



Gamers Galaxy Valorant 2021

Rulebook

The following is the rulebook for the Gamers Galaxy Pakistan Valorant 2021 and will be valid for all the matches played throughout the tournament and the mentioned rules are to be followed by each participating player. By participating, every player and team agree to follow these rules.

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1. Tournament Format

1.1 Online Qualifiers

- Teams Slots – 64
- Single Elimination BO1, till Round of 16
- Single Elimination BO3, Quarter finals.
- Top 4 teams from the qualifiers will advance to LAN Event
- Round of 64 will be based on Best of 1- Single Elimination Format, on 18th and 19th of December, 2021.
- Round of 32 will be based on Best of 1- Single Elimination Format, on 20th and 21st of December, 2021.
- Round of 16 will be based on Best of 1- Single Elimination Format, on 22nd and 23rd of December, 2021.
- Round of 8 will be based on Best of 3 - Single Elimination Format, on 25th and 26th of December, 2021.

1.2 LAN Event

- Semi Finals will be based on Best of 3 - Single Elimination Format, on 8th January 2022, the contest is going to be LAN based at Pak China Friendship Center.
- Final will be based on Best of 3, on 9th January 2022, the contest is going to be LAN based at Pak China Friendship Center.

*Tournament Organizers will broadcast from Quarter finals.

2. Game Specific Rules

2.1 Match Procedure

2.1.1 Valorant Map Pool

The map pool includes the following maps:

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

2.1.2 Server Setup

- **Map:** depending which map has to be played from the map pool
- **Mode:** Standard

Options

- Allow Cheats: Off
- Tournament Mode: On
- Overtime: Win by Two: On
- Play Out All Rounds: off

2.1.3 Best-of-One Matches

Map selection for a BO1 match:

- Coin Flip decides which team is going to ban the first map.
 - o Team A bans the first map from the map pool.
 - o Team B bans the second map from the map pool.
 - o Team A bans the third map from the map pool.
 - o Team B bans the fourth map from the map pool.
 - o Team A bans the fifth map from the map pool.
 - o Team B bans the sixth map from the map pool.
 - o The remaining map will be used to play.
 - o Team B picks side

2.1.4 Best-of-Three Matches

Map selection for a BO3 match:

- Coin Flip decides which team is going to ban the first map.
 - o Team A bans 1 map
 - o Team B bans 1 map

- o Team B picks map 1
- o Team A picks side for map 1
- o Team A picks map 2
- o Team B picks side for map 2,
- o Map 3 is the decider map.
- o Team B picks side for map 3.

2.1.5 Important Notes

- If required, administrators maintain the right to repeat the veto procedure for any reason.
- The bottom team hosts the first game in BO3, and after that, the host switches to the top team, and the lobby must be rebuilt. Match 3 will be played on the same server as Match 2 if it is played.

2.2 Match Rules

2.2.1 Before the Match:

- The team that wins the most games in the bracket will be required to invite the opposing team to a custom game. (In BO3, the bottom team invites) You must add the captain of the opposing team as a friend in order to do so. If the captain does not accept the request within a few minutes, please search the discord for additional players and invite them as well. (Example: Ibrahim#XYZ. Ibrahim is the Riot ID and XYZ is the Tagline).
- If your team is at the bottom of the bracket, please verify all of the opposing team's players, and if you receive an invitation from them, you must accept it. If you are the inviting team (top team) and the opposing team's players do not arrive within 10 minutes, please notify the tournament's admin team via the tournament's official discord channel. The same is true if you are expected to be invited and do not get an invitation within 10 minutes.
- Before the time restriction expires, all players must be in the lobby (10 minutes). If any players are still absent after the time limit has expired, snap a screenshot and publish it in the current round's discord sub channel. Both teams are disqualified if one or more players are missing.
- Once all of the players have joined to the lobby, team captains must verify that all of the players' Valorant usernames match those listed on the discord. If there are any errors, please notify the admin on Discord by commenting into the current round's sub channel using the screenshot given.
- Following map selection, team captains must post in the lobby conversation that their squad is ready. Before then, the game should not begin.

*Admins reserve the right to interrupt the game and request a video feed of the player at any time throughout the game. If they discover anything questionable, failure to cooperate might result in disqualification.

