Tournament Ruleset

Important Dates

Astral Clash 2022
Virtual Qualifier

June 17th - June 19th, 2022

Last Chance Qualifier

July 22nd - July 24th, 2022

Live Finals

August 6th, 2022 in Southern California

Astral Clash 2023
Virtual Qualifier

December 2nd - December 4th, 2022

Last Chance Qualifier

January 20st - January 22rd, 2023

Live Finals

March 11th, 2023 in TBA Location

Prizes

Virtual Qualifier Prizes
1. $500 USD + Qualification and Team Trip to Live Finals
2. $250 USD + Qualification and Team Trip to Live Finals
3. $100 USD
4. $100 USD

Live Finals Prizes
1. $5,000 USD
2. $2,500 USD
3. $1,000 USD
4. $1,000 USD
5. $250 USD
6. $250 USD
7. $250 USD
8. $250 USD

VALORANT Champions Tour Rulesets

Background & Purpose

These are the Galorants Tournament Rules & Regulations operating in compliance with the RIOT VALORANT CHAMPIONS TOUR Rules & Regulations. **Each Player must read, understand and agree to these Rules before participating in the Tournament.** They are designed to maintain the integrity and competitive nature of the tournament.

The Tournament Admins reserve the right to update and change these Rules as needed. If changes occur during a Tournament, it will be announced in the Tournament's **#information** channel in the Galorants' discord server.

For the purposes of clarity, any channel mentioned from here on out refers to the channels under the specific tournament section of the Galorants discord server.

Definitions

- **Player** - Any reference to Player within these Rules & Regulations apply to both Main Roster Players and Substitutes.
- **Main Account** - A Player's Main Account is their highest ranked account.
- **Match** - Refers to any games played within the Tournament format designated below.
- **Game** - Refers to a single game within a Match
- **Tournament Admins / Admins** - those in charge of administering and enforcing all tournament rules and regulations.
- **Tournament Operator** - Tournament official responsible for judgements on every Match-related issue.

Players & Player Eligibility

Age & Region Requirements

All players participating in Astral Clash Presented by Tampax and Always must be 16 years of age at the time of registration and must be a citizen or lawful permanent resident of the region in play (North America).

Ranking Requirements

All players on a Team's roster must have held a rank of PLATINUM 1 on their Main Account (highest ranked account) for VALORANT during Episode 4 Act 1 or the current act. Photo verification of rank and ID will be requested of all Players at time of registration.

If a Player is unranked, they must play their placement matches to gain a rank before registering for the Tournament.

Multiple Teams

A player **may not** play on multiple teams during the same Tournament.

Player Names

A player's Riot ID or in-game nickname ("Riot ID") will be selected at the time of registration and may not be changed at any time without the prior written approval of the Admins. A Riot ID may not include any word or phrase in any language that is offensive, toxic or hurtful.

Tournament Admins reserve the right to reject any Riot ID selected by a player for any reason and to require the player to select an alternate Riot ID that complies with these Rules and Regulations.

Discord ID

All players in any Galorants Tournament must be a verified and good standing member of the Galorants Discord. Players shall provide their Discord ID at the time of registration.

Alternate Accounts

The use of alternate accounts is strictly prohibited.

Teams & Coaches

Roster Requirements

Starters & Substitutions

Each Team must maintain, at all times during the Tournament, five players in the Team's starting lineup ("Starters"). A Team has the option of adding one (1) additional player to act as a substitute ("Substitute"). Tournament Admins have the right to disqualify any Team with an incomplete roster.

Random substitutions will not be allowed. If a team needs a substitute, they must pull their Registered Substitute. If a team does not have a substitute they may play at disadvantage or forfeit the match.

Minimum Roster Requirements

Teams must comply with the minimum roster requirement at all times during the Tournament. If at any point a Team's roster falls below five players, that Team may be disqualified or otherwise sanctioned, unless given permission to drop below the minimum roster by the Admins, at their sole discretion.

If a Substitute is replacing a Starter on the roster, the Team must notify Tournament Admins of the change.

