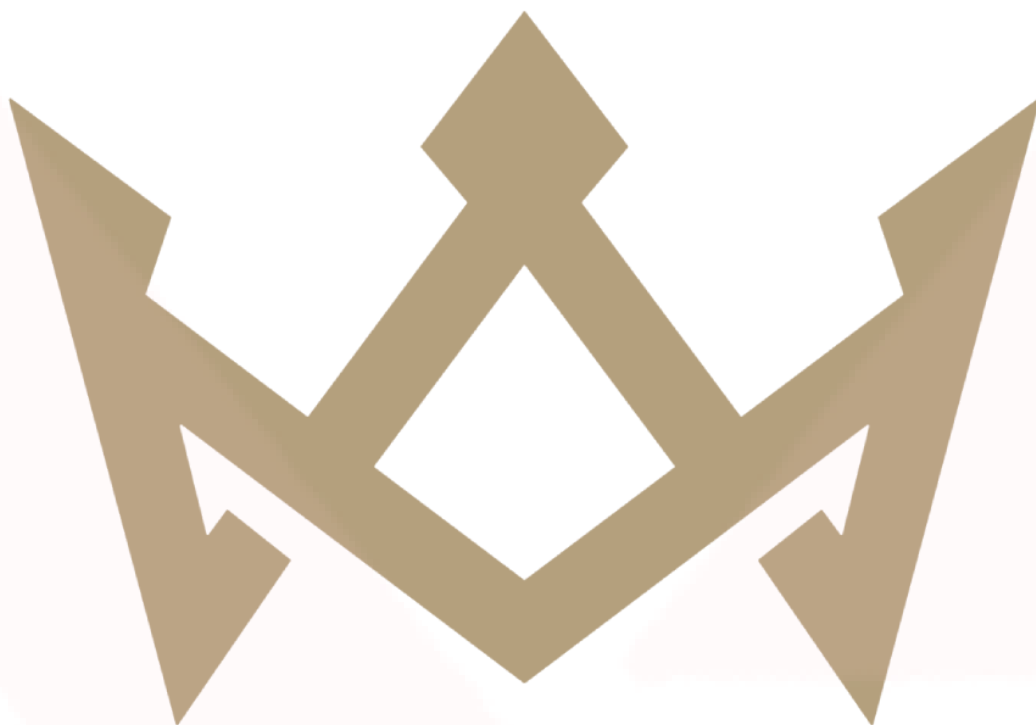




REIGN ACADEMY

HANDBOOK

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1. Introduction

The VALORANT Mobile TOURNAMENTS series, organized in collaboration with strategic partners, represents a pivotal initiative in shaping the competitive landscape of VALORANT Mobile during its Closed Beta phase. This event serves as a launchpad for structured and scalable competitive play, offering teams and individual players the opportunity to showcase their talents and compete at a high level in a regulated, esports-driven environment.

The objectives of this series include:

- *Establishing foundational competitive protocols for the mobile version of VALORANT.*
- *Identifying rising talent and emerging teams for future professional leagues.*
- *Gathering player feedback and performance data to inform Riot Games' ongoing development efforts ahead of the global release.*

Participation in this tournament positions players and organizations at the forefront of the VALORANT Mobile competitive ecosystem and provides an early opportunity to build international rankings, network within the scene, and prepare for official Riot-endorsed leagues.

2. Schedule and Format

2.1. Event Duration

- **Tournament Launch Date:** June 27
- **Format Overview:**
 - **Open Qualifiers → Playoffs → Grand Finals**

Each phase is designed to progressively test player skill, coordination, and consistency under increasingly competitive conditions. Top-performing teams will earn recognition and may be granted future participation slots in official events hosted by VALORANT Mobile TOURNAMENTS.

2.2. Eligibility Criteria

To ensure fair play and competitive integrity, the following eligibility conditions apply:

- *Players must have valid access to the VALORANT Mobile Closed Beta at the time of registration and throughout the event.*
- *Players MUST be at a minimum age of 16 years old*
- *Only mobile phones, tablets, and iPads are allowed.*

- The use of emulators, keyboards/mice, external controllers, or any unauthorized devices is strictly prohibited and will result in instant disqualification.
- Players must not be under **disciplinary action or suspension** from Riot Games or any affiliated tournaments.
- All participants must **agree to the tournament rules**, including behavioral expectations, recording requirements, and match procedures.

