

NOTE: THE RULEBOOK IS SUBJECT TO CHANGE PENDING FURTHER REVIEW. THE CORE RULES AS COVERED IN THIS RULEBOOK ARE ACCURATE, BUT MINOR CHANGES OR TOUCH-UPS MAY OCCUR.



VALORANT
Trinity Trials Rulebook
2022

VALORANT Trinity Trials

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CHANGE LOG

Tuesday 22 February 2022

- [6.](#) Added details on what to do when teams abuse bugs/exploits
- [12.1](#) Added details about team captains being obliged to join Discord.
- [12.2](#) Added details about qualifier registration close.
- [12.2](#) Cleared up confusion about B01 vs B03 on Qualifier Playoff days.
- [16.](#) Added more details about game crashes in OT.
- [17.](#) Added details about teams making a commitment when signing up to the VTT.
- [20.](#) Added details about the post-game process.
- [21.](#) Added an overview of the tie-breaker rules.

Friday 04 March 2022

- [21.](#) Added 21.2

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VALORANT Trinity Trials is a competitive VALORANT circuit that operates over the span of three trials (Spring, Summer, Fall), it englobes the entirety of the Benelux through which teams can qualify in several online open qualifiers. In each qualifier, teams will earn points depending on their final placement. At the end of said qualifiers, the 6 teams (8 teams in Spring) with the highest number of points from each Trial advance to the Rumble Stage in which they will face each other in a single round-robin. At the conclusion of this Rumble Stage, the top 4 teams advance to a final king-of-the-hill style bracket (with seeding based on Rumble Stage results). Meaning the first/second and third/fourth seeds will play against each other in round one. The winner of the first/second seed match will directly qualify for the Grand Finals, while the loser of the match will be challenged by the winner of the third/fourth seed match for a spot in the finals.

1. GENERAL REGULATIONS

The teams must meet the eligibility requirements listed hereafter.

These rules may be modified at any time by the officials in order to ensure the competition's integrity and fair play.

By participating in the tournament, each player/coach/manager commits to adhering to all of the terms and conditions of the rules and to respecting their application.

By participating in the VALORANT Trinity Trials each player / coach / manager accepts that his or her image may be used in the videos / photos / pictures to promote the competition.

You will be notified by an official if your match is being streamed live, in this case, you will not be able to start the game before the go-ahead from the casters or a referee.

Streaming matches during the competition is allowed as long as the official respective Trinity Trials logo is used in the stream's overlay and authorization is sought from the officials.

2. ELIGIBILITY AND REGISTRATIONS

- A player cannot belong to several registered teams, without explicit approval from the VTT tournament organisation.
- Players participating in the Trinity Trials are prohibited from participating in any other region's VRL or VCT tournaments and players participating in any VRL or VCT cannot participate in the Trinity Trials.
- Players are only allowed to participate in one VRC simultaneously. If a player is participating in the Trinity Trials, they cannot participate in a similar VRC from a different country or the other way around.
- The same organisation cannot enter two teams into the competition without written approval from the tournament organisation.

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- Teams shall be made up of five starting players and up to two substitute players. At least one substitute per team is strongly recommended.
- At least 3 out of 5 active players must be a resident from the Benelux region.
- Each team must appoint a captain (or manager) for the entire duration of the tournament (this person may be a player of the team).
- You must be at least 16 years old to take part in the Trinity Trials. If a player is a minor (under 18), they will need to submit parental consent to the event organisers. This can be done by downloading [this form](#), completing it, and sending it to info@vrcbenelux.com
- A player committed to the active roster of a VCT or VRL team cannot take part in the Trinity Trials.

3. SUBSTITUTIONS

- Each team is required to have at least 5 players in the competition at all times. A substitute is therefore recommended.
- No unregistered players shall be allowed to take part in the tournament.
- All the teams will be able to register up to 2 substitutes.
- In the event of an exceptional emergency, a team can request a substitute after the roster is frozen subject to approval by the officials. (The substitute player must not be a part of any roster already committed to the competition, must be eligible to participate and the resulting roster must be eligible to play)
- If a team wants to make a substitution between games of the same match (Bo3), it must let the tournament referee and opponents know within 5 minutes following the end of the previous game (Victory screen).
- A substitution can only occur if the substitute is confirmed by the competition's referee.

