Team at a time. A Player is any person registered by a Team during the registration process for the Tournament. A Player may represent only one Team at a time.

1.9. Participant

A Participant is a Team participating in the Tournament. A Participant is a Team participating in the Tournament.

1.10. Slot

Reserved spot for an Esports Organization designed for a Team, ensuring participation in the VALORANT East: United

1.10.1. The Organizer is the absolute owner of a slot in the tournament and it is a party who makes the final decision in case of any disputes.



1.10.2. Owner of a slot during a tournament is the Organization and not the players, except when the Organization confirms in writing that it waives its rights to the slot and transfers its rights to the players. Such a letter must be delivered to the Tournament Organizer before the start of the Tournament.

1.11. Public identity of the Player

A Player's public identity shall be the one used in social media, including but not limited to Facebook, X (known as Twitter), TikTok and Instagram.

1.12. Time zone

Matches of the Teams will be played according to the local time in the Republic of Poland, depending on the season. In Poland the Central European Time (CET) is in force in the winter, i.e. from the last Sunday in October to the last Sunday in March (for the rest of the year the Central European Summer Time - CEST applies).

1.13. Game

A Match is a basic unit of the Tournament, limited by an upper limit of points, consisting of smaller component parts. Depending on the system, Matches may take place in the following variant:

- 1) Best Of 1 (best of 1 map),
- 2) Best Of 3 (best of 3 map),
- 3) Best Of 5 (best of 5 maps).

One map is played until one of the Teams reaches a balance of 13 rounds won or in case of a tie (12:12) - it wins the overtime (see 4.12.)

A match is played by two Teams. Each Team consists of no more than 5 actively playing Players. A match must not be started or continued if at least one of the Teams has less than 5 players. If a Team has less than 5 players due to intentional leaving of the server by one or more players or intentional joining of the server by more than 5 actively playing players, the Organizer will interrupt the match and award a walkover. (Not applies to solo hubs, which will be only canceled up to 8 rounds played in a match and apply the punishment for missing Players.)

1.14. Veto order for each Best Of 1, Best Of 3, Best Of 5

In veto orders there are only three participants – Team A, Team B and Referee. Two Teams are picking the representatives who will be picking the maps. Referee will be responsible to choose which Team will be Team A and Team B two ways:

- By randomization – FACEIT system or coin flip.
- By seeding – giving the choice to the better seeded Team, which is called “Home Team”.

Best Of 1:

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- Team A bans 1st map
- Team B bans 2nd map
- Team A bans 3rd map
- Team B bans 4th map
- Team A bans 5th map
- Team B bans 6th map
- Team A chooses a side on the 7th map which be played

Best Of 3:

- Team A bans 1st map
- Team B bans 2nd map
- Team A picks 3rd map
- Team B chooses a side on the 3rd map, picks 4th map
- Team A chooses a side on the 4th map, bans 5th map
- Team B bans 6th map
- Team A chooses a side on the 7th map

Best Of 5 – first variant:

- Team A bans 1st map
- Team B bans 2nd map
- Team A picks 3rd map
- Team B chooses a side on the 3rd map, picks 4th map
- Team A chooses a side on the 4th map, picks 5th map
- Team B chooses a side on the 5th map, picks 6th map
- Team A chooses a side on the 6th map
- Team B chooses a side on the 7th map

Best Of 5 – second variant (Grand Final only):

- Team A bans 1st and 2nd map, picks 3rd map
- Team B chooses a side on the 3rd map, picks 4th map
- Team A chooses a side on the 4th map, picks 5th map
- Team B chooses a side on the 5th map, picks 6th map
- Team A chooses a side on the 6th map
- Team B chooses a side on the 7th map



Best Of 5 – third variant (Grand Final only):

- Team A bans 1st and 2nd map
- Team B picks 3rd map
- Team A chooses a side on the 3rd map, picks 4th map
- Team B chooses a side on the 4th map, picks 5th map
- Team A chooses a side on the 5th map, picks 6th map
- Team B chooses a side on the 6th map
- Team A chooses a side on the 7th map

1.15. Custom Match Settings

Allow Cheats – OFF

Tournament Mode – ON

Overtime: Win By Two – ON

Play Out All Rounds – OFF

Hide Match History – OFF

SERVER – Frankfurt*

* Server can be changed if leaders from each Team agree for another location.

1.16. Hub

Hub is a place to play matches during the season and score points in a solo hub.

1.16.1. Solo hub queue rules

To join the queue, you need to be in the appropriate hub and have added Riot ID on your FACEIT account. Leader of the Team will be chosen by the FACEIT system. Player also has to join the official discord server.

1.16.2. Match rules

After accepting the game, the selection of players and maps begins. Players must add themselves to their friends list and join to the one custom lobby. Team which bans first is responsible for lobby and opponent invitation. Lobby has to be created by the leader/captain of Team which bans first, immediately after map veto.

Since veto will be ended, Teams have 10 minutes to lobby and start a match. After determined time Team can create protest or write to Referees on Discord (Channel #support-Team)

Veto order



Team which ban first, is picked randomly.

Team A bans 1st map

Team B bans 2nd map

Team A bans 3rd map

Team B bans 4th map

Team A bans 5th map

Team B bans 6th map

Team A chooses a side on the 7th map which be played

**In solo hubs, only 10 players are allowed to be in the in-game lobby.
Observers and coaches are not allowed.**

At the end of the game, both captains are required to enter the result on the match page. They have 10 minutes to do that. If the time has passed and one of the captains did not do it, the other one can ask the Referees to accept the result.

A captain who has not entered the result will be temporarily excluded from joining the queue.

Calling the Referee before 10 minutes is also associated with a temporary suspension.

1.17. Format of the VALORANT East: United

1.17.1. Format of the 2024 (Season 3) Split 2:

- *To be announced.*

1.18. Promotion to the Challengers East: Surge

VALORANT East: United 2024 (Season 3) Split 1 Finals 1st and 2nd place will be awarded by promotion to the Challengers 2024 East: Surge Split 2 Promotion Cup (CH EE 2024 Split 2 PC).

