Tournament Rules

1. DEFINITIONS

1.1 Validity

This is the only rulebook for any VALORANT tournament hosted by Kamk.GG. All participants understand and agree to these rules upon signing up to the tournament and accept the consequences should any rule be broken.

The lead administrator (lead admin from here on) is responsible for the entire tournament process and executive decisions. Tournament administrators (admins) will adhere to this rulebook as stated. However, admins will be allowed to override this rule to establish integrity and fair play. Should there be an instance where a case is not covered by this rulebook, it will be assessed as its own individual case. Any modifications of this rulebook will be announced via Discord. All participants agree that they accept this statement when signing up to the tournament.

1.2 Defining Terms

Team: A group of people under one identity, including but not limited to, Player, Substitutes, Manager.
Roster: A group of 5 players who are specifically participating in the map.
Player: An individual who competes for the team.
Substitutes: A backup individual who competes for the team.
Manager: An individual who is responsible for the communications of the team.

Round: As officially stated by Riot:

A Round is an instance of competition in a VALORANT map that is played until a winner is determined by one of the following methods, whichever occurs first:

- *Spike detonation*
- *Spike defusal*
- *Team eliminated before planting or defusing the spike*
- *Round timer expired*
- *Team forfeit*

Map: A set of rounds played between two teams up until a team has won 13 rounds. Once the score is at 12-12, a team must win by 2 clear rounds, for example, 14-12.
Match: A group of maps played consecutively until a winner is determined. Usually, but not restricted to, a best of 3 or 5.
Forfeit: Should a team be ineligible for a map and/or match (for example, through being unable to field a valid team) or be disqualified (for example, misconduct), the team in question will lose a map 13-0 and/or match x-0 (where x is the definitive number required to win the match).

1.3 Official Resources

Kamk.GG website: https://www.kamk.gg/
Kamk.GG twitter: https://twitter.com/kamk_gg
Assembly: https://tournaments.assembly.org/winter22/

2. GAME RULES

2.1 Game Accounts

- Players are only allowed to use one account during the tournament. The VALORANT nickname must be in the standard format Riot ID#Tagline. Any other format is considered invalid. If a player decides to change their Riot ID, they should notify the tournament admins as soon as possible. Failure to notify may result in disqualification.
- Account names must not contain any offensive language in full or abbreviated phrases. A player will be warned to change their account name if it is to be deemed offensive. Failure to do so will result in disqualification.
- Players are not allowed to use another person's game account for the purpose of tournament.
- All players must join the Assembly Discord.

2.2 Teams and Rosters

- Rosters will be required to be submitted 2 hours before the tournament starts.
- Rosters must include 5 players, but teams will be allowed to register up to two substitutes.
    - Players who are listed as substitutes cannot be registered with any other team partaking in the tournament.
- Every match must be played in the 5v5 format.
- A player is only allowed to represent 1 team roster in any given tournament.
- The team roster must contain at least 50% players from the region under which the team is competing.
    - **3 out of 5** must have citizenship, residency, or identification from region.

2.2.1 Roster Lock

- Rosters will be locked 1 hour prior to the tournament starting.
    - In the event of a Best of 3 or 5 match, an admin must be notified about any substitutions that will be taking place between maps. All substitutions must be approved 5 minutes before the next map starts.

2.2.2 Emergency Transfer

- After a team's roster is locked the team may request one emergency transfer to be added to the roster. The player that is required to leave in the case of an emergency will be removed from the roster and the incoming player will take their place.
- Emergency transfers may be requested at least one hour before the start time of the match they wish to play in.
- The incoming player can be from another team. Contact from both managers must be made to an admin for prior permission to confirm the players eligibility.
- If no valid emergency player can be added to the roster, the team in question will forfeit the match.

2.2.3 Spirit of Roster Changes

- Teams may replace any number of players until the roster lock date outlined. However, teams are expected to select rosters with the intent of trying to create competitive and/or enjoyable games for themselves and their opposition.
- If it is to be believed that rosters are being selected for unsporting reasons, for example swapping all players between two teams to manipulate seeding, penalties will be placed upon participating players and teams.
- If unsure about this rule please contact tournament admins before making changes.

2.3 Age Verification

- Every player must comply with Riot's age guidelines set for VALORANT competitions.
- Every player must be 16 or older at the point of the tournament start date.
- Players may be asked to provide official documentation to prove age eligibility.