2.2.2 During the Match:

- The game must be remade if one of the teams fails to select all of the agents on the character selection screen, and the game returns to the lobby.
- If the game begins before both teams have written ready, the team that did not write ready has the right to request a remake before the first round of the game begins. (Before the first round's countdown reaches zero).
- If any of the players disconnects from the game before the countdown hits zero, the team can request a remake, and the game must be recreated.
- If the game began on the incorrect map, it must be recreated. All players must exit the game in order to complete the remake.
- As quickly as possible, begin the following game. Both captains will have to rewrite ready.
- The team that is not ready by 5 minutes following the remake will be disqualified. A game may only be rebuilt once, and it must be played in the same way it was before the remake, even if complications arise. In the official discord channel, you may still report the problem.
- If the game's host team does not recreate the game. On the official Discord channel, the opposing team can report the matter to the Admins. The matter will be examined, and the team that did not execute a remake may be disqualified.
- Per game, each side can call two tactical timeouts. Tactical timeouts are 60 seconds in length.
- Admins reserve the right to interrupt the game and request a video feed of the player at any time throughout the game. If they discover anything questionable, failure to cooperate might result in disqualification.
- If a team has a technical issue, they are allowed to use the pause function. A pause can last up to 5 minutes per match per team. The team has to announce the reason before or immediately after they paused the match.

2.2.3 After the Game:

- After each game, both team captains must take a snapshot of the results and submit it in the current round sub channel on the tournament's official discord server. Please follow the format below:

(Team 1 13:7 Team 2) (Round – Game) Round 256, for example: Team X 13:7 Team Y)
- On the game result screenshot, the results must be displayed above the scoreboard, with all participants and match information accessible to the right of the results.
- If one of the teams fails to deliver a screenshot within 15 minutes of the game's conclusion, the screenshot sent by the other team will be used.
- The game will not be considered if both sides' screenshots are missing within 15 minutes after the match's finish, and in the case of BO1, both teams will be disqualified. The problem will be investigated by the admin staff if the screenshots from both teams do not match. Depending on the circumstances,

the team who submitted the inaccurate screenshot may be disqualified or banned.

*If the game is BO3 or above, the games must begin as quickly as feasible after one another.

2.3 Nickname Ingame

- During matches, each player must use his official nickname. There are no (weird) additions, characters, or words permitted, with the exception of sponsor names, which are restricted to one (1) per Player.

2.4 Game Server Location

- All games will take place on a game server situated in Bahrain.

2.5 Information

- Tournament matches must be played in Standard mode, with overtime if applicable. A match is completed when a winner is determined. All matches must be played out.

2.6 Match Start Time

- A side will have an additional ten (10) minutes after the match begins to acquire the needed four people into the match lobby. The game must start within ten (10) minutes of the scheduled start time. Any additional time to obtain the needed four participants will be allowed purely at the discretion of the team with four or more players. If a match is not started within ten minutes of the scheduled start time, penalties may apply.
- A match overturn will occur if this rule is broken.

2.7 Minimum users / No Show / Forfeit

- At the allocated time of your match, your tournament team must have a minimum of four qualified individuals in the lobby. If this is not the case, the matches will be forfeited by the side that does not have four or more players. Teams must present appropriate proof in the case of a No Show / Forfeit (screenshot of empty lobby).
- Before the lobby begins, teams can utilize a registered supplementary player (6th Player). There is no option to summon a substitute player (6th Player) on the server after the match is underway and any player drops out. They must continue with only four players (after the tech time is over for them)

2.8 Reschedules

- Rescheduling of any match is not allowed.

2.9 Smurfing

- Smurfing refers to the usage of a player who is ineligible or not permitted to participate in a certain match (including a different user to play on a Riot account, to masquerade as a legitimate user).

2.10 Non-registered users are used

- Non-registered users are not allowed to join teams, and ineligible users are regarded as unregistered. Using an unregistered player is deemed a violation and will be subject to the smurfing regulation. A match overturn will occur if this rule is not followed. Repeated violations of the regulation may result in harsher penalties.