2. General provisions

2.1. Registration

A participant shall provide data of the Players necessary for participation in the Tournament and the Team composition in the form specified by the Organizer. An application for participation in the Basic Phase is sent via email, addressed directly to the Organizer. The application of the Team for participation in the Tournament is equivalent to accepting the provisions of these Regulations on



behalf of all registered Players and agreeing to processing of the personal data of the Players of the registered Team for Refereeistrative purposes.

2.2. Necessary data

A participant is obliged to provide, within the deadline set by the Organizer, data of the Players, necessary for participation in the Tournament, and the composition of the Team in the form indicated by the Organizer. Data necessary to participate in the Tournament:

1. name and surname;
2. alias;
3. residing address;
4. nationality;
5. Riot ID;
6. consent in writing given by a legal guardian to participate in the Tournament (if applicable); 7. a high-resolution photo of approximately 3000x2000 pixels (preferably 3840x2160) with the Player's silhouette, from the waist up, without any body parts cut off, sharp and clear, on a solid background (in .jpg format, and preferably with the background already cut out in .png format); 8. Player's official social media addresses (link).

At the request of the organizer - the competitor must provide proof of his citizenship.

Necessary participation data required from the Team:

1. identify Players, Reserve Player, and persons serving as managers and coaches;
2. full name of the Team;
3. Team logotype in high resolution in 1:1 format at least 2000x2000 pixels (in .png, .pdf, .ai format);
4. the Team's official social media addresses (link);
5. location of a so-called gaming house (if the Team has one).

2.3. Social media activities

Each Team is obliged to have an active account on one of these Social Media sites: Facebook, X (known as Twitter), Instagram. This obligation is in order to publish posts announcing the Team's Match in the Tournament, before each Match, adding to the content of the post:

@PolskaLigaEsportowa (on Facebook) or @VALORANT_PLE/@eastunited_gg (X/Instagram) and tagging the opposing Team. In case of a failure to meet the criteria stipulated herein, the contractual penalty shall be applied.



2.4. Broadcasting rights

All rights to the broadcasts of the Matches, among others, the intellectual property rights to such broadcasts shall be vested exclusively in the Organizer. These include all types of content transmissions, including but not limited to, shoutcast streams, video streams, including replays, TV broadcasts and recording of the Matches in the DEMO form and other formats. The Organizer shall have the exclusive rights to dispose the broadcasting rights to the benefit of third parties. Participants, Players, Teams or Esports Organizations must not refuse to broadcast the matches or interfere with their content, including but not limited to choosing the manner the commentary or the coverage is conducted. The Organizer is the exclusive owner of all intellectual property rights related to the Tournament, such as present and future rights to the content related with VALORANT East: United, including, but not limited to the name, logos, graphic signs, cups, etc.

2.5. Use of multimedia, photo and audiovisual materials related to the Tournament

Any materials of any kind, including multimedia, photo, audio or audio-visual materials may be used during or in connection with the Tournament, exclusively on the grounds of a consent in writing issued by the Organizer. Such materials shall always be subject to prior authorization of the Organizer and in any event shall have the source clearly indicated and be marked with a logotype or a watermark indicated by the Organizer. This does not apply to shots / clips and fragments of the game from the Twitch portal.

The Organizer is authorized to produce multimedia, photo or audiovisual materials and they may be distributed at the Organizer's discretion. The Organizer shall have the right to use the image, picture, similarity, name or surname or alias, biography and statistics of all Participants, Players and Teams participating in the Tournament as well as in events connected with them.

2.6. Communication with the Organizer

Teams are obliged to communicate with the Organizer via e-mail or a dedicated Discord server (<https://discord.gg/YvGyteTavD>), by people previously designated by them. Any other form of communication shall be deemed to be beyond the Regulations, but still confidential. Participants should regularly check their inbox and the dedicated Discord server in order not to miss any messages. For offline events, persons designated by the Organization shall be invited to join the group on the WhatsApp messenger.



2.7. Complaints

All complaints relating to the provision of services by the Organizer under these Regulations may be sent to the Organizer's e-mail addresses. Complaints will be considered in the order of their receipt, but not later than within 14 business days from their receipt. Complaints shall be considered on the basis of generally applicable provisions of law and the provisions of these Regulations. A complaint should include contact details of a person making the complaint and a description of the facts and the problem. Immediately, after considering the complaint, but not later than within 3 business days the Organizer shall inform the person making the complaint about the result of the consideration. Information shall be sent as a response to the submitter's email address.

2.8. Validity

If any provision of these Terms and Conditions is held invalid or unenforceable for any reason, wholly or partially, the parties shall be bound by the remaining provisions. The invalid or unenforceable provision shall be replaced by the Organizer with a provision with content as close as possible to the invalid or unenforceable provision, announced on its website.

2.9. Confidence

The content of all correspondence between the Participants and the Organizer/Referee is considered strictly confidential and it constitutes a trade secret in the meaning of Article 11 of the Act of 16 April 1993 on combating unfair competition. Publication of such materials without prior written consent of the Organizer is prohibited.

2.10. Amendments to the Regulations

The Organizer reserves its rights to amend, delete or change these Regulations, provided that it will not affect the situation of the Participants negatively, in particular as regards the rights acquired under these Regulations. The Organizer shall inform the Participants about amendments to the Regulations via the website.

2.11. Sponsors

Teams must not have a logotype or a name which is prohibited by the Riot (look **Appendix 1**) and the Polish government. A Team may have max. one sponsor brand in the Team name. For example, an acceptable Team name is X Lions, where "X" is the sponsor brand. The Teams are aware that the Organizer is entitled to place logos of sponsors or other cooperating entities in all communications and materials related to the Event or promotion of the



VALORANT East: United, where the display of logos or names of these entities may take place along with the dissemination of subjects of the intellectual property rights of the Team or Players, images of Players or the Team.