4. EXCEPTIONS

The following individuals are not allowed to participate:

- Those subject to a ban by Riot Games.
- Anyone who is not allowed to participate:
 - o Due to local laws in force.
 - o Due to rules defined by the tournament's organiser.
 - o Employees, service providers, and temporary workers who work for Riot Games.
 - o The tournament officials.

When taking part in the VALORANT Trinity Trials, you must not change your RIOT ID without letting the officials of the trial know before the start of the next stage, otherwise, your points may not be counted. We recommend you keep the same name throughout the duration of the qualifiers, so you are easily recognized and create a public identity for yourself.

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5. CHANGING ROSTER OR TEAM

When registering for a tournament, a team must register five starting players and up to two authorised substitute players as well as a team name in RIV4L. Please note, if the team disbands at any time, you will lose the points obtained with it.

The points acquired during the tournaments belong to the organisation / team **AND** the players making up the original roster (including substitutes who have played at least one match). Teams may carry out **one free** roster swap during the qualifier stage (moving up a previously registered substitute does not count toward that count).

Adding 2 or more members will bring cumulating penalties:

- Two Roster Swaps: -20% off your total of points
- Three Roster Swaps: -40% off your total of points
- Four Roster Swaps: -60% off your total of points
- Five Roster Swaps: -100% off your total of points

6. PROHIBITED CONDUCT

The teams committed to the competition must play at their best at all times in order to maintain the competition's integrity and fair play. "Trolling" is banned in the competition.

Watching the competition's streams (official or community) is banned during games for teams that are participating in those games.

Any external program influencing the game is banned. Using bugs or actions which would change or distort the standard principle of the game is completely prohibited during a match and will lead to a disciplinary sanction. If a bug is being used, the game must be paused immediately and an admin should be contacted with proof via discord. Only once a decision has been made, the game can continue to play. If a team decides to continue playing with a bug, the bug won't be reviewed after the game.

The following cases are considered as unsporting and will be subject to sanctions:

- Arrangement between teams/players regarding the result of a match
- Arrangement between teams/players to share the reward among each other
- Intentionally losing a game or asking a player/team to do so
- Arrangement between teams and/or third parties to share information obtained from a stream during a match

For any complaint or claim / in the event of unsportsmanlike behaviour, the teams must take a screenshot and, at the end of the game, the team captain concerned must contact one of the referees responsible for their match and get in contact with the official in charge of the tournament.

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7. TEAM, PLAYER NAMES, AND TAGS

Players' names and tags are subject to the rules of VALORANT and approval from officials. Names or tags that are of a racist, obscene, vulgar, insulting, threatening, scurrilous, slanderous, defamatory, offensive or reprehensible nature will not be tolerated.

8. OFFENSIVE LANGUAGE

Players must apply the VALORANT Community Code: a player cannot use racist, obscene, vulgar, insulting, threatening, scurrilous, slanderous, defamatory, offensive, or reprehensible language; promote/incite hate or engage in discriminatory behaviour. A player (and possibly the entire team) may be suspended for one or several matches or even banned from the competition if he or she breaks one of these rules in public or private channels.

9. PRIZES AND REWARDS

Awarding of qualifiers points

1 st	2 nd	3-4 th	5-8 th	9-16 th
900	600	400	200	100

Qualifier points are only for the Trinity Trials in which you have earned them and do not count towards qualification in a different Trial.

Prize Pool incl. tax and VAT

Position	Prize Pool per Trial
1	1000 €
2	500 €
3	300 €
4	200 €

For a total of €2000 per Trial, or €6000 per year.

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10. FINAL DECISION

The finality of the decisions which are taken as regards to the rules are dependent on the Trinity Trials and adherence to the rules previously established. No claim or monetary compensation can be requested, through legal recourse or otherwise, following a decision taken by the Trinity Trials.

The rules established here may be changed at any time, at the sole discretion of the organisers, in order to ensure the longevity, integrity, and fair play of the competition.

The tournament officials shall always act with the necessary authority in order to maintain the interests of the trials.

This authority is not, under any circumstances, restricted by the choice of words used, or by the turns of phrase used in these rules.

11. TOURNAMENTS

The tournaments shall take place on the RIV4L platform. Each player must create an account and use the tool provided for the proper management of the tournament.

