



VALORANT GAME CHANGERS APAC SERIES 2023

Stage 1: Open 3

Supplementary Rules and Regulations

Last Edited: 14 July 2023

1. VALORANT Game Changers APAC Series 2023 Format

a. Stage 1: Open (March to July)

- i. 3 Open tournaments
- ii. Group Stage to 8 team Playoffs per Open
- iii. Point system based on how far each team advances in each Open
- iv. Top 6 teams on Open Leaderboard qualifies for Stage 3: Elite

b. Stage 2: Last Chance Qualifiers (August)

- i. Group Stage to 8 team Playoffs
- ii. Top 2 teams qualifies for Stage 3: Elite

c. Stage 3: Elite (October)

- i. 8 qualified teams
- ii. Double Elimination

2. Player Eligibility

a. Residency and Representation

- i. Players currently residing in Oceania, and the following countries are permitted to enter the tournament
 - Afghanistan, Bangladesh, Bhutan, Brunei, Cambodia, East Timor, India, Indonesia, Laos, Malaysia, Maldives, Myanmar, Nepal, Pakistan, Philippines, Singapore, Sri Lanka, Thailand, Vietnam, Hong Kong, Taiwan and Macau.
- ii. Players must originally be playing in the Asia-Pacific server and may not join the tournament from a proxy IP address. If a player does so, the team risks disqualification.

b. Verification

Players must make necessary arrangements to join a group video call when playing the tournament.



c. Rank Requirement

All registered players must have a minimum rank of **DIAMOND 1** in any VALORANT Act (current or past Act is acceptable). For any players who have enquiries about their eligibility, please contact us via [FSL Discord](#).

3. Registration

a. Individual Registrations

Players can sign up as an individual or with a team. Individual signups are required to form a team with other individuals and register a roster of 5 after completion of the roster. A spreadsheet containing information about other individuals will be shared with all solo players via email.

b. Player Photos

Players are expected to submit clear pictures of their faces without any camera filters and preferably with a plain background

4. Tournament Information

a. Patch

- 7.0

b. Map Pool

- Ascent, Bind, Fracture, Haven, Lotus, Pearl, Split

c. Group Stage

i. Swiss system with 6 Bo3 rounds

- Teams will earn 1 point for each Bo3 match win
- Teams will earn 1 point for each Bye
- The 8 teams with the highest score at the end of the Group Stage will qualify for Playoffs

ii. Tiebreaker

- In the case that two or more different teams have the same score, the tiebreaker procedures will be run in this order:
 1. Median-Buccholz system - This value is calculated using the sum of a team's opponents' scores, with the best and worst scores discarded



2. Overall Map W/L Difference - This value is calculated using the total number of maps won minus the total number of maps lost
3. Overall Map Rounds Difference - This value is calculated using the total number of map rounds won minus the total number of map rounds lost
4. A Bo1 tiebreaker match will be played if a winner is still undetermined

iii. Seeding for Group Stage

- There will be no seeding for Open 1.
- Top 8 teams on the leaderboard will be seeded in Open 2 and Open 3.
- In the case that two or more different teams have the same amount of points on the leaderboard and the rankings are unable to be determined, the tiebreaker procedures will be run in this order (based on the most recent Open):
 1. Their final tournament placement
 2. The round difference of all their matches
 3. The round difference of their final Bo3 match

d. Playoffs

- i. 8 teams will play in a Double Elimination Bo3 bracket with a Bo5 Grand Finals
- ii. The Playoffs brackets will be randomized

e. Leaderboard Point System

- i. Teams will be awarded points based on their placements in each Open. Points will be cumulative and the 6 teams with the highest points at the end of Stage 1: Open will qualify for Stage 3: Elite.
- ii. In order for teams to retain their points on the Leaderboard, teams will have to retain a minimum of three players that were on their Starting Roster in the previous Open.



Placement	Points
Teams that proceeded to Playoffs will score points based on their Playoffs placements	
1st	100
2nd	80
3rd	70
4th	60
5th/6th	50
7th/8th	40
Teams that did not proceed to Playoffs will score points based on their Group Stage standings	
5-1	35
4-2	30
3-3	25
2-4	20
1-5	15
0-6	10



f. Prize Pool

1st	USD 3,500
2nd	USD 2,500
3rd	USD 1,500
4th	USD 1,000
5th/6th	USD 500
7th/8th	USD 250

5. Match Information

a. Hosting

- i. The Tournament Official will create the in-game lobby. All Team Captains are expected to add the assigned Tournament Official in-game at least one day before the tournament to gain lobby access.
 - Only Tournament Officials, official broadcasters, anyone authorized by FSL and the registered players of that particular match are allowed to be inside the lobby.
 - Teams are not allowed to change their members once the team is ready in the lobby.
- ii. **After the match has been hosted, players have 15 minutes to join the lobby and video call.** Teams who are late (join lobby/video call past the 15 minutes mark) will result in the current match being forfeited.
- iii. If less than 5 players are present in the lobby by the 15 minutes mark, it will be counted as a forfeit.