2.4 Tournament Registration

- Registration will be on Assembly platform.
- All players should be visitors of Assembly 2022.
- During registration each team must designate a captain.
- This person will be responsible for checking in their team, setting up games, verifying players on opposing teams, vetoing maps, and submitting match results via screenshots.
- Last registration is no later than 3 hours before the start of the tournament, unless otherwise stated.
- The tournament will be cancelled if there are fewer than 8 teams registered.

2.5 Tournament Format

Main Event – Single Elimination Bracket April 1st – 2nd

- 16 teams (visitors of Assembly 2022)
- Single elimination bracket (Bo1)
- Final (Bo3), 2nd April, on the main stage.

3.0 Punishments

Punishments will be given to offences committed within the tournament. These can range from the following:

- Formal warning(s)
- Forfeit of either Map or Match
- Disqualification

3.1 Formal Warning(s)

Formal warnings will be given for time offences. These can be given for, but not limited to:

- Late submission of rosters and/or transfers
- Late arrival for matches
- Delaying stream schedule (unless agreed with admin about cause of issue)

3.2 Forfeit of either Map or Match

Should there be multiple offences from the same player and/or team, the lead admin will decide if the upcoming map or match will be forfeited. The lead admin's decision will be final.

3.3 Disqualification

If the situation arises to the level that a player and/or team persist in poor behaviour, the player and/or team will be disqualified from the tournament. The lead admin will also decide if the player and/or team in question will be allowed to play in future tournaments.

Any use of language that is directed at anyone involved with the tournament found in **Section 7** will result in immediate disqualification.

4. MATCH RULES

4.1 Before the Match

Tournament Round will start as scheduled unless stated otherwise.

- Tournament Rounds may be delayed, please check Assembly Discord for all updates.
- Schedule for the matches and the official bracket will be available on Assembly Discord.
- Players must own a legal version of VALORANT, with Riot Vanguard installed, updated and active.
- The game must be updated to the newest patch (unless otherwise specified).

4.2 Check-in

- Prior to each day of competition, each captain will be required to check-in for their team.

4.3 Attendance

- A team has 15 minutes to show-up with all 5 players and be ready to start the match.
    - Failure to do so will result in a forfeit. Multiple offences will result in disqualification.
- It is possible in exceptional circumstances to ask for a postponement of the match to start, but that will be up to tournament organisers and the admins to decide if an exception will be made.
- Each streamed game will be set up by the admins.
- Each non-streamed game will be set up according to the stipulations in **Section 5**
- All players must be in the lobby before the time limit expires (15 minutes).
- Once all players are in the lobby, captains should verify all VALORANT screen names match-up to those provided on Discord and/or the tournament platform.
    - Any discrepancies should be reported to an admin immediately.

4.4 After the Match

- After a completed match both captains have to take a screenshot of the results and post it on the Assembly Discord.
    - Please use the following format:
      (Round - Game: Team A [Score] v Team B [Score])
- The screenshot be of the “Scoreboard”, which includes results and player information
    - If there is a disagreement about the outcome of the match, then screenshots/clips/stream/video will be the only form of valid proof.

5. GAME PLAY SETTINGS

5.1 Playable Maps

- Bind
- Haven
- Ascent
- Split
- Icebox
- Breeze
- Fracture

5.1.1 Map Selection

Managers will be responsible for choosing maps and sides. The higher seed in the match will select to be Team A or Team B. Team A will host the lobby as long as the game is not streamed.

5.2 Map Selection Process

5.2.1 Best of 1 (BO1) Map Selection Process

Bans and picks have to be done in the in-game lobby chat.

- Team A starts by banning 1 map.
- Team B bans 1 map.

- Team A bans 1 map.
- Team B bans 1 map.

- Team A bans 1 map.
- Team B picks the map out of the 2 remaining to be played.

- Team A picks the starting side of their team (attacker/defender).

5.2.2 Best of 3 (Bo3) Map Selection Process

For the Bo3 games, the higher placed team will be Team A and the veto will be as follows:

- Team A bans 1 map
- Team B bans 1 map

- Team A picks 1st map
  Team B picks side for the 1st map

- Team B picks 2nd map
  Team A picks side for the 2nd map

- Remaining map becomes map 3
  Team A picks side for the 3rd map

5.3 Server Settings

- Map: As determined by **5.2 Map Selection Process**
- Mode: Standard
- Options
  - Allow Cheats: OFF
  - Tournament Mode: ON
  - Overtime: Win by Two: ON
  - Play Out All Rounds: OFF
  - Hide Match History: OFF
  - Server: Stockholm 1
- If both teams formally agree to play on another server, then it is allowed. Each manager is required to take a screenshot of the agreement in case any disagreements occur.