Team Captain

Each Team must designate one player as its Team Captain when completing the registration process. The Team Captain will be responsible for all Team communications with the Admins and is responsible to attend any Captain's Meetings scheduled by the Admins. The Admins may rely upon any communications from the Team Captain as being made by all players on the Team. The Team Captain must at all times be a player on the Team's roster. A Team may not change its Team Captain during the Tournament without the prior written approval of the Tournament Admins.

Submission of Roster & Team Registration

Before the start of any Tournament, each Team must register its roster (including all Starters and any Substitute) using the tools and forms provided by the Tournament Admins. Except as set forth in Roster Changes, no changes to a Team's roster will be permitted after the Registration Period without the prior approval of the Admins.

Roster Lock

Teams participating in the Tournament may not add or drop players 2 days prior to tournament starts unless an emergency is specified. All roster adjustments must be submitted via the Roster Change Form and a Tournament Admin must be notified.

Emergency Substitutions

In the event of an emergency at any point during a Match, a Team will be given up to ten (10) minutes to produce an eligible Substitute verified within the Galorants Discord Server. If a replacement cannot be found then the Team will forfeit. Tournament Admins will determine if an incident qualifies as an emergency. Any substitute must be a member of the Team roster.

Tournament Discord

All teams and their approved members will be provided a link to the Galorants Tournament Discord which will be used for the duration of the Tournament. Each team will have access to their own voice channel within the Discord. **All teams are required to be in this voice channel while they are competing in the Tournament.** Admins will be present and can join and check-in on teams throughout the Tournament.

Team Names & Logos

The Team's name will be selected at the time of registration and may not be changed at any time during the Tournament without the prior written approval of the Tournament Admins. A Team's name **may not** include any word or phrase in any language that is offensive, toxic or hurtful, as determined at the sole discretion of the Admins.

Tournament Admins have the right to reject any Team name for any reason and to require the Team to select an alternate name that complies with these Rules and Regulations.

Components of a Team Name

A Team may have up to one Sponsor brand name in its Team Name. The Sponsor name may not violate any other naming rules. Teams must have permission from the trademark holders in order to use a trademarked name. The entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of a third party in or as part of a Team Name shall be with the Team. *(I.E. Don't have a trademarked brand in your name unless you've spoken with the company and have an agreement that allows you to use the trademarked brand.)*

Team Logo Guidelines

Teams may submit a Team Logo at the time of registration. All logos must comply with the rules laid out here. Teams that do not provide a logo or whose logo does not comply with these rules will be represented by a placeholder logo during the event.

Requirements:
- Logos must be provided as a square PNG file with a transparent background of at least 500px by 500px
- If there is a light and dark version of the logo, please provide the light version during registration

Guidelines:
- Logos should be simplified iconography to represent the team. Teams should look to established orgs (Cloud9, Shopify Rebellion, NRG, Soniqs, etc) for inspiration.
- Logos should contain a limited number of colors.

Logos may **NOT**:
- Contain any trademarked iconography, text or imagery that is not owned by the Team.

- Contain any image found off of an internet search unless the Team can provide the necessary documentation to show that it is available for free use or that they have purchased the necessary license to use it.
- Include any word, phrase or image in any language that is offensive, toxic or hurtful, as determined at the sole discretion of the Admins.

Coaches and Managers

Coaches will be allowed but must be submitted through a verification process with a Tournament Admin (Riot ID/IGN and Discord ID). For online tournaments held as part of an event, only one of the Team's designated coaches may be connected to the voice communication system in the lobby and will only be allowed to talk to players and others during the Agent and Map selection process for each Match, timeouts, half-times and in between Maps (if applicable). Coaches are only permitted to be in the Match Area during Agent and Map selection, Timeouts, Half-Times, and in between Maps. For the purposes of online competition, any room in which the player competes will be considered part of the Match Area.