You will find the tournaments at this address: <https://play.vrcbenelux.com/en/tournaments>

All communication regarding tournament operations, as well as with your opponents, should be conducted via the official [Discord](#).

12. COMPETITION FORMAT

- The Competitive Season consists of a Spring, Summer, and Fall Trial which will end with respective trial playoffs.

12.1 Tournament Proceedings

- Once the tournament has begun, the teams are frozen, no more changes are possible outside of extenuating circumstances at the discretion of the Tournament Officials.
- The officials will regularly communicate with the participants via [Discord](#), as such participants are required to check the tournament Discord server regularly. These messages will contain the procedures, contacts, and useful links relating to the tournament.
- All the information on your matches to be played and the schedules will also be available on the RIV4L tournament platform.
- Every team should appoint one captain who is obligated to join the official VTT Discord server, and select the correct role(s) in the #role-selection channel.

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12.2 Trinity Trials Qualifiers

- Tournament is limited to 32 teams. If more players register, teams will be selected based on the average MMR of the team (highest MMR selected first).
- Registration closes on the Friday before the qualifier at 21:00 CET
- When registrations are locked, teams will be manually seeded into tiers to ensure fair groups. Seeding will be decided through a mix of the team's average MMR and through external advisors' input.
- Map pool: Bind, Haven, Split, Ascent, Icebox, Breeze, Fracture.
- The map veto process will work as follows:

Best-of-one matches:

The higher seeded team decides if they are Team A or Team B.

(If the tournament in question has no predetermined seeding, the "better-seeded team" for purposes of this section will be determined at random.)

Team A bans 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 1 of the remaining maps

Team A picks side for the map

Best-of-three matches:

The higher seeded team decides if they are Team A or Team B.

(If the tournament in question has no predetermined seeding, the "better-seeded team" for purposes of this section will be determined at random.)

Team A bans 1 map

Team B bans 1 map

Team A picks map 1

Team B picks side for map 1

Team B picks map 2

Team A picks side for map 2

Team A bans 1 map

Team B bans 1 map

Map 3 is the remaining map

Team A picks side for map 3

- Matches will be played simultaneously on live servers (Europe).

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- The default in-game server location for Trinity Trials matches will be Frankfurt 1. If both teams explicitly agree on changing the location, then this can be mutually agreed upon. If at any point two teams disagree on a server location, it will revert back to the default location. (Frankfurt 1)
- Format based on the number of teams:
 - **24 or less teams**
 - **Group Stage**
 - 4 groups of 6 (or less depending on registrations) teams.
 - RR B01
 - First 2 teams of each group qualify for the quarterfinals.
 - **Playoffs**
 - Single Elimination
 - All matches are B03
 - **32 or less teams**
 - **Group Stage**
 - 8 groups of 4 (or less depending on registrations) teams.
 - RR B01
 - First 2 teams of each group qualify for the round of 16.
 - **Playoffs**
 - Single Elimination
 - All matches are B03

Time scheduling Group Stage

- The Group stage will generally take place on the qualifier's day 1 as of noon (12:00pm) CET.
- Top 8/16 onward, series will take place on Day 2 as of noon (12:00 pm) CET. This will be played as a single-elimination bracket. All playoff matches will be best-of-three.

12.3 Trinity Trials Rumble Stage

- The Rumble Stage is made up of 8 teams
 - 2 Invited Teams (Wildcard slots) - There will be no Wildcard slots for the Spring Trial
 - 6 with the highest number of points after all qualifiers. - 8 for the Spring Trial
- The Rumble Stage features a single round robin played over 4 days, spread across two weeks.
- Every match is B01.
- Matches are played simultaneously where possible.
- Top 4 teams from the Rumble Stage advance to the Trinity Trial Finals.
- Bottom 4 teams are eliminated from the tournament.

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12.3.1 Rumble Stage Veto

Team captains play one round of [rock, paper, scissors](#). The winner decides if they are Team A or Team B.

Team A bans 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 1 of the remaining maps

Team A picks side for the map

Time scheduling Rumble Stage

- Each round is set to start as of 1pm CET.

12.4 Trinity Trials Finals

- Top 4 teams from the Trinity Trial Rumble Stage.
- King-of-the-Hill Bracket
- All matches are best-of-three
- Map pool: Bind, Haven, Split, Ascent, Icebox, Breeze, Fracture.
- The seeding is decided by Rumble Stage results:

The higher seeded team decides if they are Team A or Team B.