The Team declares that such an action shall not constitute a breach of any contractual obligations between the Team or its Players and any third party. In the event that any third party or a Player makes any claim on this account to the Organizer, the Team shall indemnify and hold harmless the Organizer from any liability on this account.

3. Participants' Rights and Obligations

3.1. Responsibility of the Participant

A Participant is responsible for all registered Players and other persons directly or indirectly associated with the participant. A participant shall be bound by the rules and regulations provided by the publisher or developers of the VALORANT computer game,

i.e. it must use software from legitimate sources, updated only with official updates/patches provided by the publisher. A Participant is not entitled to use software that has been obtained in a way violating the intellectual property rights of any third party, including the authors or publisher, and any game add-ons or other software that enhances the skills of a Player or a Team, known as electronic doping.

3.2. Rights of a Head Coach

Head Coach may participate as a Reserve Player and as a coach during the Tournament. When participating in the Tournament as a Head Coach, he/she may communicate with the Team during the Tactical Pause and the Buy Phase Round 1 and Buy Phase Round 13.

(Does not apply to solo hub)

3.3. Prohibited conduct and speech

All Participants and Players of the Tournament shall behave in an appropriate and respectful manner towards other persons, in particular towards other Participants, spectators, the press, the Referee, the Organizer and persons acting for or on behalf of the Organizer. This is an integral part of participation in the Tournament.

It is prohibited to publish or disseminate, as part of participation in the Tournament, any unlawful content which constitutes a breach of applicable law, customs or third party rights, including, in particular content that:

- a. is obscene or vulgar;



- b. calls for hatred, in particular on the grounds of race, sex, nationality, nationality, sexual orientation; 3) offends religious or lack of religious denomination;
- c. propagates totalitarian ideologies, in particular national socialism or communism, and which questions historical facts;
- d. violates or may violate the rights of others, including the Organizer or sponsors of the Event, and in particular the business secret, industrial property rights, copyrights, rights of publicity or other personal rights of others, including the Organizer and other Participants;
- e. infringes or is likely to infringe the rights to the business signs, the rights to the firm or any other protected designations/signs of origin of goods and services;
- f. promotes, encourages, or instructs in criminal activity;
- g. is prepared in a manner which may constitute a hazard to the proper functioning of the Organizer's or other Participants' computer systems;

A Participant or a Player must not take actions that:

- a) are shameful for athletes or esports players, or which are manifested by unsportsmanlike behavior, they break the fair play principle, disrespect other Participants or
- b) the Organizer, involve vulgar or abusive words or provocation towards other Participants or persons associated with the Teams or the Team's clients, or the Organizer itself and its clients;
- c) are considered generally unacceptable, i.e. promoting or propagating alcohol abuse, drug use or other substances harmful to health or prohibited by generally applicable laws;
- d) consist in accepting monetary or in-kind rewards from third parties, payment of monetary benefits or other advantages of any kind in connection with the representation of the Team;
- e) consist in participation, in person or via third parties, in gambling games, insofar as VALORANT tournament is concerned;
- f) are contrary to esports ethics or violate the good name of the electronic sports; 14) are considered actions characterized by a lack of esports



attitude or willingness to fight for the best esports result; 15) consist in the ingestion of prohibited substances in the meaning of the Act of 21 April 2017 on combating doping in sport or use of the electronic doping; 16) are considered excessive use of in-game

g) chat (spam)

All questionable behaviors/defaults are subject to review by the Referee and the Organizer.

3.4. Alias/nickname

Each player of the Team is obliged to use an alias (nickname/alias) provided in the application form. The alias must not contain the content as defined in clause 3.3, i.e. unlawful, offensive, racist, etc.

3.5. Age requirements

3.5.1. By taking part in the Tournament, the Player confirms that he/she is old enough for participation as specified by the game publisher and according to the applicable game classification systems. The Organizer reserves its rights to verify the age requirement of the Players. If a Player is a minor, a consent in writing issued by the Player's legal guardian is required. It is the responsibility of the Team or Esports organization to verify the age of Players prior to registering for the Tournament.

3.5.2. For VALORANT, the Player must be 16 years old or older on the day of Split's last day, defined as having lived at least 16 full years, to compete in every VALORANT East: United tournament. The last day of the Split will be defined by tournament organizers.

3.6. Nationality restrictions

3.6.1. A Player can be an EMEA Resident and a Locally-Trained Representative simultaneously. Players that have not claimed LTR status in a VALORANT East: United region will be considered a "Non-Representative".

3.6.2. Each Team will be required to have a minimum of 3 LTRs and 3 EMEA Residents on their starting roster at all times during any VALORANT East: United Season.

Additionally, each Team will be required to have a maximum of 1 LTR gotten through Temporary Residence on their full roster at times during any VALORANT East: United Season.

3.6.3. LTRs are defined as players who have fulfilled one or more of the following criteria:



- 1) The Player has legally resided and been primarily present in the competitive area of the VALORANT East: United 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) The Player has legally resided and been primarily present in the competitive area of the VALORANT East: United for at least 36 months after their 13th birthday, defined as having lived 13 full years.
- 3) The Player has played in or was on the roster of a Challengers Team (and only Challengers Team) for the majority of applicable regular season matches in a Challengers league (and only Challengers league) in no less than two of the last three splits immediately prior to their participation in the first game of the applicable competition.
- 4) Additionally, a split will count towards the LTR requirement for a player who has been on the roster of a Challengers Team for the majority of the split, even if the player has not been actively participating in the respective Challengers League, as long as they have not participated in any other Challengers League.
- 5) The Player has a citizenship, a permanent residence or a temporary residence of countries that are in the competitive area of the VALORANT East: United.