Note: For events, the use of "Coach Slots" will be determined by the Tournament Admins and Operator and communicated to Teams in advance of the tournament.
- Coach Slots will be permitted. (Coach Slots Current Functionality: Coaches can spectate Tournament Mode games are locked to observing the team chosen in the custom game lobby.)

Coaches **may** observe the game in one of the coaches slots. Only **one** Coach may observe in game, and this Coach must be represented on the Battlefy roster.

Coaches are allowed to join the tournament Discord, however only one Coach is permitted to speak to the team during the allotted time slots above. **If your team has multiple coaches, team captains are responsible for contacting the Tournament Admins to submit the additional Coaches information.**

Coaches will not be allowed to observe if they are not registered on both the Google Form and the Battlefy (additional coaches may be submitted via DM to Tournament Admins).

Team Managers must be registered in order to join the Tournament Server. Once all credible information has been received, Team Managers will have access to all information and support channels. Team Managers are not permitted to utilize the in-game coach slots, nor may they use the team voice channels.

Format & Structure

Format - Virtual Qualifiers
*Please Note: This section is subject to change to accommodate the number of teams that register for the Tournament. Format will be finalized and announced in the **#schedule** channel prior to the first match of the Tournament.*

Teams will play against other teams within their assigned groups in a Round Robin format for the duration of the main Tournament and accumulate points based on their performance. The top teams from each group will move on to the Playoffs.

Groups

Groups will be created at the sole discretion of the Tournament Admins. Seeding for Groups will be determined by the average rank of Team member and prior tournament experience.

Group stages will be Round Robin Best-of-One (BO1).

Playoffs

Playoffs will be played by the top 2 teams from each group. In the event of a tie, the team with the most match win percentage between the affected teams will move forward.

The Playoffs will be a single-elimination bracket Best-of-Three (BO3).

Teams will be notified of their qualification in the Playoffs after the last group stage match of the Tournament once all results have been submitted.

Seeding

Seeding is determined by total points within a group.

Tie-Breakers

Tie-Breakers will be determined by match win percentage.

Prizes

1. $500 USD + Qualification to Live Finals + Round Trip Flight and 3 Nights Hotel
2. $250 USD + Qualification to Live Finals + Round Trip Flight and 3 Nights Hotel
3. $100 USD
4. $100 USD

Format - Live Finals

Please Note: This section is subject to change to accommodate the number of teams that register for the Tournament. Format will be finalized and announced in the **#schedule** *channel prior to the first match of the Tournament.*

Teams will play against other teams within their assigned groups in a Round Robin format for the duration of the main Tournament and accumulate points based on their performance. The top teams from each group will move on to the Playoffs.

Groups

Groups will be created at the sole discretion of the Tournament Admins. Seeding for Groups will be determined by the average rank of Team members and prior tournament experience.

Group stages will be Round Robin Best-of-One (BO1).

Playoffs

Playoffs will be played by all teams from each group. In the event of a tie, the team with the most match win percentage between the affected teams will be granted higher seeding in the bracket.

The Playoffs will be a single-elimination bracket Best-of-Three (BO3).

Seeding

Seeding is determined by total points within a group.

Tie-Breakers

Tie-Breakers will be determined by match win percentage.

Prizes

1. $5,000 USD
2. $2,500 USD
3. $1,000 USD
4. $1,000 USD
5. $250 USD
6. $250 USD
7. $250 USD
8. $250 USD

Streaming & Promotion

Galorants Stream

Matches will be selected to be streamed on the Galorants Twitch channel. The stream will have a **120 second delay (2 minute delay)**. Teams getting streamed will be notified by the Tournament Admins.

Player Streams

Players wanting to stream their matches for group stages and Top 8 (the matches not being streamed on the main stream) may do so with a **120 second delay (2 minute delay)** and must have "Astral Clash Presented by Tampax and Always" in their stream title.

Schedule & Matches

The Tournament Schedule will be posted in the **#schedule** channel prior to the first match. Groups and Brackets will be created through Battlefy and links also posted in the **#schedule** channel.
All players must register an account on the platform being used for the Tournament.

