

# FunHaver Invitational Series Rule Set

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## II. OVERVIEW

### 1. Rule Inheritance

These rules are based on and should inherit from the VALORANT Champions Tour 2023 Official Rules. The rules outlined in this document are only additions, enhancements, or modifications to rules outlined in the Official Rules.

This is the official ruleset for FunHaver Invitational tournaments. Instances where a situation is not directly outlined in this document will have the decision be made at the discretion of the Tournament Operator (TO) of the event.

# III. GENERAL RULES

## 1. Custom Lobbies

- a. Top Seed will create the custom lobby and will invite the opposite team captain via Riot ID using the Battlefy match chat to communicate with the team you are playing. Team Captains will then invite their respective players to the lobby after making map picks and bans on Battlefy.
- b. Server for the match will be determined by the server with the lowest ping differential. If players can not come to a mutual decision, a tournament admin will make the decision for the server.
- c. If ping differential is close, a tournament admin will make the decision to play a particular server or decide to play 1 map on each central server (Illinois or Texas, alternating based off of which team picks the map) and then coin flipping in your Battlefy chat box for server on the 3rd map if needed.
- d. Lobby Settings:  
CHEATS: OFF  
TOURNAMENT MODE: ON  
OVERTIME: WIN BY TWO: ON  
PLAY OUT ALL ROUNDS: OFF  
HIDE MATCH RESULT: OFF

## 2. Exploits

- a. VALORANT has bugs, exploits and glitches, most of which are being fixed routinely. Most of these exploits pertain to certain agents and abilities and while all agents will be available, *KNOWN* exploits and abused bugs are stated in the [Official Exploit List](#)
- b. Intentionally abused exploits can result in these outcomes based on the severity:
  - Warning
  - Round Rollback

- Round Loss
- Map Loss
- Match Loss
- Forfeit

c. BLANKET EXPLOIT RULES:

- All Cypher cam placements that afford an unfair competitive advantage via abusing map textures and/or geometry to prevent the Cypher cam from being destroyed or seen are considered banned exploits. All Cypher cam placements must result in a Cypher cam that is destructible, that is viewable by both teams, and that does not exploit map textures and/or geometry to create a one-way view that provides an unfair advantage. Any other uses of a Cypher cam that are determined by a Tournament Official to provide an unfair competitive advantage will also be considered banned exploits.
- All uses of agent utility that afford an unfair competitive advantage via abusing map textures and/or geometry to prevent the agent utility from being destroyed or seen are considered banned exploits. Agent utility cannot be used in areas that are outside of playable space while potentially providing any useful information or advantage at any point. Areas that are within playable space are defined as areas where all utility is (1) destructible as intended for that utility, (2) has the ability to be seen by both teams as intended for that utility, and (3) does not exploit map texture and/or geometry to provide an unfair competitive advantage.
- A player shall not alter the utility's intended purpose and scope of usage by abusing map textures and/or geometry, abusing unintended interactions with other utility, unintended interactions with weapons, or other types of unintended interactions to gain an unfair competitive advantage. Any other uses of an agent's utility that are determined by a

Tournament Official to provide an unfair competitive advantage will also be considered banned exploits.

- SPECIAL EXCEPTIONS: KAY/O's ZERO/POINT ability is intended to be usable outside of playable space, and is a special exception regarding these rules. KAY/O's ZERO/POINT ability is allowed to be placed outside of map boundaries, and at other locations that cause KAY/O's ZERO/POINT ability to be indestructible and/or unviewable by the enemy players. However, the knife model of KAY/O's ZERO/POINT ability cannot abuse or exploit map textures and/or geometry to travel to unintended locations. For example, the knife model of KAY/O's ZERO/POINT ability may not travel through or inside map textures and/or geometry that are intended to be solid. Teams should clear specific trajectories or end locations for KAY/O's ZERO/POINT ability with Tournament Staff prior to usage if the Team is unsure whether that usage complies with this special exception rule."
- Players are prohibited from using "pixel walking" to gain an unfair advantage. Players are prohibited from standing on invisible ledges, or otherwise utilizing unintended interactions with map geometry to float or stand at a location that is unintended. Players must control their agent's character model to be within map boundaries at all times, and are prohibited from accessing locations that are outside of the map boundaries intended for play. Players are not allowed to take intentional actions that would cause their agent's character model to clip through or otherwise abuse map textures/geometry to gain an unfair advantage.
- All blanket rules apply, regardless if a location or scenario is on the bug and exploit list. This list shows all currently active bugs and exploit locations identified. However, it does not include all exploitable locations and scenarios. If a player has a question about a potential exploit, they can reach out to a

- d. Any player caught abusing an exploit will receive warnings, map losses, or be banned from the tournament based on the severity of the action and the use of an exploit.

### 3. Timeouts and Disconnects

- a. Tactical Timeouts: Each team gets one, 1-minute tactical timeout PER HALF using the tactical timeout feature in the game.
- Typing `/timeout:` or selecting timeout on the pause menu before the buy phase timer hits 15 seconds and players voting to take it.
- b. In the event the game goes to an overtime, each team will be allowed one additional 1-minute tactical timeout.
- c. Unused tactical timeouts do not roll over into the next half or into overtime.
- d. Technical Timeouts will only be used for Disconnects and/or serious technical issues with active players.
- If a technical timeout is used, one representative from each team must immediately join the "Tournament Support" Discord voice channel for online matches and let the admins know of the issue.
  - If the tournament is in person, call over an admin immediately upon having the technical issue. If the issue is with the provided equipment on LAN, it is up to the admin to decide the time frame to resume the match.
- Technical Timeout 1: Can be a max of 10 Minutes
  - Technical Timeout 2: Can be a max of 5 Minutes
- e. If a team has used both of their available timeouts in an online match, the match must be completed at the current game state 4v5 unless otherwise stated by the Tournament Official.
- f. During a technical timeout, coaches are not allowed to communicate to their players unless told otherwise directly by an admin.