3.6.4. List of the countries that contain Eastern Europe region and it's in the competitive area of the VALORANT East: United: Poland, Estonia, Latvia, Lithuania, Czech Republic, Slovakia, Hungary, Romania, Ukraine, Moldova, Georgia, Bulgaria, Serbia, Montenegro, North Macedonia, Croatia, Bosnia and Herzegovina, Slovenia, Greece, Cyprus, Albania, Kosovo, Israel. A Player taking part in the Tournament declares to have such a Locally-Trained Representative.

3.6.5. Each Team shall confirm that its players meet the applicable Locally-Trained Representative and EMEA Resident requirements and that the Team has the required minimum number of Locally-Trained Representative and EMEA Resident players. If a player (or his/her parent/legal guardian) provides false data, entering incorrect information (age, nationality) it shall be a violation of these Regulations, both by the Team and by the Player. Such violation will result in a financial penalty imposed on the Participant and/or the Player and removal of the Player/Team from the Tournament.



3.6.6. The Tournament Organizer reserves its rights to request a document to verify a player's age/citizenship. The data collected will be used for verification purposes only.

3.7. Team names and insignia

The Team's name or its graphic signs must not be prohibited by generally applicable laws, infringe any third-party trademark protection rights or refer to them, infringe rights to unregistered designations/signs, be contrary to generally accepted social norms, contain words commonly regarded as offensive or which could constitute a detriment to the good name of the electronic sports. A Team may have only one sponsor in its name.

The Team name must cause no doubts as to its legal relationship with the Esports organization. It is not possible to change a Team's name during the Tournament. The exception is a situation when a Team, without an Esports organization, enters into a legal relationship with another Esports organization during the course of the Tournament; in such a case it may change its name once on the basis of prior consent of the Organizer in writing. Similarly, in case of termination of the cooperation with an Esports Organization. Any change of the Team name requires the prior consent of the Organizer in writing.

3.8. Technical terms a Participant must satisfy

The Organizer points out that in order to take part in the Tournament on the basis of these Regulations it is necessary to meet the minimum hardware requirements established by the publisher of the game which the Tournament relates to and to have a computer with Internet access. Lack of the Internet access or insufficient equipment to play the game is not a reason for postponing it.

3.9. Obligation to use the TeamSpeak3 and the Discord

For the duration of the Tournament, Players and coaches are required to communicate using the communication channels established by the Organizer, i.e. Discord. The Organizer provides Teams with an invitation link to the server at the beginning of the Tournament (<https://discord.gg/YvGyteTavD>). The Discord server address must not be disclosed to third parties and the Teams are not allowed to use it for purposes other than participation in the Tournament.

Each Team is required to join the dedicated Discord server 30 minutes before the scheduled start of the Match. In case of a failure to comply with the above mentioned rules, a contractual penalty shall be imposed.

3.9.1. Players are required to record their communication during the match.



Recordings will be made automatically by recording applications on a Discord channel (created especially for each Team). Recordings are made as a security in the event of disputes, for example - talking about tactics during technical break. If the opposing Team does not raise any objections within 7 days, the recordings will be deleted.

3.10. Participant's responsibilities during the Tournament

A player participating in the Tournament agrees to: provide a history of equipment replacement (i.e. skins, etc.) from the League period, at the request of a Referee:

- A. in scope of recording and reproduction - making audiovisual recordings and reproductions in an
- B. unlimited number of copies and reviews, by means of any technique, including photosensitive, digital, IT, magnetic, polygraphic ones, in any system and format, on any media;
- C. in scope of trade with the original and copies of the recording, where the demo has been recorded - entering into the market, lending and rental of records/media, regardless of the form and technique of their recording and reproduction, on any media, in an unlimited number of copies and editions;
- D. in scope of other dissemination:
 - 1. public display;
 - 2. public performance (including in hotels, fan zones, pubs, bars, clubs, cafes, restaurants, houses/cultural centers, etc.);
 - 3. . television broadcasting (including live or live-to-tape in the framework or beyond a television broadcast, simulcasting, webcasting, streaming) and re-broadcasting by another television or radio organization, by means of a wire or a wireless vision / sound, electronically, analogue, digital, including stereophonic, by terrestrial stations and by satellite worldwide, through digital platforms for any type of television reception measures (TV on demand, pay per



view, catch up TV), in closed networks, distribution in cable networks, in unencrypted or encrypted form, in closed or open systems, in any technique (including analog or digital), system or format, with or without recording capability, including text, multimedia, Internet, telephone or telecommunications, mobile television and mobile telephony services;

4. any type of making available to the public in such a way that everyone can have an access at a time and place of their own choice, via the Internet, in social media (including Facebook), on YouTube, Twitch, etc., via the cell phone (mobile rights), mobile TV, satellite, cable networks, telecommunications, multimedia networks, databases, servers or other devices and systems, including those of third parties, in open or closed systems, in any technique, system or format, with or without recording capability.

3.11. Avatar

The submitted avatar should be approved by the Organizer beforehand. If the Organizer rejects the avatar it shall be changed immediately and submitted to the Organizer again for approval. The avatar can be a picture of the Player, but then all members of the Team must have their pictures set as avatars. A Participant may not cause a situation when some Players use a picture as an avatar and the rest of them use the Team logo.

During the Matches a Player has the option to use webcams instead of the avatar during the HUD implementation. If a Player wishes to participate in a Match with a live webcam, he/she must notify the Organizer at least 4 days before the Match being played. The camera should be directed at the face of the Player, and the room should meet the necessary technical conditions, in particular it must be well illuminated. The above conditions must be consulted with the Organizer beforehand in order to test the technical conditions.

The Avatar must not contain any content that is illegal or which the Organizer considers inappropriate, vulgar, insulting or offensive, as described in clause 3.3 of these Regulations.