Astral Clash 2022

9. **Virtual Qualifier**
   - **June 17th, 2022 (Best of 1, Groups of 4)**
     1. Groups Round 1: 6pm ET
     2. Groups Round 2: 7pm ET
     3. Groups Round 3: 8pm ET
   - **June 18th, 2022 (Best of 3)**
     1. Quarterfinal 1: 2pm ET
     2. Quarterfinal 2: 2pm ET
     3. Quarterfinal 3: 4pm ET
     4. Quarterfinal 4: 4pm ET
   - **June 19th, 2022 (Best of 3)**
     1. Semifinal 1: 2pm ET
     2. Semifinal 2: 4pm ET
     3. Finals: 6pm ET

10. **Last Chance Qualifier**
    - **July 22nd, 2022 (Best of 1, Groups of 4)**
      1. Groups Round 1: 6pm ET
      2. Groups Round 2: 7pm ET
      3. Groups Round 3: 8pm ET
    - **July 23rd, 2022 (Best of 3)**
      1. Quarterfinal 1: 2pm ET
      2. Quarterfinal 2: 2pm ET
      3. Quarterfinal 3: 4pm ET
      4. Quarterfinal 4: 4pm ET
    - **July 24th, 2022 (Best of 3)**
      1. Semifinal 1: 2pm ET
      2. Semifinal 2: 4pm ET
      3. Finals: 6pm ET

11. **Live Finals**
    - **August 6th, 2022**
      1. Groups Round 1: 10am PT
      2. Groups Round 2: 11am PT
      3. Groups Round 3: 12pm PT
      4. Lunch/Panel 1pm PT
      5. Semifinals: 2pm PT

6. Finals 5pm PT

Astral Clash 2023

12. Virtual Qualifier

- **December 2nd, 2022 (Best of 1, Groups of 4)**
  1. Groups Round 1: 6pm ET
  2. Groups Round 2: 7pm ET
  3. Groups Round 3: 8pm ET
- **December 3rd, 2022 (Best of 3)**
  1. Quarterfinal 1: 2pm ET
  2. Quarterfinal 2: 2pm ET
  3. Quarterfinal 3: 4pm ET
  4. Quarterfinal 4: 4pm ET
- **December 4th, 2022 (Best of 3)**
  1. Semifinal 1: 2pm ET
  2. Semifinal 2: 4pm ET
  3. Finals: 6pm ET

13. Last Chance Qualifier

- **January 20th, 2022 (Best of 1, Groups of 4)**
  1. Groups Round 1: 6pm ET
  2. Groups Round 2: 7pm ET
  3. Groups Round 3: 8pm ET
- **January 21st, 2022 (Best of 3)**
  1. Round of 16: 2pm ET
  2. Quarterfinals: 4pm ET
- **January 22nd, 2022 (Best of 3)**
  1. Semifinal 1: 2pm ET
  2. Finals: 4pm ET
  3. 3rd Place Decider: 4pm ET (Off Stream)

14. Live Finals

- **March 11th, 2022**
  1. Groups Round 1: 10am (TBD)
  2. Groups Round 2: 11am PT (TBD)
  3. Groups Round 3: 12pm PT (TBD)
  4. Lunch/Panel 1pm PT (TBD)
  5. Semifinals: 2pm PT (TBD)
  6. Finals 5pm PT (TBD)

Matches

Group Stages

Each match will be a Round Robin Best-of-One (BO1) with Teams being awarded 1 point for a game win.

Playoffs

Each match will be a Single-Elimination Bracket Best-of-Three (BO3) and the winning team moves forward.

Competitive Patches

Matches will be played on the current patch version.

New Agents

New Agents will be automatically restricted for two (2) weeks from their release on Competitive queue. *Example:* Agent A was released on February 5, so Agent A will become eligible to be used in all Matches on February 19.

New Maps

New Maps will be automatically restricted for four weeks from their release on Competitive queue. *Example:* Map A was released on February 5, so Map A will become eligible to be used in all Matches on March 5.