Team A bans 1 map

Team B bans 1 map

Team A picks map 1

Team B picks side for map 1

Team B picks map 2

Team A picks side for map 2

Team A bans 1 map

Team B bans 1 map

Map 3 is the remaining map

Team A picks side for map 3

12.5 Role of the referees

The referees are the officials of VALORANT Trinity Trials and are responsible for applying the rules throughout the competition. They have full authority to take a decision in the event of a dispute or incident. Their decision-making authority includes, but is not limited to:

- Checking the make-up of the teams is compliant
- Announcing the start of games
- Ensuring the legitimacy of a pause in the game

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- Giving penalties in response to a violation of the rules
- Confirming the result of matches

The referees are responsible for behaving in a professional and impartial way. No favours must be given to a player, team, manager, coach or any other individual.

If the decision of a referee is questioned, the judgment may be subject to a review. The principal referee will be able to evaluate the decision during or after the match and determine its appropriateness. If it was not appropriate, the principal referee may invalidate the referee's decision. If the principal referee is called upon, his or her decision shall always be definitive with no appeals for the whole duration of the competition.

The interpretation of these rules are always at the sole discretion of the Tournament Operations team.

13. MATCH SETTINGS

The matches will be played in Standard (custom game).

In a bracket stage, the team on the top side of the bracket creates the custom lobby.

In a group stage, the team on the left creates the custom lobby.

The official match lobby will be set to the following settings:

Default server location: Frankfurt 1

Allow cheats: Off

Tournament Mode: On

Overtime: Win by Two: On

Play Out All Rounds: Off

Hide Match History: Off

The sides are determined during the map veto process, with the team that did not select the map being allowed to pick the side they start.

If a game crash, disconnect, or any other failure occurs that interrupts the loading process and prevents a player from joining a Match upon Match start, the Match must be immediately paused until all ten players are connected to the Match.

The players are required to use their own VALORANT account. It is impossible to use another account than the one given during registration.

Agent select & match start:

Once Agent Select has started, Players will have 85 seconds to pick their Agent, with both Teams picking simultaneously. If a Player picks an Agent by mistake during this phase, the Player must notify a Tournament Official of their intended selection before the Agent Select timer expires. In this case the Agent Select process will be

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restarted with the same Picks up until the mistake occurred, after which the Player must choose their intended Agent.

In the case that the Player notifies a Tournament Official after the timer has expired, the Agent Select process will not be restarted and the Player will be required to play through.

14. COACHES

Teams may have one coach. During the qualifiers, communication between the players and the coach is unrestricted. Starting from the Rumble stage and continuing into the finals, coaches are only permitted to communicate with the players at specific times before, during, and after a match.

Coaches are only permitted to communicate with their team when all players participating are not yet loaded into an active game. Any communication between the coach and players once a game has started is subject to a penalty.

- Mid-Match - the coach is NOT permitted to communicate with the team (unless there is a tactical pause)
- Technical Pause - the coach is NOT permitted to communicate with team
- Switching Sides between Attack and Defense - the coach is NOT permitted to communicate with team
- Pre-Game Lobby - the coach is permitted to communicate with team
- Map selection - the coach is permitted to communicate with team
- Agent selection - the coach is permitted to communicate with team
- Loading Screen - the coach is permitted to communicate with team
- Tactical Pause - the coach is permitted to communicate with team
- Between Maps in a Series - the coach is permitted to communicate with team
- Post Game Lobby - the coach is permitted to communicate with team

15. PAUSES

Timeouts (Tactical pauses):

Teams are allowed to call Timeouts of 60 seconds in duration two times per map. The 60-second clock will begin when both teams' Coaches are connected and able to communicate with their players. Timeouts can be called via the in-game pause system. In the event of overtime, each team will be granted an additional Timeout.

Technical Pauses:

Suspension of Play

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Examples: player disconnected from game, monitor went black, computer froze for longer than 3 seconds (less time could classify as an equipment check), any programs crashed during gameplay, etc.

- The use of a pause without a valid reason is liable to lead to a sanction for the team at the discretion of the officials.
- A referee can request a pause at any time.
- The teams must systematically notify their opponent before resuming the game.