5.4 Character & Map Selection

- KAMK.GG adhere to Riot's rules on character selection in competitive play unless otherwise stated.
- This means, unless it's a show match, or exclusive community tournament, players must wait two weeks from the launch of a new character to select them in our tournaments.
- Should a new character and/or map be introduced midway through the tournament, the new character and/or map will not be used. This includes any character and/or map changes/patches.

6. CHEATS

VALORANT and Riot have a strict policy prohibiting the use of cheats or bugs in competitive play, as it alters the integrity of the game.

Under these guidelines, players are NOT allowed to:

- Use cheats.
- Exploit any in-game bugs. All known bugs and exploits can be found here. However, if any potential bugs or exploits are found, please refer to an admin immediately.
- Use 3rd party cheat programs (including but not limited to):
  - ESP
  - Radar hacks
  - Wall hacks
  - Speed hacks
  - Aim hacks
  - Hitbox manipulation
  - Teleportation (any kind which is not possible in the game)
- Stream-sniping is NOT allowed.

6.1 Point of View (POV) Recording

For the purpose of competitive integrity, we would advise all players to record a POV for when they play their games. This is to provide a safety net in case any cheating allegations are put forward against a player. If a POV is requested, a link will be shared with the team manager for the player to upload the video file. Failure to submit a POV recording may result in disqualification if no counter evidence can be provided.

6.2 Suspected Cheating

- If there is any suspicion of cheats and/or bug exploiting, inform admins immediately.
- If you accuse your opponents of using cheats, you must be able to show valid proof of the accused cheats - video clips or stream clips.
- Cheats are not permitted, and any evidence brought forward will be promptly reviewed by the admins, who have final authority on the situation.

6.3 Cheating Rulings

- If you or your team gets caught cheating, it will result in an immediate team disqualification from the tournament.
- Cheating in one tournament may result in a ban from future tournaments held by Kamk.GG (holding companies and subsidiaries).
- At this time, we do not have an appeal procedure and all decisions are final.

7. CODE OF CONDUCT

7.1 General

- KAMK.GG has a zero-tolerance policy for toxic behaviour. Swift and severe action will be taken by our admin team for any circumstance laid out in the below. KAMK.GG will follow safeguarding procedures outlined in this section. This applies to all people involved in the tournament (not limited to, players & staff).

7.2 Unprofessional Behaviour

- As originally set by the VALORANT Global Competition Policy the following is a non-exclusive list of examples of unprofessional behaviour or illegal activities, all of which are prohibited:

7.2.1 Vulgar or Hateful Speech

- Kamk.GG tournaments prohibit language that is discriminatory. This may include comments or inflammatory remarks in any language based on ethnicity, nationality, race, gender, religion, sexual orientation or personal beliefs.
- The use of extreme foul language, including excessive profanity, graphically sexual, grotesque, or violent is also prohibited. This includes all areas of the tournament: stream chat, Twitter posts, Discord messages, and in-game communications.

7.2.2 Violence

- Threats of violence either physical or non-physical are strictly prohibited, against a competitor, fan, tournament admin, or other party involved in the tournament.

7.2.3 Drugs and Alcohol

- The use, possession, distribution, or sale of controlled substances, like drugs or alcohol, or being under the influence of those controlled substances are prohibited during the tournament.

7.2.4 Harassment

- Harassment in all forms is prohibited.
- KAMK.GG will follow the definition provided by the VALORANT Global Competition Policy, “Harassment is defined as systematic, hostile, and repeated acts taking place over a period of time, or a singular egregious instance, which is/are intended to isolate or ostracise a person and/or diminish the dignity of the person.”

7.2.5 Sexual Harassment

- Sexual harassment is prohibited.
- In order to create a safe place for everyone, this behaviour is strictly prohibited. And we encourage anyone experiencing it to contact the admins or organisations directly.

7.3Competitive codex.

- All tournament participants are required to participate honestly in any match within the Weekend Cup tournament.
- Prohibited:
    - Cooperation
    - Prior consent
    - Intentional loss
    - Using cheats
    - Using game bugs
    - Deception
    - Other unfair ways to win a match.

8. Assets

KAMK.GG have a small Tournament License from Riot and must adhere to the rules to maintain compliance.