Additional Restrictions

Additional Restrictions (e.g. disabling certain weapons) may be added by Riot representatives at any time before or during a match, if there are known bugs with any items, Agents, skins or abilities.

Note: Tournament Admins/Operators reserve the right to extend the amount of time a New Agent or Map is restricted if the introduction of the New Agent or Map would negatively impact competitive integrity.

Pre-Match Setup
Technical Failure of Equipment

If a player encounters any equipment problems during any phase of Pre-Match Setup, the player must notify a Tournament Admin immediately.

Timeline of Match Start

It is expected that players will resolve any issues with the setup process within the allotted time and that the Match will begin at the scheduled time. Sanction for tardiness may be assessed at the discretion of Tournament Admins and Tournament Operators.

Online Matches

For Online Matches that are a part of Astral Clash Presented by Tampax and Always, Players will be expected to complete setup and confirm readiness at a time specified by Tournament Admins prior to each match. Players are responsible for ensuring the performance of their chosen setup, including computer hardware and peripherals, internet connection, DDOS protection and power. Issues with this setup are not an acceptable reason for lateness or pausing beyond a Team's allowance.

Setting Up the Match

Unless the match is being streamed, Team Captains are expected to communicate with one another to set up the custom lobby for their match. One of them will set up the lobby with the following settings:
- Cheats: OFF
- Tournament Mode: ON
- Overtime, Win by 2: ON
- Play Out All Rounds: OFF

The server chosen will be the one that gives the most even pings across the board. Central servers are usually the best; however, choosing a server will be determined by teams' geographical composition.

Picking the Maps

Home Team/Top Seed is the Team listed on the LEFT on the Battlefy match page or the team on top when viewing the bracket. **All picks and bans should be done in the Battlefy chat system for recording purposes. Home Team/Top Seed can choose to defer their 1st ban and pick.**

Best-of-One

Best of One (If Top Seed Ban First)

- Top Seed - Ban 1 map
- Low Seed - Ban 1 map
- Top Seed - Ban 1 map
- Low Seed - Ban 1 map
- Top Seed - Ban 1 map
- Low Seed - Ban 1 map
- Map 7 is only Map remaining
- Top seed picks side

Best of One (If Top Seed Defers Map Ban First)

- Low Seed - Ban 1 map
- Top Seed - Ban 1 map
- Low Seed - Ban 1 map
- Top Seed - Ban 1 map

- Low Seed - Ban 1 map
- Top Seed - Ban 1 map
- Map 7 is only Map remaining
- Low seed picks side

Best-of-Three

Best of Three (If Top Seed Bans First)

- Top Seed - Ban 1 map
- Low Seed - Ban 1 map
- Top Seed - Picks Map 1
- Low Seed - Picks Map 1 Side
- Low Seed - Picks Map 2
- Top Seed - Picks Map 2 Side
- Top Seed - Ban 1 map
- Low Seed - Ban 1 map
- Map 3 is only Map remaining
- Top Seed picks side for Map 3

Best of Three (IF Top Seed Defers Map Ban First)

- Low Seed - Ban 1 map
- Top Seed - Ban 1 map
- Low Seed - Picks Map 1
- Top Seed - Picks Map 1 Side
- Top Seed - Picks Map 2
- Low Seed - Picks Map 2 Side
- Low Seed - Ban 1 map
- Top Seed - Ban 1 map
- Map 3 is only Map remaining
- Low Seed picks side for Map 3

Start of Agent Selection Process

Once Agent Select has started, Players will have eighty-five (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 Admin of their intended selection before the Agent Select timer expires. In this case the Agent Select process will be restarted with the same Picks up until the mistake occurred, after which the Player must choose their intended Agent. In the case the Player notifies a Tournament Admin after the timer has expired, the Agent Select process will not be restarted and the Player will be required to play through.

Controlled Match Start

In the event of an error in Match start or a decision by Tournament Admins to separate the pick/ban process from Match start, a Tournament Admin may start the Match in a controlled manner and all maps will be selected in accordance with the previous valid completed pick/ban process.