A player can ask for a pause if he or she feels ill / is ill / is injured, but must let his or her opponent know. The pause must not exceed 20 minutes. If the player is not able to resume the game, his or her team is therefore withdrawn from the match.

16. GAME REMAKES/ROUND RESTARTS

The reasons which may justify a game remake are at the sole discretion of the competition's referee.

If a player encounters a critical bug he or she must pause the game and notify the referee as soon as possible. If the player waits to indicate this bug, then the game remake/round restart will not be allowed and it must continue. If the game crashes in OT due to the server stopping, the team will remake the game and using the end game phase button, put the score at 12-12 and continue playing the rounds until a winner has been decided, please note that the previous score still counts.

17. NO-SHOW

Being more than 15 minutes late to the start of your match means the team in question is automatically given a no-show. Teams that do not show up to a scheduled match, will automatically lose that match and may additionally lose a % of their qualifier points at the discretion of the Tournament Officials. If you sign-up to this competition, you commit to playing all of your scheduled games. If you fail to do this your team might be banned from future VTT competitions.

Please note: the members of the team present must remain together in the lobby to confirm a victory by forfeit. If fewer than 5 players in total are present, it will constitute a no-show from both teams, resulting in a null score and the elimination of both teams. If a team is too late, always contact an admin.

Please note that these timings are not absolute and may be discussed depending on the situation at hand with admins.

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18. FORFEIT AND DISQUALIFICATION

In the event a team forfeits, the result is a null score for the eliminated team. Players guilty of the following may be disqualified:

- Using any kind of hack, trick, etc.
- Behaving poorly / contrary to the VALORANT Community Code
- Using a player that is not part of the registered team
- Using the account of another player registered on the team (account sharing)
- Intentionally losing the game (feeding/throwing)
- Profiting from game bugs / using bots, etc.

In the event of a no-show from a team for a match, the team in question will forfeit. A disqualified team cannot claim any prize for taking part in the tournament.

Repeat offenses and frequent forfeiting during qualifiers or the closed-circuit will lead to organisation-wide suspensions, blacklisting for further events, and potential loss of cash prize. Teams are expected to consistently be able to field a starting roster through the usage of substitutes.

19. STREAMING

Streaming a competition match is not allowed without the Tournament Officials' permission.

Streams that are considered in this section can either be a POV stream of a participating player, or a Community Broadcast in which a match is spectated (organised either by a participating team or a third party broadcaster).

POV streamers can stream their own games subject to requesting permission from the Tournament Officials, and using their respective Trinity Trials logo in their overlay (which will be provided with the permission which is a simple formality). The VTT logo overlay that has to be included can be found [here](#) (horizontal) and [here](#) (vertical).

Permission to become a Community Broadcaster and stream the VALORANT Trinity Trial matches can be requested by informing a Trinity Trial official and filling in the application form [here \(APPLICATION FORM COMING SOON - FOR NOW PLEASE REQUEST MORE INFORMATION DIRECTLY FROM TOURNAMENT OFFICIALS ON DISCORD\)](#). Your application will then be evaluated and you may receive the rights to broadcast the matches.

All streams must have a delay of at least 3 minutes.

The teams will be notified by an official if their match will be broadcast and must wait for the casters and their go-ahead before starting the game.

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20. POST-GAME

Once a game has finished, teams are required to fill in the results on the tournament page, a screenshot of every post-match scoreboard must also be uploaded. All players, stats and the score should be visible. The score and screenshot should be added within 5 minutes after the game has finished.

21. TIE-BREAKERS

21.1 Group stage

If at the end of a group stage, a tiebreak occurs. It will be handled as follows:

1. Win/Loss
2. Head-to-Head
3. Round difference between the teams involved in the tiebreak.
4. Round difference including all group stage games.
5. Tie-breaker game (if time and the schedule permits it)

If at any point during a tie-break one of the teams comes out on top vs the others, they move on. The other teams that are still drawn, will follow the tie breaker rules again starting from point 1.

21.2 Qualifiers

If at the end of the qualifiers, a tie-break occurs, we will look at the team that received the highest placement. This means that if team A gathered 400 points by finishing 3-4th once and team B has gathered 400 points by finishing 5-8th twice, team A wins, as it has gained the highest placement of both teams. If there is no winner to be determined because of both teams highest placement being the same, a BO3 game will decide who shall proceed to the rumble stage.