2.10 Global Chat

- While dead or alive during a live competition, teams can use global chat for constructive purposes such as speaking with Next Generation Esports authorities or other teams about an issue). It is not permitted to abuse the global chat. Any time, for any cause, team discussion is permitted. The team that is abusing it will only receive one warning before the admins have complete authority to disqualify that team from the event.

2.11 Player Connections

- Individual player relationships are strictly their responsibility.
- If a team drops to three users in the server after it has gone live, they have three minutes from the time the player departs to acquire a fourth player back. The team forfeits the match if the fourth player does not enter the game within three minutes. During the battle, any side that drops below two or one user has one round to get the minimum number of people back in (see rule no. 2.12 Match Pausing). Users are solely responsible for any difficulties that arise as a result of connection issues.
- Administrators retain the right to expel any player from a server or to reverse a match result if their connection has a significant influence on the game. It is solely your duty to ensure that your connection is acceptable to the server. Congestion is not an acceptable reason for lagging.

2.12 Pauses

- If a player disconnects while playing, the game must continue without being halted or rebuilt. (If the game has an administrator and cheats are enabled, the game can be paused in the middle of a round, but a team must write before the round's countdown hits zero.)

2.13. Users Leaving Early

- All users are expected to stay on the server until the match's final round is completed. Any remaining rounds, including the current incomplete round, will be forfeited if an entire team exits the server before the match is completed.
- If a team wants to file a disagreement over a game's fairness due to server latency, roster difficulties, or probable cheats, they must stay in the game and file the claim afterwards.
- Breaking this regulation will result in the match being disqualified, as well as the possibility of being removed from the competition.

2.14 Home Country/Region

- A Player's home country is the country where his main place of residence is. The tournament is open for players resident and residing in Pakistan Only.

3. Code of Conduct / Unprofessional Behavior

3.1 Conduct Generally

3.1.1 Standards for professionals;

- All Teams and Team Members must maintain the highest levels of personal integrity and sportsmanship at all times. In their contacts with other competitors, the Tournament Organizer, the media, sponsors, and supporters, Team Members must be professional and sportsmanlike.

3.1.2 Competitive Integrity

- In every Tournament Game, both Teams and Team Members are required to compete to the best of their skill and ability at all times. The tournament organisers reserve the right to sanction a team if they are found guilty in any situation.

3.1.3. Sanctions

- Infractions of these Tournament Rules will result in consequences at the Tournament Organizer's discretion, as stated in more detail below. In the event of a breach of these Tournament Rules, the Tournament Organizer's decision is final and binding.

3.2 Prohibited Conduct

- Set forth below is a non-exclusive list of examples of prohibited conduct.

3.2.1 Collusion/Match Fixing

- A player may not conspire with another player. Any agreement by two (2) or more participants, and/or confederates, to disadvantage rival players is classified as collusion. Acts of collusion include, but are not limited to:
 - Soft play is defined as any agreement between two (2) or more players in a game not to harm, obstruct, or otherwise play to a decent level of competitiveness.
 - Transmitting or receiving electrical or non-electronic signals from a confederate to/from a player.
 - Making plans ahead of time to divide prize money and/or any other type of remuneration.
 - Losing a game on purpose for monetary gain or any other cause, or attempting to persuade another player to do so.

3.2.2 Cheating

- Cheating is not permitted. Any player, Team, or other Team Member who modifies the VALORANT game client is forbidden.

3.2.3 Hacking

- During tournament games, a player may not hack. Any modification of the VALORANT game client by any player, or someone acting on behalf of a player, is considered hacking.

3.2.4 Exploitation

- During tournament games, a player may not use any exploits. Exploiting is defined as the deliberate use of any in-game flaw for the purpose of gaining an advantage. Exploiting includes, but is not limited to, activities such as glitches in the purchase of things, flaws in the performance of Agent abilities, or any other game feature that, in the sole opinion of authorities, is not operating as intended.

3.2.5 Ringer

- During a tournament game, a player may not behave as a ringer. Playing under another player's account or asking, inciting, encouraging, or instructing someone else to play under another player's account is characterised as ringer.

3.2.6 Vulgar or Hateful Speech

- A Team Member may not use any language that is offensive, insulting, libellous, slanderous, defamatory, obscene, discriminatory, threatening, profane, or vulgar during a LAN Event, Online Event, media interview, or in any correspondence referring to the tournament or VALORANT. Any banned messages may not be posted, transmitted, or disseminated by a Team

Member. This sort of language is not permitted to be used on social media, during public events, or in any VALORANT broadcast. This rule applies to all languages, including English. In addition, Team Members may not encourage members of the public to participate in any of the forbidden acts.