3.12. Game bugs

It is prohibited to use game bugs intentionally, including but not limited to, going through walls, throwing grenades under textures, walking on pixels (invisible edges), using incorrectly uploaded commands on the server and anything else

that gives an advantage over the opponent. Each Player is obliged to check if the map has been loaded correctly. If, before the start of a match nobody reports any bug, it is presumed that both Teams agree to the current terms and conditions, and that any complaints about the game bugs shall not be considered. Use of the game bugs is strictly prohibited and shall result in penalties imposed by the Organizer.

3.13. Agreements and Participants

The Organizer shall not be responsible for any agreements between Participants. The Organizer discourages such agreements and refuses to enforce any agreements between Participants, and agreements that are inconsistent with the provisions of the Regulations may subject Participants to liability, including disciplinary actions.

3.14. Configuration and hardware (offline)

Participants are required to upload all necessary configuration files and drivers no later than 7 days before the first stage of the Tournament. If any Participant fails to comply with this requirement, it will be required to manually configure and play without drivers.

Any manipulation of the game graphics or textures by means of graphics card drivers, other graphics configuration tools or similar software is prohibited. It is also prohibited to use any overlays that represent the system load rate during the Tournament.

3.15. Interviews

Each Participant or a Player participating in the Tournament may be asked to give an interview to the editor of the Polish Esport League and take part in the pre-match and post-match analysis. A Participant or, as the case may be, a Player agrees that the Organizer may use the recorded statements and the image captured in the course of the interview in all fields of exploitation listed in point 3.10. 3.10.

3.16. Selling/leasing/release of the composition to another Organization

The Tournament Organizer allows a situation when an Organization gets rid of its Team to another Organization. All rights and privileges are then transferred to the Organization where the players are transferred to.

Any such situation shall require submission, to the Tournament Organizer, of appropriate documents confirming the transaction.

3.17. Team's responsibilities during the Tournament

During the course of the Tournament, each Team agrees to:

- share the webcam image of at least two players,



- designate one Player to give a video interview regardless of the outcome of the Match. The time to designate a Player is three hours prior to the scheduled start of the Match. Video interviews are mandatory,
- join the dedicated Discord server 30 minutes before the scheduled start of the Match,

A contractual penalty shall be imposed for failure to comply with the rules listed above.

4. System (Teams)

The matches shall be held on dates and at times established by the Organizer. The Organizer may schedule a Match for a different day or time only in exceptional cases, e.g. for fortuitous reasons (force majeure), upon a justified request of one of the Teams. The Organizer will immediately inform about the change of the date of the Match via e-mail and on the dedicated Discord server.

4.1. Maps and their selection

The organizers have provided for the Participants the following maps:

a) Until January 29th 2024:

1. Bind,
2. Haven,
3. Split,
4. Ascent,
5. Breeze,
6. Lotus,
7. Sunset.



b) From January 30th 2024

1. Bind,
2. Icebox,
3. Split,
4. Ascent,
5. Breeze,
6. Lotus,
7. Sunset.

Discarding and selecting of the maps will take place on a dedicated Discord server, at the appropriate channel or in the FACEIT system. The order is then decided by a coin flip or FACEIT system. If coin flip has been chosen, the Referee chooses a side of the coin for each Team, then flips it in the framework of the simulation available at the Organizer's site, at: <http://ple.gg/losowanie> or using the !flip command at the Discord server. Then he/she sends a screenshot with the result (taking into account the system clock). Maps selection takes place on a dedicated Discord server (rule about map selecting is in **1.14**).

4.2. Split

Split is a regular series of Team tournaments, aimed to determine the best Teams in the Split Finals.

4.3. Split Finals

Each Team plays matches against other Teams in the order established by the Organizer (Look **1.17**). Before each stage the ladder is drawn.

4.4. Tie in the table

Ties in the table of the Basic Tournament or any other tie, which does not determine a Team's place, shall be decided in the following order:

1. Ties between more than 2 Teams:

- a) small table - the order in the main table is decided on the grounds of so called "small table", including results of the maps between interested Teams only;
- b) balance of all rounds - in case despite the "small table" has been applied it is still not possible to clearly determine the final classification, so-called "balance of all rounds" of wins and losses shall apply, i.e. the Team with a better ratio of rounds won and lost shall be classified higher in the table;
- c) Best Of 3 Match - if, despite the "balance of rounds" has been applied there is still a tie, in this case a Best Of 3 Match shall be played between those



Teams, at the latest within 3 business days after the end of the last Circle. The Organizer and the Teams will mutually determine a convenient date.

2. Tie between 2 Teams:

- a) result of a face-to-face meeting between the concerned Teams;
- b) the balance of rounds between these Teams;
- c) the Best Of 3 match.

4.5. Warm-up

Players are required to do their own warm-up 2 hours before the game.

4.6. Interruption of a Match for technical reasons attributable to the Organizer

A match interrupted due to technical reasons on the part of the Organizer shall be repeated or resumed. If it is not possible to play the Match immediately after liquidation of a reason resulting in a technical break, the Match shall be played on a date indicated by the Organizer, but no later than one day after the scheduled date of the Match.

4.7. Extra time

Overtime continues until the winner of the map or Match is determined.
The Team with the advantage of 2 rounds – wins.

4.8. Pause

Each Team is entitled to pause during a Match:

- 1) Two tactical pauses of 60 seconds per map (three if the Match is in Extra time).
- 2) The technical pause lasts up to 15 minutes. After the technical pause, the organizer must be informed about the reason for it. During the technical pause, players cannot communicate with each other.
During the map replacement both Teams have up to 10 minutes to prepare for the start of the second map.

4.9. Rotation within the Team

A Team may notify the Organizer at any time during the tournament of the rotation of a substitute Player into the main squad and vice versa.

4.10. Additional observer

During a Match, no spectators are allowed on the server except for the Organizer and persons designated by the latter.

4.11. Postponement of a match at the request of a Team Transfer window

Forbidden. Teams must confirm their participation in the competition no later than 24 hours before the competition starts. Otherwise, the Team / player from the next place in the table is taken into the tournament.