Slow Client Load

If a game crash, disconnect, or any other failure occurs which 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 Match

Restrictions on Gameplay Elements

Restrictions may be added at any time before or during a Match, if there are known or suspected bugs with any Agents, skins or maps, or for any other reason as determined at the discretion of Tournament Admins.

Substitutions During Tournament Play

For Matches involving more than one Map (i.e. best-of-three or best-of-five Match) a Team may replace their then-current Starters with a Substitute in between Maps, provided that the Team informs the opposing Team and receives approval from the Tournament Admins of such substitution no later than five minutes after the conclusion of the previous Map. In the event that a Player disconnects during a map and is unable to return within the allocated pause time, the Team will be permitted to replace them with a Substitute from their Roster. Any substitutions must result in the Team having an eligible Roster or Starting Roster.

Remakes

Remakes will be permitted with the approval of Tournament Admin under the following conditions:
1. A player does not connect to the match before the first round of the game begins.
2. The game is loaded on the wrong map or game mode.

Pauses

Each Team is allowed to take 2 types of pauses during the game. When a pause is taken, the Team calling for a pause must post which type they are using in the ALL chat of the game. The pauses may be Technical or Tactical in nature as defined below:

Technical Pause

If a player disconnects or otherwise runs into technical issues. The game will be paused at a buy phase by the Team who is calling for the pause. Each pause is up to 5 minutes of time. Coaches are not allowed to communicate with the team during a Technical pause.

Tactical Pause

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 one 60 second Timeout for all of overtime. Unused timeouts from regulation will not carry over.

If a player disconnects from a game or otherwise experiences technical difficulties after the Team has used both their Pauses for the game, the game must continue.

If a player is unable to reconnect, the team who lost the player can choose to continue at disadvantage or forfeit the rest of the match.

Crashes

1. If a match is interrupted for reasons beyond the control of the Players (e.g. server or player crash), the Tournament Admin will restore the round using the in-game round restore feature, but in some scenarios may decide to replay the round or even a whole match.
2. If the issue takes place during the first minute of the round, before any damage has occurred and the opponent or referee has been immediately notified, the round will be restored.
3. If the issue takes place during a round and after the damage has been made and the outcome of the round can still be determined (e.g. a single player has dropped but others remain), then the round will not be replayed or restored. The round will continue to be played and will count. Special exceptions can be made if the damage dealt was ruled insignificant e.g. accidental teammate damage dealt at the start of the round or damage dealt to the opposing side by the team that was affected by the crash.
4. If the issue takes place during the round, after damage has occurred and the outcome of the round cannot be determined (e.g. due to server crash), the match will be restored to the beginning of the round.
5. If the issue takes place during the round, after damage has occurred and the outcome of the round is obvious (e.g. one team is saving with ten (10) seconds remaining), but it cannot be continued due to for example a server crash, then the round can be awarded.
6. The matches will not be stopped and/or rounds will not be restored or replayed in cases where it is clearly a participant's fault (e.g. mis-buying a weapon).

Bug & Exploit Adjudication

Types of Bugs

A bug is an error, flaw or fault in the game that produces an incorrect, unintended or unexpected result. There are three classifications of Bugs - Play Through Bugs, Major Bugs and Exploits.

Play Through Bug

A bug that does not significantly alter the competitive integrity of the game. This may mean that there are mitigation steps available or the impact has been deemed insufficient to warrant a disable or remake.

Major Bug

A bug that significantly impacts a Player's ability to compete in the game, significantly alters a game status or gameplay mechanics, and has no reasonable mitigation steps. The determination of impact will be at the sole discretion of Tournament Admins.

Exploit

A bug that has the potential to significantly alter the competitive integrity of the game and provide an unintended competitive advantage. As a standard, regardless of impact, exploit usage is not permitted and if found will result in a penalty.

Types of Penalties

The following list of penalties is a non-exhaustive list. Tournament Admins may, at their sole discretion, issue other types of penalties such as Fines or Suspensions on a case-by-case basis.

