



VALORANT™
VCT23

VALORANT Champions Tour
VALORANT Official Competition Ruleset

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1. Introduction and Purpose

1.1. Background.

VALORANT Champions Tour LLC, a Delaware limited liability company (“**League Entity**”), along with its affiliates (collectively, “**Riot**”), organizes a series of regional, cross-regional, and international esports tournaments and related media events under the name VALORANT Champions Tour (the “**VCT**”) which feature competitive play (both live and online) of the video game VALORANT (the “**Game**”) by professional esports players and teams. The VCT is composed of three member leagues: (i) VCT Americas, (ii) VCT Pacific, and (iii) VCT EMEA (each such league, a “**VCT League**” or “**League**”). The League Entity has entered into written agreements with certain team-owning entities (each, a “**Team Entity**”) governing right to compete in the VCT and their respective Leagues (each such agreement, a “**Team Participation Agreement**”). Pursuant to the Team Participation Agreements and as more fully described therein, the League Entity has granted each Team Entity the right to field a team that will compete in the VCT and its respective League (“**Team**”).

1.2. Purpose.

The League Entity has created this VALORANT Official Competition Ruleset (the “**Competition Ruleset**”) to set forth certain policies, rules and procedures that will apply to all Team Entities that have entered into Team Participation Agreements with the League Entity and been admitted by contract to compete in the VCT and their respective League. This Competition Ruleset is in addition to, and not in lieu of, the VALORANT Global Esports Policies (“**Policies**”). The Competition Ruleset is intended for a broader audience that includes the press and the public.

1.3. Acknowledgement and Acceptance.

The acknowledgement of the Competition Ruleset, and an agreement to be bound by and comply with their terms, is an essential term of each Team Participation Agreement. This Competition Ruleset is the “Official Competition Ruleset” referenced in each Team Participation Agreement and forms part of the broader set of rules and policies described in those agreements (“**Rules**”). The League Entity may issue interpretations, guidance and other policy documents (each, a “**Guidance Document**”) from time to time in order to explain, clarify, supplement or provide informal guidance on the provisions of the Policies, the Competition Ruleset and the other Rules. All such Guidance Documents shall be deemed to be incorporated into, and form part of, the Competition Ruleset upon their release to the Teams. The initial Guidance Documents are attached as Exhibits to the Competition Ruleset and incorporated herein.

1.4. Application of the Competition Ruleset.

Each Team Entity acknowledges and agrees that a breach of, or failure to comply with, the Competition Ruleset or any Guidance Document by (a) any person or entity who,

directly or indirectly through any intermediate corporations or other entities, owns securities, equity interests or other ownership interests in the Team Entity or the Team Marks (“**Owner**”) shall be deemed a breach of, or failure to comply with, the Competition Ruleset or any Guidance Document by the Team Entity; and (b) any player, coach, administrator, analyst, contractor, consultant, employee, staff member or other person retained by the Team Entity or Owners who from time to time perform the Team Entity’s obligations or exercise the Team Entity’s rights under the Team Participation Agreement (the foregoing collectively, “**Team Personnel**”) shall be deemed a breach of, or failure to comply with, the Competition Ruleset or any Guidance Document by the Team Entity, in each instance even in cases where the Team Entity was not, itself, at fault. This Competition Ruleset applies only to official VCT or League play and not to other competitions, tournaments or organized play of VALORANT as administered by employees, contractors or agents of the League (“**League Officials**”).

1.5. Disciplinary Action.

The League Entity shall be entitled to undertake such disciplinary procedures as it determines in relation to any breach of, or failure to comply with, this Competition Ruleset by the Team Entity, any Owners or Team Personnel and to impose such fines, suspensions, disqualifications and other disciplinary actions (or combinations thereof) as the League Entity determines in its sole discretion (collectively, “**Disciplinary Actions**”); and such Disciplinary Actions (i) may be publicly disclosed by the League Entity as determined in its sole discretion, and (ii) are reasonable and necessary in order to maintain the competitive integrity of League Games or the goodwill associated with the Game, the VCT and the VCT Leagues.

1.6. Defined Terms.

Capitalized terms in this Competition Ruleset, unless expressly defined otherwise herein, shall have the meaning ascribed to such terms in the applicable Team Participation Agreement.

2. Equipment and Peripherals

2.1. Team-owned Equipment

2.1.1. Permitted Player-Owned or Team-Owned Equipment.

At LAN events held as part of the VCT or a League, players are allowed to bring the following categories of equipment, which are owned by themselves or their Teams, into the Match Area (as defined in Section 3.3.) and can use such equipment during the LAN event: (1) PC keyboards, (2) PC mice and cord holders, (3) mousepads, and (4) in-ear headphones (collectively, “**Team-owned Equipment**”). For the avoidance of doubt, players may not bring, use or wear any headsets and/or microphones that are not provided by League Officials.

The League Entity is not responsible for the proper functioning of the Team-owned Equipment. If the Team-owned Equipment brought by a player is incompatible with the League Entity-provided equipment, the League Entity will provide replacement equipment for use by the player.

2.1.2. Required Approvals for Use of Team-Owned Equipment.

All Team-owned Equipment used at LAN events may be subject to competitive integrity checks by League Officials in advance of a Match (as defined in Section 4.6.1.), including, but not limited to, time blocks designated for the Team to test the League Entity-provided equipment, and before the Team enters the Match Area for set-up time (Section 4.5.3.). If requested, the Team must submit their Team-owned Equipment to League Officials at a designated time before the start of the Match. Unapproved equipment or equipment that is suspected by League Officials of providing an unfair competitive advantage will not be permitted for use in the Match, and players will be required to use League Entity-provided equipment instead. At their discretion, League Officials may disallow the use of any individual piece of equipment for reasons relating to tournament security, safety or operational efficiency or effectiveness. No Team-owned Equipment may be brought into the Match Area if it features or displays any name, likeness or logo of a company or brand which is a competitor of Riot or VALORANT. League Officials reserve the right to request the Team to cover-up a logo or brand on Team-owned Equipment during the event.