4.12. Exchange of Players between Organizations

A Player may only belong (non-simultaneously) into two Teams during a single VALORANT East: United Season; therefore, Teams are allowed to transfer a



Player between Teams twice. Transfer of a Player is treated as a real change in the Team. In this case, the inheritance of points will be determined shortly.

4.13. Obligation to complete the composition

Teams with the right to participate in the Main Tournament are required to complete the composition by the deadline established by the Organizer.

4.14. Titles and Awards

A Team that wins the first place in the Split Finals is awarded the title of VALORANT East: United Champion and a cash prize.

4.15. Settlement of awards

The Esports organization is obligated to issue a debit note to the Tournament Organizer within 60 business days after the end of the Split. It will be used as the basis for settlement and payment of the prize. The prize will be delivered within 60 business days of issuing the document.

In the event that the Organizer receives a debit note after the 60-business-day period, the prize will be canceled. The Esports organization is responsible for dividing the prize and paying it to the players and other people, who contributed to the winning.

A winner is solely responsible for all the national, state and local taxes, including VAT associated with the prizes. Winners must complete and submit to the Organizer all governmental and tax forms required to receive monetary prize.

4.16. Allowed and forbidden bugs / exploit

All allowed and forbidden bugs / exploits can be found in Appendix 2.

Each use of a forbidden bug / exploit will be considered individually by the Referee.

5. Disciplinary proceedings

5.1. Award deductions

The total value of each Player's prizes will be reduced by deductions for penalty points imposed for violations of the Regulations:

- 1) for each red card - 10% reduction in the total value of the Team's reward;
- 2) for each yellow card - 2.5% reduction in the total value of the Team's reward;
- 3) for each walkover - 5% reduction in the total value of the Team's reward;



5.2. Penalties

5.2.1. Catalog of individual penalties for a Player

5.2.1.1. Warning

A warning is a reminder of the nature of the disciplinary offense, combined with the threat of a more severe punishment in the event of a subsequent offense.

5.2.1.2. Yellow Card

A yellow card means a warning to the Player by the Referee with a statutory penalty.

Two yellow cards received during the same Match mean exclusion of a Player.

5.2.1.3. Red Card

A red card means exclusion of the Player by the Referee from the Match.

5.2.2. Catalog of penalties for the entire Team (Esports organization)

5.2.2.1. Warning

SEE Clause **5.2.1.1.**

5.2.2.2. Walkover

A walkover means awarding a win to one of the competing Teams due to the absence of an opponent. The result of a Match as a result of the walkover for the opposing Team (Score 13:0 in Best Of 1, Score 2:0 in Best Of 3, Score 3:0 in Best Of 5).

5.2.2.3. Disqualification from the Tournament

The disqualification means the removal of the Team from the current VALORANT NATIONS CIRCUIT season. The result of the Match in case of the Disqualification shall be the walkover (see **5.2.2.2.**) for the opposing Teams. The Organizer reserves its rights to make public the penalties imposed on a Player or a Team and the reason for them.

5.2.2.4. Reprimand

A reprimand is an expression, in writing, of the disciplinary authority's disapproval of the disciplinary offense committed.

5.2.2.5. Team Suspension

This penalty provides for the consequences stipulated in 5.2.2.3. and it includes prohibition of the Team's participation in the next season

of the Polish Esport League, organized after these Tournament, until the suspension has been revoked by the Organizer.

5.2.2.6. Monetary Penalty

- 1) The monetary penalty shall not be less than PLN 250.
- 2) The basic fine imposed on Teams shall not exceed PLN 10 000 and on other accused PLN 2 000.
- 3) The additional fine imposed on the Teams may not exceed 5 000 PLN, and on other accused 1 000 PLN.

Payment of the fine shall be made within 30 days of the Organizer's ruling becoming final.

A monetary penalty may only be imposed on individuals of legal age. Teams (Esports Organizations) are jointly and severally liable for monetary penalties imposed on their Players, coaches, activists, instructors, medical staff members, and other persons performing their functions.

5.2.2.7. Order to return awards received

The penalty means obligation to return prizes awarded to a Team, referred to in 4.19. The return shall take place within 30 days after the Organizer's decision becomes final.

5.3. Organizer's decisions

All decisions made by the Organizer in the scope of the Tournament and disciplinary matters pose binding interpretation of the Regulations and bind the Participants and Players. The Organizer reserves its rights to depart from the Regulations when such a situation results from the fair play principles and general principles of fairness in order to preserve the integrity of Esports competition.

5.4. Imposing disciplinary penalties

The Organizer has the right to impose an individual penalty on a Player as well as on the entire Team. In case of a foul by even one Player, the entire Team may be penalized. The Organizer enforces the provisions of these Regulations and conducts the Tournament in cooperation with the Referee. The Organizer decides which penalty will be imposed on a Player or the entire Team from the available catalog of penalties. A Player or a Team is punished according to the nature and seriousness of the offense committed.

5.5. Supervision of a Match

The Referee, who supervises the Match, shall have the right to give a warning to a Player during the Match. The Referee shall provide the Organizer with a report



on the Match; it shall include information on disciplinary penalties imposed and other incidents that occurred before, during or after the Match.

5.6. Responsibility of the Organizer

The Esports organizations and the Teams warrant and certify that the health of the Players registered for the Competitions allows them to participate in the Tournament. The Organizer shall not be responsible for the health of the Players or the participation of ill persons. Persons participating in the Tournament should submit themselves to medical examinations confirming their health condition enabling them to participate in the Tournament.

Participants, Players, and other individuals, legal entities, or other entities, by participating in this event agree to be bound by these Regulations and the Organizer's jurisdiction over the course of the Tournament. The Organizer shall not be liable for any damages incurred by the above entities in connection with the proper enforcement of the Regulations, fair play principles or general principles of justice. This includes penalties imposed on Teams or Competitors. The Organizer shall not be liable for failure to perform or improper performance of its obligations arising from these Regulations if it is caused by force majeure event, i.e. natural disasters, fires, floods, earthquakes, pandemics, epidemic hazards, states of emergency, acts of war, strikes, blockades, media blackouts (e.g. electricity, water) or any other circumstances or causes beyond the Organizer's control.