3.2.7 Violent Behavior

- Members of the team are required to resolve conflicts in a polite way without resorting to violence, threats, or intimidation (physical or non-physical). At any LAN Event, violence is never authorised against any contestant, fan, or tournament official.

3.2.8 Drugs and Alcohol

- While a Team Member is participating in a Tournament or other event or on premises owned or leased by the Tournament Organizer, the use, possession, distribution, or sale of controlled substances, such as drugs or alcohol, or being under the influence of such controlled substances, is strictly prohibited. It is forbidden for a Team Member to consume or possess prescription medications without authorization. Prescription medications may only be used by the person to whom they are prescribed, and only in the manner, combination, and quantity specified in the prescription. Prescription medicines are only allowed to be used to treat the disease for which they were given, not to improve performance in a Tournament Game. Any breach of this regulation must be reported to the Tournament Organizer by each Team Member.

3.2.9 Gambling

- Gambling on the outcome of Tournament Games (including any plays or components of a Tournament Game) might jeopardise the tournament's integrity as well as public trust. Team Members are not permitted to I place or try to put bets on any Tournament Games (or any plays or components thereof), (ii) associate with high volume gamblers, or (iii) provide information to others that may influence their bets.

3.2.10 Studio Interference

- No Team Member may tamper with lights, cameras, or other studio equipment at LAN Events.

3.2.11 Unauthorized Communications

- Before any Tournament Game begins at a LAN Event, all communication devices must be removed from the play area. While in the match area, players are not permitted to communicate, email, or use social media. During the game, a player's communication should be confined to his or her teammates.

3.2.12 Identity

- A player may not hide his or her face in any public-facing Tournament. During LAN Event play, hats and dark glasses are not permitted.

3.3 Harassment

- Harassment is not tolerated. Harassment is described as a series of hostile and repetitive activities, either over time or in a single egregious occurrence, that are meant to isolate or victimise a person and/or impair their dignity.

3.4 Sexual Harassment;

- Sexual harassment is against the law. Unwelcome sexual approaches are classified as sexual harassment. The judgement is based on whether the harassed person would find the behaviour objectionable or insulting. Sexual threats/coercion, as well as the offer of benefits in return for sexual favours, are not tolerated.

3.5 Discrimination and Denigration

- Team Members may not use contemptuous, discriminatory, or demeaning words or actions to insult the dignity or integrity of a country, a private person, or a group of people on the basis of race, skin colour, ethnic, national, or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

3.6 Negative Statements

- Team members may not create, issue, approve, or publish any remark that is damaging to the tournament, Tournament Organizer, or its affiliates, sponsors, or VALORANT's best interests.

3.7 Confidentiality

- A Team Member may not divulge any secret or proprietary information. Team members must maintain the Tournament Organizer's secret or proprietary information confidential. All information and materials disclosed (whether in oral, written, or other tangible or intangible form) or otherwise made available by Tournament Organizer to a Team Member concerning or related to VALORANT, the tournament, which the Team Member knows or should know, given the facts and circumstances surrounding the disclosure of the information, is confidential information of Next Generation Esports. Development plans and release dates for upgrades to VALORANT are examples of confidential information.

3.8 Illegal Activity

- At all times, Team Members must comply with all relevant laws. A Team Member may not engage in any conduct that is prohibited by law, regulation, or the rules of the public security administration.

3.9 Immoral Behaviour

- A Team Member may not engage in any action that the Tournament Organizer determines to be unethical, immoral, or dishonourable.

4.0 Communication;

- The tournament's official Discord handles all contact with the participants and teams. The admin staff can answer any inquiries about upcoming and existing matches.
- #tournament-announcements DISCORD STRUCTURE - We'll keep you up to speed on the brackets and schedule via this channel.

#general-rules – In this channel will be all necessary information during the tournament.

#tournament-support – In here you can contact the support team.

“Admins reserves the rights to modify competition rules at any time.”

Welcome to the Galaxy. Goodluck!