

# Valorant

## OESL

### 1. Anti-Cheat

- 1.1. No additional anti-cheat is required for official matches. If cheating is suspected please contact the administration with proof.

### 2. Title Information

#### 2.1. Supported Platforms

- 2.1.1. PC

#### 2.2. Playoff Launcher:

- 2.2.1. Valorant: PC-Riot Launcher

#### 2.3. Series Lengths

##### 2.3.1. Regular Season

- 2.3.1.1. Best of 1

##### 2.3.2. Playoffs

- 2.3.2.1. Best of 1

##### 2.3.2.2. Upper bracket: semi finals, finals

- 2.3.2.2.1. Best of 1

##### 2.3.2.3. Redemption bracket: Semi final, final

- 2.3.2.3.1. Best of 1

##### 2.3.2.4. Grand Finals

- 2.3.2.4.1. Best of 3

##### 2.3.3. Series Lengths are subject to change based on time.

#### 2.4. Game Inputs Allowed

- 2.4.1. Keyboard and Mouse

#### 2.5. Matchmaking

- 1.1.1. See [Code of Conduct Section 4.4](#)

### 3. Restrictions

#### 3.1. Use of other Maps or Game Modes

- 3.1.1. The use of other maps or game modes are prohibited from use in official tournament matches. If the incorrect map or game mode are

loaded for any game, the match must be reset with the correct lobby and game settings.

3.1.2. Maps:

3.1.2.1. Abyss, Bind, Corrode, Haven, Pearl, Split, & Sunset

## 4. In-Game Lobby Settings

### 4.1. Custom Game Options

4.1.1. Allow Cheats: OFF

4.1.2. Tournament Mode: ON

4.1.3. Overtime Win By Two: ON

4.1.4. Play Out All Rounds: OFF

4.1.5. Hide Match History: OFF

4.1.6. SERVER: US Central (Texas)

4.1.6.1. See 5.1.1.1.1

4.1.7. MODE: Standard

4.1.8. Map Selection:

4.1.8.1. Best of 1

4.1.8.1.1. Team 1 Bans a map  
Team 2 Bans a map  
Team 1 bans a map  
Team 2 bans a map  
Team 1 Bans a map  
Team 2 Bans a map  
Last Map is selected  
Team 1 picks side

4.1.8.2. Best of 3

4.1.8.2.1. Team 1 Bans a map  
Team 2 Bans a map  
Team 1 bans a map  
Team 2 bans a map  
Team 1 picks a map for map 1  
Team 2 picks a map for map 2  
Last Map is selected for map 3  
Team 2 picks side map 1  
Team 1 picks side map 2  
Team 2 picks side map 3

4.1.8.3. Best of 5

4.1.8.3.1. Team 1 Bans a map  
Team 2 Bans a map  
Team 1 picks a map for map 1  
Team 2 picks a map for map 2

Team 1 picks a map for map 3  
Team 2 picks a map for map 4  
Last Map is selected for map 5  
Team 2 picks side map 1  
Team 1 picks side map 2  
Team 2 picks side map 3  
Team 1 picks side map 4  
Team 2 picks side map 5

## 5. Determining Home & Away Teams

### 5.1. Regular Season:

- 5.1.1. Go to LeagueOS for your corresponding match and it will randomly select Home Team or Away Team. The Home Team will select Team 1 or Team 2.

### 5.2. Playoffs:

- 5.2.1. Higher Seed is the home team.
  - 5.2.1.1. Higher Seed (2.11)

## 6. Stoppage of Play

### 6.1. Game Rehosting

- 6.1.1. Teams will play on Riot Valorant servers.
  - 6.1.1.1. Games should be played on US Central (Texas)
    - 6.1.1.1.1. If both teams agree to play on a different server then the server location is allowed to change

### 6.2. Disconnects (Online)

- 6.2.1. If a Player suffers a disconnect both teams and/or team captains are responsible for reporting that to a Tournament Official.
- 6.2.2. If a player disconnects prior before 30 seconds in game or before 1st goal, kill, elimination, point is recorded, game will restart
- 6.2.3. Both players have a 5 minute window to get back into the lobby and que a restart of the Game.
- 6.2.4. If a player drops after 30 second window it is the player's job to load back into the lobby ASAP UNLESS it's a game that once the lobby starts no one can join - then the game may be reset up to two times with the current score. Teams will restart the lobby in game at 0-0 but will count to the score limit or time limit. Example: Team A has 45 points, Team B has 32 Points with the score limit to 50 and a 10 minute time limit with 7:00 minutes left. Team A must score 5 points and Team B has to score 18 in 3:00 minutes.
  - 6.2.4.1. The team with the dropped player is responsible for inviting their own drop or disconnected players

- 6.2.5. Game Crashes: Game crashes do not contribute to disconnects and games can be reset as many times as needed. And will follow reset rules listed in 5.2.4
  - 6.2.5.1. If a player is found to be manipulating his game to crash for any reason including but not limited to: gaining a timeout, changing momentum, or gain any type of advantage the player will be subject to any punishment deemed appropriate by administration.
- 6.2.6. Should a player be unable to complete their Game due to internet issues or do not report to the Tournament Official within the courtesy window they will be considered FORFEITED.
- 6.2.7. Teams may choose to compete without a teammate if they so choose to avoid forfeit rules.
- 6.3. In Game pauses:
  - 6.3.1. Pauses may only occur for hardware, or software malfunctions, unintentional disconnect, or an emergency.
- 6.4. Timeouts:
  - 6.4.1. Timeouts are not considered in game pauses and are legal to use in game when valorant allows you to.
    - 6.4.1.1. Timeouts can be used during the buying phase. Each team is allowed 2 timeouts throughout the game.
    - 6.4.1.2. If overtime occurs an additional timeout is awarded to each team.
      - 6.4.1.2.1. Unused timeouts do not carry over to overtime.

## 7. Ties

- 7.1. Overtime:
  - 7.1.1. Rules will follow Valorant in game overtime rules.
    - 7.1.1.1. Win by Two.

## 8. Team Rosters

- 8.1. See [Code of Conduct OESL](#) Section 8

## 9. Post-Match Process

- 9.1. See [Code of Conduct OESL](#) Section 10

## 10. Scheduling:

- 10.1. Weekly Matches
  - 10.1.1.
- 10.2. Rescheduling
  - 10.2.1. See [Code of Conduct OESL](#) Section 16

## 11. Change Log:

- 11.1. Added Rules 6.3 - in-game pauses