5.7. Appeals

Disciplinary penalties imposed, with the exception of a warning for a Team/Player and a yellow card for a Player, may be appealed to the Organizer within 7 business days from the imposition of the penalty, in writing, or in the form available on the Organizer's website. The Organizer has 7 business days to make a decision; it shall be sent to the e-mail address of the Appellant entered in the form. The decision issued by the Organizer shall be the final one.

6. Offenses and detailed penalties

6.1. Delay

Participants in the Match are required to be present and ready to play, no later than at the scheduled start time. In the event that:

- 1) A player, who is not ready to play at the start time of the Match, will get a warning.

2) A player, who is not ready to play 5 minutes after the scheduled time of the Match, will get a yellow card. Any lateness of more than 10 minutes from the time appointed by the Organizer shall be equal to a walkover by that Team and awarding a red card to a Player.

In the event of a delay due to fortuitous reasons beyond the control of a Participant or a Player, the Organizer may refrain from penalties on the Participants or the Team.

6.2. Pause extension

An extension of the allowed pause will result in a restart of the game. If the reason for the technical pause is that one of the Players is not connected, he/she must be replaced immediately by a substitute Player. The Referee decides on how much time the Team has for the technical break in order to enable the missing Player to join, but it must not exceed 10 minutes. If the substitute Player is not present or does not join within the time allowed, the Team will be penalized with a walkover.

6.3. Frauds

A Player with an active block on his/her Riot account shall not be allowed to participate in the Tournament. However, if a Player is banned from non-VALORANT East: United matches, he/she will be immediately, at a minimum, disqualified from further Tournament and the Team is required to use a substitute Player with no option to add an additional Player to the squad. In the event of a report on cheating by a Player during the Tournament, on use of the electronic doping or other prohibited software, i.e. a violation of the Article 2.2 of the World Anti-Doping Code, the evidence material collected in any form shall be forwarded to the Organizer for analysis and possible initiation of a doping investigation. On the basis of the evidence collected, a preliminary doping investigation shall be initiated if, at this stage, the evidence justifies such an investigation. The preliminary investigation shall be attended by an Esports organization or a Player in form of explanations (in writing) or questioning of the suspected Player.

In accordance with Article 3.2 of the World Anti-Doping Code (<https://www.antydoping.pl/wp-content/uploads/2017/07/WADC-2015-PL.pdf>), the facts relating to the anti-doping rules violation may be established on the grounds of any reliable evidence. In the absence of any evidence and doubts, the Organizer will discontinue the investigation. The doping proceeding ends with the Organizer's decision assessing the evidence collected in a specific case. During the investigation, the Team may continue playing. If it is decided



that a Player of a particular Team has cheated in the game (e.g. doping, cheats, scripting) the Team shall be disqualified from further Tournament and all Teams, which the cheating Team had played with, earn total points equal to the winning score for a 2-0 game.

Plugging in or using external storage media on tournament computers is not permitted unless they are dedicated devices or a permit in writing issued by the Organizer has been obtained. Players are not allowed to have such devices during the Match and they are required to hand them over to the Referee for the time of the Match. This prohibition also includes any mobiles, tablets or other portable devices.

6.4. Invalid Riot Account

Providing an incorrect Riot account will result in disqualification of the Team from the Tournament.

6.5. Replacement of files

Any replacement of files, especially models, a viewfinder, HUD, a scoreboard, with the exception of weapon skins is prohibited. It is also prohibited to interfere with the game graphics, textures and its audio elements, using graphics card drivers or similar tools.

6.6. False data

In case of false data (e.g. name, surname) the Player shall be disqualified.

6.7. Using game bugs or cheats

Use of game bugs will be punished with disqualification at least. Using any cheats, especially aimbots, wallhacks, sound hacks, no recoil, no smoke, no flash will also be punished.

6.8. Gambling

Any attempt to gamble or an attempt to illegally or unlawfully influence the outcome of a Match will result in, at least, disqualification and it shall result in civil and criminal penalties. None of Players, managers, or persons associated with an Esports organization participating in the Tournament is permitted to place bets and other gambling related to the Tournament.

6.9. Withdrawal from the Tournament

In the event that a Participant decides to resign from the Tournament it must provide such a decision to the Organizer in writing at least an hour before the match. Otherwise, the resigning Team will be disqualified and give up the prize Team won.

6.10. Fake giveaways, contests or any kind of faking donations.

Any attempt of organizing fake giveaways, contests or any kind of faking donations outcome with disqualification and be punished from



further VALORANT East: United or any Polish Esports League tournaments.

7. Game servers

The Matches take place on official Riot servers.

8. Anti-Cheat

For the VALORANT East: United tournament it is required to use Vanguard Anti-Cheat, which is pre-installed with the VALORANT computer game.

9. Confidentiality

A Team Member shall not, without the consent of the Tournament Organizer, disclose any confidential or proprietary information provided or made available by the Riot or the Tournament Organizer in connection with VALORANT East: United. Team members are required to keep confidential / or to keep to themselves the information provided by the Riot or the Tournament Organizer. "Confidential or Proprietary Information" includes all information and materials disclosed (whether orally, in writing or in any other tangible or intangible form) or otherwise made available by the Riot or the Tournament Organizer concerning the VALORANT East: United tournament.