b. Lobby Settings and Map/Agent Selections

- Agent Pool: **Deadlock is not allowed**
- Cheats: Off
- Tournament Mode: On
- Play Out All Rounds: Off



- Overtime Mode: Win by 2 rounds (No draws allowed)
- Server: Singapore 1

6. Video Call Rules

- Players must join a live video group call hosted by Tournament Officials during the tournament.** Video footage should clearly show the game and player's face and hands, after having shown the player's face.
- Players can make use of webcams or cameras in mobile devices (phones, tablets, etc). It is recommended that players use a secondary device for the video calls and ensure that the devices have sufficient battery levels to last the entire tournament duration.
- Video footage must be prepared before the players are ready in the lobby.
- If any player fails to follow the above instructions (not being in the video call beforehand, video call failing in the middle of game, etc) , the player has to ensure that it is fixed before resuming gameplay.
- If a player is caught playing on despite having issues with the video call, she will be disqualified from the current match.
- An example of a video call can be found [here](#)



Example of an allowed back view angle



Example of an allowed side view angle



Example of an unallowed video call angle

7. Schedule and Punctuality

- Every player accepts the official schedule of the competition and declares its ability to be available during these times. Failure to turn up for matches results in a forfeiture of that match.
- The official schedule of the competition will be announced on the official FSL channels and/or on Discord. The players will also be informed about it via Facebook group chat. This schedule includes the time of each match which represents the start time of the match.



- c. The change of a match time is only possible under exceptional circumstances and has to be confirmed by the tournament administration.
- d. If a delayed end of a previous match prohibits a match to start on schedule (due to either one of the involved teams still playing or the official broadcaster still streaming the previous match within the same tournament), the match time is changed to 15 minutes after the end of the previous match.
- e. Unexpected issues for one single player are not a valid reason to postpone matches.
- f. Every participant must always have the newest version of VALORANT installed and has to check for updates in time before each match. Unless a new version comes out right before the match, patching is not a valid reason to delay it.

8. General Rules

- a. Backseat coaching is not allowed. All external parties, including coaches, are not allowed to communicate with any of the players once the pick phase is completed. Only Tournament Officials are allowed to communicate with the players.
- b. Prize money (if any) will be transferred via Paypal within 90 days from the end of the tournament. Teams are required to sign a prize receipt to verify that they have received the payment.
- c. By registering for this tournament, the player allows the organiser to use (not limited to) their likeness, video, audio and visual materials, royalty-free and in perpetuity.
- d. By attending the competition, participants acknowledge without limitation to comply with the rules and regulations, official announcement, and with the statements and decisions made by the officials.
- e. Every participant acknowledges the right for the tournament administration to modify the rules and regulations for adjustments at any time without notice.
- f. Every participant has to show the needed respect towards officials and other participants. Insults and unfair or disrespectful behaviour towards anyone is not tolerated and will be punished. Disrespectful behaviour occurring during a game will result in the following:
 - i. Warnings



1. First Warning that the player has to acknowledge
 2. Second Warning will lead to forfeiting the match
 3. Third Warning will lead to disqualification from the tournament
 4. In case of extraordinary circumstances, the official may decide to abstain from the punishment.
- g. Players have 15 minutes after the match concludes to message an tournament official on Discord and protest the match. If a protest is not brought to the attention of the broadcast tournament official in the allotted time frame, it will not be considered an official protest and all match results will stay as is. Match protests must include screenshots clearly showing the results of the match/series. Players are responsible for providing proof of match results in case of disputes.

9. FSL Discretion

a. FSL's Right of Interpretation

Any matters relating to a VALORANT Game Changers APAC Series event that is not covered by these Rules will be subject to an interpretation made by FSL and provided to the Teams from time to time in the form of an update to, or interpretation of, these FSL Rules. All decisions made by FSL and Tournament Officials in regard to interpretations of these Rules are final and binding.

b. Business Judgment

Whenever these Rules grant, confer or reserve to Riot or FSL the right to take action, refrain from taking action, grant or withhold consent or grant or withhold approval or make any other determination, unless the provision specifically states otherwise, each of Riot and FSL will have the right to engage in such activity in its sole discretion based on its own business judgment, taking into consideration its assessment of the best interests of Riot and FSL and the short and long term interests of the Official Competitions, the VALORANT Game Changers APAC Series events, VALORANT and the businesses and activities of the affiliates and group companies of Riot and FSL. Neither a Team nor a Team Member will have any claim or cause of action based on an assertion that Riot, the FSL or any Tournament Official has



unreasonably withheld or delayed any consent, approval, determination or other requested action under these Rules.

c. Language

The original Rules have been written in the English language. In the event of an unintentional conflict in interpretation between the English version and such translation, the English version will control.

d. Entry Guidelines

Players who identify themselves as women may be allowed to participate in the VALORANT Game Changers APAC Series on a case-by-case basis. Players are required to contact FSL directly.