2.3. Team Composition and Roster Size

- The tournament is open to all teams and free agents who meet the eligibility requirements.
- Registration will be processed on a first-come, first-served basis.
- Maximum team roster: 6 players
 - 5 Main Players
 - 1 Substitute Player

Teams are advised to register their **full rosters** at the time of initial registration to avoid last-minute changes or conflicts.

3. Tournament Rules

3.1. Match Format and Game Settings

- Matches will be played in **5v5 format** using custom game lobbies.
- All matches must adhere to **official competitive settings** specified by the organizers.
- Match length and formats by phase:
 - **Qualifiers** – Best of 1 (Bo1)
 - **Playoffs** – Best of 1 (Bo1)
 - **Grand Finals** – Best of 3 (Bo3)
- Winning teams may be eligible for **invitations to future exclusive events**, beta stages, or international tournaments.

3.2. Registration Procedure

- Teams must register via the **official VALORANT Mobile TOURNAMENTS portal** or through a partner registration link.
- Each team is required to provide the following:
 - **Team Name and Logo**
 - **Full Riot ID** of each registered player
 - **WeChat ID and Discord ID** for each player (for communication and verification)
- All data must be accurate and submitted before the registration deadline to be considered valid.

3.4.1. Tournament Map Pool

- *Ascent*
- *Bind*
- *Haven*
- *Split*
- *Fracture*

3.5. Map Ban/Pick (BP) Process

- *A coin flip (or discord bot) will determine which team bans first.*

<i>Best of 1 (B01)</i>	<i>Best of 2 (BO2)</i>	<i>Best of 3 (BO3)</i>	<i>Best of 5 (BO5)</i>
<i>Captain 1 - Ban a Map</i>	<i>Captain 1 - Ban a Map</i>	<i>Captain 1 - Ban a Map</i>	<i>Captain 1 - Ban a Map</i>
<i>Captain 2 - Ban a Map</i>	<i>Captain 2 - Ban a Map</i>	<i>Captain 2 - Ban a Map</i>	<i>Captain 2 - Ban a Map</i>
<i>Captain 1 - Ban a Map</i>	<i>Captain 1 - Ban a Map</i>	<i>Captain 1 - Picks a Map</i>	<i>Captain 1 - Pick a Map</i>
<i>Captain 2 - Ban a Map</i>	<i>Captain 2 - Ban a Map</i>	<i>Captain 2 - Picks a Map</i>	<i>Captain 2 - Pick a Map</i>
<i>Decider Map</i>	<i>Decider Map</i>	<i>Decider Map</i>	<i>Decider Map</i>

3.6. Map BP Rules

- *All BP decisions must be communicated to the admin team via the official Discord or tournament lobby within 5 minutes of the request.*
- *Failure to complete BP in time may result in a default random map assignment.*

3.7. Punctuality Principle

- *Teams must arrive in the game lobby **within 10 minutes** of their scheduled match time.*
- *If a team is late, that leads to consequences decided by the admins.*

- Repeated lateness may lead to **disqualification** or banning from future events.

4. Registration Rules and Roster Regulations

4.1. Lineup Adjustments (Pre-Tournament)

- Teams may make **unlimited lineup changes** until the tournament officially begins.
- All changes must be updated via the designated submission form or platform provided by the organizers.

4.2. Lineup Adjustments (During Tournament)

- During the tournament, each team is allowed a **maximum of 2 player changes**.
- All roster updates must be communicated **before the start of the next round** or match.

4.3. Use of Unauthorized Accounts

- The use of **operative or alternate accounts** is **strictly forbidden**.
- If any team is found using such accounts, the player(s) involved and the team may face **immediate disqualification**.

4.4. Participation Confirmation

- Teams must confirm their participation and roster prior to a **set deadline** established by the tournament organizers.
- Failure to confirm may result in removal from the bracket or waitlist.

4.5. Communication Protocol

- Teams must utilize **official communication channels**, including Discord and/or WeChat, for all match-related correspondence.
- Failure to respond or coordinate through these channels may result in delays, penalties, or disqualification.

4.6. Lineup Freeze Deadline

- A clear deadline for lineup adjustments during the tournament will be provided.
- No changes will be permitted past this point, except in emergency cases reviewed and approved by tournament officials.