10. Personal data

1. The personal data of the Participants shall be controlled by the Organizer, Polska Liga Esportowa S.A., with its registered office in Warsaw, address: Zaniemyska 5, entered into the Register of Entrepreneurs of the National Court Register for the capital city of Warsaw, Thirteen Commercial Division of the National Court Register, under the KRS no. 0000840970, holding the following NIP no. [tax ident. no.]: 1133014349, REGON [statistical no.]: 386063866, mail: office@polskaligaesportowa.pl
2. The personal data shall be processed:
 - a. in order to conclude or to perform the contract linking the entity in question with the Personal Data Controller (conducting the Tournament) (Article 6(1)(b) of the GDPR - for parties to the contract, or Article 6(1)(f) of the GDPR - for persons appointed to negotiate or to perform the contract);
 - b. in order to process payments, for needs of accounting and financial reporting purposes (Article 6(1)(c) and (f) of the GDPR);
 - c. in order to comply with other legal obligations (Article 6(1)(c) of the GDPR);
 - d. for the purposes indicated in the text of consents to the processing of the personal data - if such consents were given (Article 6(1)(a) of the GDPR).
3. Please be aware that providing, at any stage, personal data other than that the data requested by the Referees is an explicit consent to the processing of the data for the purposes for which the personal data was provided to the Controller and in connection with the pursuit of the legitimate interests of the Controller of the personal data (Article 6(1)(f) of the GDPR):
 - a. organization of the cooperation;
 - b. organization of community events and initiatives - if a desire to participate has been expressed;
 - c. performance of contracts with the organization's clients and customers;
 - d. establishment, investigation and defense of claims;
 - e. marketing of the products and services of the Referee and its partners - if it results from the legal relationship in question, e.g. consent or legal authorization;
 - f. for statistical purposes related to improving the quality of services and adapting them to the recipients.
4. Recipients of the personal data may be external companies providing support to the personal data controller on the basis of commissioned services, with which relevant contracts have been concluded for data processing, as well as institutions and government offices. Moreover, personal data may be disclosed to contractors and customers of the personal data controller, however only for justified purposes.



5. Personal data will be stored for the duration of the contract linking the entity with the Personal Data Controller, and also by the time of expiration of claims arising from the legal relationship between the entity and the Personal Data Controller. The data will be deleted earlier if the consent has been withdrawn - where the consent is the only basis for data processing, and also when required by law.

6. Every person has the right to access and adjust, erase, restrict processing of his/her data, the right to transfer the data and to object to processing of the data. A person, who the data concerns, is entitled to lodge a complaint to the supervisory authority, i.e. the President of the Office for Personal Data Protection, if he/she considers that the processing of his/her personal data violates the provisions of the GDPR. Where the processing is based on the consent - the data subject is entitled to withdraw his/her consent at any time without affecting the legality of processing carried out on the basis of the consent before it has been withdrawn.

7. The data may be transferred to third countries and international organizations where entities established in those countries have implemented adequate safety measures for the personal data being processed. If the personal data is transferred beyond the EEA, the Company applies Standard Contractual Clauses as a safety measure for countries where the European Commission has not found an adequate level of data protection.

8. In order to exercise the aforementioned rights, a person who the data concern, shall contact the Data Protection Officer using the contact details provided and inform the Data Protection Officer about rights and the extent of them he/she wants to exercise.

9. Providing the personal data is voluntary, however, the data is necessary to conclude a contract with the personal data controller.

10. We inform that the data shall not be profiled, including that no automated decisions will be made in relation to an individual.

11. Term of the Regulations

These Regulations shall apply at the time of the VALORANT East: United, subject to Clauses 2.4., 2.5., 2.8., 2.9., 3.1., 3.3., 3.10., 3.15., 4.5., 5., 6. and 9., which shall continue to apply after the end of the Tournament.

12. Streaming

12.1. The streaming of matches in the solo hubs is allowed for everyone, as long as the broadcast is delayed by one minute.

12.2. The streaming of matches in on-season and off-season tournaments as a player in these tournaments is determined by the Organizer.



12.3. The streaming of matches in on-season and off-season tournaments as an individual streamer who is rebroadcasting VALORANT East: United is determined by the Organizer.

12.3. For every kind of match streaming, please look at 2.4.

13. Appendices

Appendix 1 (Globally and Internationally Prohibited Sponsorship Categories by Riot Games®)

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

Internationally Prohibited Sponsorship Categories:

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

Appendix 2 (Allowed and forbidden bugs/exploit)

Link to the latest buglist for patch 8.09:

[\[East, External\] VAL Bug List - Patch 8.09](#)

Link to the latest buglist for patch 8.11 (active from June 21, 2024):

[\[East, External\] VAL Bug List - Patch 8.11](#)



Updates

June 20th 2024 - updated Appendix 2.

June 1st 2024 - updated 1.3.

May 21th 2024 - updated Appendix 2.

May 9th 2024 - updated 1.17, 1.18, Appendix 2.

February 23rd 2024 - updated Appendix 2.

February 12th 2024 - updated Appendix 2.

February 1st 2024 - updated Appendix 2.

January 30th 2024 - updated 6.9., deleted Appendix 3.

January 24th 2024 - updated Appendix 2.

January 9th 2024 - updated 1.17.

January 2nd 2024 - deleted *Tournaments* (previously 4.2.), updated 1.17, 1.18, 4.1., 4.2.

November 15th 2023 - removed *Format of the VALORANT East: United Season 2 Split 2 (2023) - Off-season*, 1.18 moved to 1.17 and 1.19 moved to 1.18, updated 3.5., changed *updating* to *updated* in Updates.

November 9th 2023 - updated Appendix 3.

October 27th 2023 - updated 1.17.5.

October 17th 2023 - updated 1.17.5.

October 6th 2023 - updated 1.17.3, 1.17.5.

September 27th 2023 - updated Appendix 3.

September 13th 2023 - updated 3.6.3, 3.6.4.

September 12th 2023 - updated 1.17.2.

September 6th 2023 - updated 1.17.3.

September 5th 2023 - updated 3.6.2, 1.17.4.

September 4th 2023 - updated 3.5, added Appendix 3.

August 30th 2023 - updated 4.1.

August 28th 2023 - updated Appendix 2.