# IV. ROSTER

## 1. Substitutes and Roster Changes

- a. Each team is allowed a maximum of two reserved substitute players for online events. You may only substitute players between maps.
- b. Each team is allowed a maximum of one reserved substitute player for in person events. You may only substitute players between maps.
- c. Rosters lock for all teams at the stated start time of the event. No more changes will be allowed past this point unless given permission from the Head TO.
- d. Three of the original registered members must remain on your roster for your team to retain your spot in any FunHaver Invitational tournament. Failure to maintain 3 original registered players will result in forfeiture of your team ticket.
- e. Re-sale, transfer, and/or gifting your team ticket is prohibited.
- f. Players can not be on two rosters at once for any tournament.
- g. Emergency substitutions are allowed upon permission from the TO on a case by case basis. The following criteria must be met
  - The sub can not be a player registered for another team in the same event.
  - The sub must be playing within North America.

## 2. Coaches

- a. Coaches are allowed to be in the coach slot of their team's matches as long as they are on the team's Battlefy roster prior to the start of the tournament.
- b. Coaches are only allowed to communicate with their team before the first round starts, the halftime buy phase, the first buy phase of Overtime and during tactical timeouts of a match.

- c. Any infringement on these rules can result in an immediate map loss, series disqualification to the team and/or potential ban from future tournaments based on the severity of the actions.

## V. STREAMING & BROADCAST

Below are the rules for streaming and broadcast. All streaming and co-streaming requires approval from Dreams To Legends.

### 1. Broadcast

- a. VALORANT tournament organizers must toggle off the "**show blood**" and "**show bodies**" setting, per Riot guidelines.
- b. All FunHaver Invitational tournaments have a standard 2-minute delay on all broadcasts to ensure competitive integrity.
- c. Members of a team playing on a streamed match are not allowed to watch their own matches while they are live in a map.
  - Any evidence of team members doing this will result in an immediate map loss.

### 2. Streaming

- a. Any competitor is allowed to stream their point of view during their matches except for in-person matches. No one, except for tournament officials and designated production, is allowed to be in the observer spot of any match.
- b. We recommend that all streams have at least a 2-minute delay. This will not be enforced and we will not be regulating "Stream Sniping" as all competitors have the ability to implement a delay.
- c. Co-Streaming of an official broadcast requires no additional permission, but you must follow all other rules.

## VI. SEEDING

### 1. Seeding

Initial seeding for FunHaver Invitational VALORANT tournaments will be done by the below system.

- North America rankings on 3rd Party websites such as VLR.
- Recent placings in tournaments including, but not limited to, previous FunHaver Invitational events.
- Two teams from each group advance into the playoff bracket. The initial playoff bracket seeding will be based on team's placement from groups following the format for both a [32 team playoff bracket](#) and a [16 team playoff bracket](#).
- Seeding can be affected by seed-stealing. This means that if you beat a team seeded higher than you, you inherit their seed for your following games within that stage of the tournament.

## VII. MAP BANS / VETOES / SIDE SELECTION

The below system will be used for Map Bans / Vetoes and Side Selection. Teams have one(1) minute in between each map pick/ban to make their next choice. If two(2) minutes pass and the team in control of the map pick/ban does not choose, the opponent is allowed to steal that instance.

**Map Pool:** Haven, Breeze, Ascent, Bind, Sunset, Split, Lotus

### 1. Best of One

***(Top seed gets to choose to be Team A or Team B)***

- Team A - Ban 1 (Example: Ban Sunset)
- Team B - Ban 2 (Example: Ban Haven)
- Team A - Ban 3 (Example: Ban Lotus)
- Team B - Ban 4 (Example: Ban Ascent)
- Team A - Ban 5 (Example: Ban Breeze)
- Team B - Pick map out of remaining 2 maps
- Team A - Selects Side

### 2. Best of Three

***(Top seed gets to choose to be Team A or Team B)***

- Team A - Ban 1 map
- Team B - Ban 1 map
- Team A - Picks Map 1
- Team B - Map 1 side selection
- Team B - Picks Map 2
- Team A - Map 2 side selection



- g. Team A - Ban 1 map
- h. Team B - Ban 1 map
- i. The remaining map is played
- j. Team A - Map 3 side selection

## VIII. Battlefy and Discord

### 1. Battlefy

- a. Teams must register on Battlefy with a 5 player roster. Teams may have up to two substitute players on the Battlefy roster for an online tournament that they also registered with TOs before the tournament.
- b. Team captains will receive an email with a step by step instructional guide outlining how to register on Battlefy using the code sent in the email.
- c. Battlefy will be used for bracketing, match assignment, team communication, vetoes, coin flips and disputes. You will also be able to use the "Report Match Issue" button on Battlefy to ping admins with a problem.

### 2. Discord

- a. Each team captain will be required to join the FunHaver Invitational Discord and will participate in a captains meeting for a quick breakdown of the event regarding schedule and broadcast on the tournament day for online events.
- b. Text channels will be set up for secondary communications and tournament updates. The main form of communication with admins should be in the Tournament Support voice channel in Discord for the quickest response.
- c. Discord is the primary site of communication with admins during an online tournament.