4.7. Identity & Eligibility Verification

- Tournament staff reserves the right to **verify player identities**, game accounts, and submitted information at any point during the event.
- Any attempt to falsify information will result in **disciplinary action**.

4.8. Penalties for Violations

- Violations of registration rules may result in the following penalties, subject to the severity of the breach:
 - **Warning**
 - **Match or Round Forfeiture**
 - **Disqualification**
 - **Permanent Ban from Future Events**

Note: The Valorant Tournament Committee reserves the right to arbitrate based on in-game situations. All decisions are final

5. Game Rules

5.1. Match Lobby Entry & Attendance Requirements

- Teams are required to join the match lobby **within fifteen (15) minutes** from the time the official room information is provided.
- Each team must have **at least four (4) eligible players** present and ready in the match lobby.
- Failure to meet this minimum within the 15-minute window will result in **automatic disqualification** for the non-compliant team.
- If **neither team** meets the requirement in the given timeframe, **both teams will be disqualified** from the match.

5.2. Match Initiation Policy

- Matches may **begin in a 4v5 configuration**, allowing one team to proceed with one absent player.
- **Under no circumstances** may a match begin in a **4v4** or lower configuration.

5.3. In-Match Substitution

- Substitutions are permitted **during a series**, subject to approval and must be communicated to tournament officials before the next map begins.

5.4. Communication Protocols

- Teams must utilize **designated official voice communication channels** for all in-game discussions.
- Professionalism and respectful conduct are **mandatory** at all times, this includes behavior toward teammates, opponents, and tournament staff.
- Disruptive, abusive, or disrespectful behavior will result in penalties.

5.5. Strategic Pauses Policy

- Each team is granted a **limited number of technical pauses per match**, intended for tactical adjustments or addressing immediate concerns.
- Strategic Pauses frequency and duration are subject to tournament regulations and must be used strategically. Misuse or excessive delay may incur penalties.

6. Match Rules

Before the Match

6.1. Lineup Confirmation

- Team captains are responsible for confirming their official **starting lineup** and submitting it to the designated tournament channel **prior to the start of the match**.

6.2. Map Ban Process

- Map bans must be conducted strictly within the **designated match channels** provided by tournament officials.
- Any attempts to complete map bans via unofficial methods (e.g., direct messages, third-party chats) will be deemed **invalid** and may result in penalties.

6.3. Captain Responsibilities

- Team captains are fully responsible for:
 - Participating in the map ban process,
 - Ensuring all players adhere to tournament protocols,
 - Complying with any recording or verification procedures.
- Failure to meet these responsibilities may lead to **match forfeiture or team disqualification**.

During the Match

6.5. Match Commencement Approval

- Both team captains must confirm their **readiness and consent** to begin the match. This confirms that both sides agree to tournament rules and terms.

6.6. Player Conduct

- Players must exhibit **sportsmanlike behavior** at all times.
- Harassment, toxic behavior, discrimination, or abuse will result in immediate disciplinary action, including round loss, match loss, or disqualification.

6.7. Communication Rules

- Teams are required to use the **designated official voice channels** during gameplay.
- Cross-talk, off-topic, or disruptive communication is strictly prohibited.

6.8. Recording Requirements

- All players must **record their gameplay** as per tournament instructions.
- Recordings must be continuous and include pre-game lobby, gameplay, and post-match results.
- Failure to comply may result in **penalties or match invalidation**.

After the Match

6.9. Results Verification

- Both teams must confirm the **final match results** immediately after the match concludes.
- Discrepancies must be reported to tournament officials through the designated channels **without delay**.

6.10. Protests and Reporting Misconduct

- Any suspicion of cheating, foul play, or rule violations must be reported **immediately after the match**.
- Late reports may not be reviewed unless supported by strong evidence.

6.11. Post-Match Review

- Tournament staff may conduct **official post-match reviews**, including log checks and video audits, to verify fair play and investigate any disputes or complaints.

6.12. Feedback and Improvement

- Players and team captains are encouraged to provide **constructive feedback** on event operations. This supports ongoing improvements in future tournaments.

7. Fair Play Code

VALORANT Mobile TOURNAMENTS reserves the right to edit these rules at any given time and without prior warning. Additionally, the organizing committee retains full discretion to remove teams or players for reasons not stated in this document but deemed harmful to the event's integrity.

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