Warning

Tournament Admins may issue Warnings for a low impact first offense in order to prevent widespread usage of low impact bugs.

Warnings may be issued for unintended bugs that did not give a competitive advantage, or bugs deemed small enough to not have a significant impact on the competitive integrity of the match.

Round Rollback

Tournament Admins may perform a Round Rollback when a bug has had a significant impact on the outcome of the round, but the intent of the Player that performed the bug cannot be determined, or for low impact second offenses.

Round Rollbacks may be used for unintended bugs that give a competitive advantage. Tournament Officials shall evaluate the intent of the Player that performed the bug on a case by case basis . If a Player contracts an official immediately after the unintended bug occurs, then Tournament Officials shall consider issuing a Round Rollback.

Round Rollbacks may also be issued for a major bug that impacts the integrity of the round, but is not the fault of any Player or Coach.

Round Loss

Tournament Officials may issue a Round Loss when an exploit has a significant impact on the outcome of the round, and Tournament Officials have determined that the Player or Team intended to perform the xploit. Round Losses may also be issued if a Round Rollback threshold has been exceeded, as determined by Tournament Admins.

Round losses may be applied using the following methods:
- Roll back to the round where the exploit was used and award the Team that did not perform the exploit the round win via elimination in round rollback settings.
- If rolling back isn't an option, round loss should be applied at the start of the next round. If the current round could result in the map ending, the loss should be applied to the current round.

Round Losses may be issues for the intended exploits that give a competitive advantage. Intent will be assessed by Tournament Officials. If the exploit is listed on the current Bug and Exploit List given to Teams in a responsable timeframe, the exploit will automatically be classified as an intended exploit if considered egregious.

Forfeit Loss

Tournament Admins may issues a Forfeit Loss for a map of the match in the following scenarios:
- An exploit had a significant impact on the outcome of a map or provided a significant unintended competitive advantage, but the map has concluded and Round Rollback and/or Remake is not possible.
- Second offenses for low impact exploits where Round Rollback and/or Remake is not possible.
- Second offenses for high impact exploits while the map is still being played, and a Round Loss has already been applied.
- Egregious cases that warrant an immediate escalated penalty, as determined at the sole discretion of the Tournament Admins.

Team Rules on Reviewing Exploits

Players and Coaches may request a review on bug/exploit usage. If a Player or Coach believes a bug or exploit has occurred, the Player or Coach shall immediately flag a Tournament Admin and request the review. The request for the review must occur during the round where the alleged bug or exploit is used, or within the Buy Phase of the following round. The following rules apply to Players and Coaches when requesting a bug or exploit review:

- If a bug or exploit is confirmed, both teams shall be informed, and Tournament Officials shall assess the appropriate rectifying actions for the bug or exploit.
- If the bug or exploit claim is reviewed and the alleged bug or exploit deemed to not be a bug or exploit, the Team who requested the review will lose a timeout. If no timeouts remain, the Team will be given a Round Loss in the next immediate round via elimination.

Finality of Judgment on Bug and Exploit Adjudication

Tournament Admins have the right to assess and make final calls on all bug and exploit decisions. All decisions regarding the interpretation of these Bug and Exploit Adjudication rules lie solely with the Tournament Operator, the decisions of which are final. Tournament Operator decisions with respect to these Bug and Exploit Adjudication rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

Post-Match Results

Match results will be submitted through Battlefy with a required screenshot of the final scoreboard (full screen capture).

Tech Notes

Players will identify any technical issues with Tournament Admins.

Between Maps

Tournament Admins will inform players of the remaining amount of time before the next Map in the Match, if applicable. For online events, the standard time for transition between Maps is eight (8) to ten (10) minutes from the time of the last Map's Round until players are required in their lobbies for the next Map. The next Map, if applicable, will commence as soon as both Teams have confirmed to a Tournament Admin that all players are ready to play.

If all players are not ready to play and in their lobbies at the time designated to them by the Tournament Admins, the Team can be sanctioned for delay of Game.

Results of Forfeiture

Matches won by forfeit will be reported by the minimum score it would take for one Team to win the Match (e.g. 1-0 for best-of-one Matches, 2-0 for best-of-three Matches, 3-0 for best-of-five Matches). No other statistics will be recorded for forfeited Matches.

No Shows

If a Team has a Player not show up for a game, they have 15 minutes to pull in their registered substitute. If they do not have a substitute and the Player still has not shown up by 15 minutes past the scheduled game time, the Team will have to play at disadvantage or forfeit the match.

Changes to Schedule

Tournament Admins may, at their sole discretion, re-order the schedule of Matches within a given day and/or change the date of a Match to a different date or otherwise modify the schedule of Matches. In the event that the Tournament Admins modify a Match schedule, they will notify all Teams as soon as possible.

Tournament Admin

The "Tournament Admin" is a Tournament Official who is responsible for the judgements on every Match-related issue, question and situation which occurs before, during and immediately following Match Play. Their oversight includes, but is not limited to:

- Checking the Team's lineup before a Match.
- Checking and monitoring player peripherals and Match Areas, if applicable.
- Announcing the beginning of the Match.
- Ordering pause/resume during play.
- Issuing sanctions and disciplinary actions in response to rule violations during Match.
- Making all Match-related determinations under these rules and the Global Policy, including with regard to pauses and stoppages of play.
- Confirming the end of the Match and its results.

Finality of Judgment

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the event, and penalties for misconduct, lie solely with the Tournament Operator, the decisions of which are final. Tournament Operator decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

Code of Conduct

Competitive Integrity

All Teams and Team Members are expected to compete to the best of their skill and ability at all times in the Tournament.

Below is a non-exclusive list of examples of conduct that has an adverse impact on the integrity of the game and are strictly prohibited from this Tournament:

- Match-fixing
- Cheating
- Use of In-game Exploits or Bugs
- "Stream Sniping"
- Ringing or Smurfing
- Non-Compliance with Decisions Made by the Tournament Admins
- Unprofessional Behavior or Acts

Sportsmanship

All Teams and Team Members must observe the highest standards of personal integrity and good sportsmanship at all times. Team Members must behave in a professional and sportsmanlike manner in their interactions with their teammates, other competitors, and members of the Tournament Admins.

Tournament participants are expected to behave in accordance with the Galorant community rules.

False Information

A Team Member violates these Rules and Regulations if they knowingly provide false or inaccurate information to the Admins. This includes registering under an alternate account or registering an incorrect rank.

Disciplinary Action

Violations of the Code of Conduct or any section of these Rules and Regulations may be met with disciplinary action at the sole discretion of the Tournament Admins and Tournament Operator.

Below is a non-exclusive list of actions that may be taken by the Admins:
- **Match Penalty (Player)** - A player may be removed from playing for 1 Match
- **Disqualification (Player)** - A player may be expelled from a Team for the rest of the Tournament and prohibited from rejoining future Tournaments.
- **Match Penalty (Team)** - A Team may be penalized with a Match Loss
- **Disqualification (Team)** - A Team may be disqualified from continuing the Tournament
- **Full Expulsion** - Under extreme conditions a Player may be banned from competing in any future Galorant events.

Violating These Rules & Regulations

Any Team or Player found to be in violation of these Rules & Regulations (or in violation of the Galorants Community Rules or Riot TOS) will be subject to Disciplinary Action determined at the sole discretion of the Tournament Admins.

Reporting a Violation

To report a violation, please contact a Tournament Admin listed below and provide any detail you can about the incident. Not all violations will result in a Disciplinary Action. Please provide any Video or Screen Shots available as those will help the Admins verify the reports.

Disputes

Disputes will only be considered if all evidence was not provided at the time a Disciplinary Action was issued. If you disagree with an Action but don't have further evidence to support your disagreement, you may not file a Dispute.

Any and all dispute claims should be sent to one of the admins assigned to your match or to one of the admins present in the Discord. She will listen to any further evidence but after that the decision is final and may not be further disputed.