2.1.3. Replacement Team-owned Equipment

Players may bring additional sets of Team-owned Equipment to use as replacement in case of equipment failure. The replacement Team-owned Equipment must also be submitted to League Officials in advance of a Match for approval. If a player does not have approved replacement Team-owned Equipment to use in case of equipment failure, then the player must use League Entity-provided equipment.

2.2. League Equipment

The League Entity will provide, and players will exclusively use, equipment in the following categories for all VCT and League LAN events: (1) PC and monitor, (2) hand warmers, (3) headsets and microphones and (4) tables and chairs. At the request of a player, the League Entity will provide the following categories of equipment for use in all VCT and League LAN events: (1) PC keyboards, (2) PC mice, (3) mouse pads, and (4) in-ear headphones. All equipment provided by the League Entity will be chosen, selected and determined at the sole discretion of the League Entity. Subject to the foregoing, the unauthorized modification of League Entity-provided equipment or the use of hardware, software or other equipment that is not provided or approved by League Officials will be deemed cheating. Players must return all League Entity-provided equipment to League Officials when the LAN event is over or upon request by League Officials.

2.2.1. Replacement of League Equipment

If equipment or technical problems are suspected at a LAN event, a player or League Official may request a technical review of the situation. A technician designated by a League Official will diagnose and troubleshoot the suspected issues. Technicians may request that League Officials order replacements of any equipment at the applicable technician's discretion. Decisions regarding the replacement of any equipment are solely at the discretion of the League Entity.

2.3. Computer Programs and Usage

At LAN events, players and coaches are prohibited from installing their own programs and must use only the programs provided by the League Entity. This includes the warm-up area computers. If a player wishes to install a program onto the warm-up area computers, they must first ask a League Official.

2.3.1. Voice Chat.

Voice chat will be provided only via the native system used in League Entity-provided headsets. Use of third-party voice chat software (e.g., Discord) is not permitted at either LAN events or online events, without explicit prior approval of League Officials. League Officials may monitor a Team's audio at the discretion of the League Entity.

2.3.2. Social Media and Communication.

It is prohibited to use League Entity-provided computers to view or post on any social media or communication sites. This includes, but is not limited to, Facebook, Twitter, online forums/message boards, and email.

2.3.3. Non-Essential Equipment.

It is prohibited to connect anything other than permitted Team-owned equipment, or League Entity-provided equipment, to League Entity-provided computers, for any reason. By way of example, this includes devices such as mobile phones or flash drives.

2.3.4. Macros

All macro programs, including software macros and hardware implemented macros stored in on-board memory of the hardware, external to the VALORANT game client are prohibited.

2.3.5. Native Programs.

Players may use the native programs MS Paint and Notepad before and after Matches. Players may not use the native programs MS Paint and Notepad during a Match, and must close out of those programs before the start of the Match.

League Officials may prohibit players from accessing native programs in cases of abuse.

2.3.6. Audio Restrictions

Players will be required to maintain volume levels above minimum settings. League Officials may require players to adjust their volume levels higher if the officials determine, at their sole discretion, that volume levels are too low. Headphones must be placed directly on a player's ears, and must remain there for the duration of the Match. Players are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the player's ears, except for certain religious articles and/or medical devices (e.g., hijab, dastar, yarmulke and hearing devices). The determination of whether an item qualifies for the religious and/or medical exemption will be made by League Officials at their sole discretion.

2.3.7. Equipment Tampering

At LAN events, players may not touch or handle another player's equipment after a Match has started. Players who require assistance with their equipment should ask for assistance from a League Official.

3. Venue, Competition Area Layout, and Schedule

3.1. General Venue Access

At LAN events, access for Teams to the restricted areas of venues for official Matches is restricted to Team Personnel only, unless otherwise approved, in advance, by the League Entity. Permission to attend Matches is solely at the discretion of the League Entity.

3.2. Pre-Entry Health Inspection

At LAN events, each Team Personnel must verify their identity with League Officials prior to entering the venue for official Matches. Additionally, League Officials will have the right (prior to allowing any Team Personnel or other person to enter the venue) to check such a person's health by taking their temperature or otherwise taking steps to confirm that they are physically healthy. If, at any time prior to or during a Match, League Officials determine that an individual is unhealthy and should not enter the venue, such individual will be denied entry and will be required to leave the venue immediately. If League Officials determine that a player is unhealthy and should not participate in a Match, League Officials may require the applicable Team to provide a substitute. If applicable law requires any additional or different health inspection, sanitation or public safety procedures, League Officials will have full authority to implement those procedures, and all players will cooperate with League Officials in the implementation of those procedures.

3.3. Match Area

The “**Match Area**” is the area immediately surrounding any competition PCs used during Match play at a LAN or online event. During Match play, the presence of Team Personnel in the Match Area is restricted solely to the players of the Teams in play that are participating in the Match, and the coaches in accordance with Section 3.3.2.

3.3.1. Team Personnel.

Credentialed Team Personnel, including team managers, translators, and other Team support staff that have been registered and given credentials for the event may be in the Match Area during the Match preparation process, but must leave prior to the start of round one of the Match, and may not return until after the end of the Match.

The total number of Team Personnel, including the players, coaches, and other Team Personnel, allowed in the Match Area during the Match prep process may not exceed eight (8).

3.3.2. Coach Match Area Access.

The Team may designate one (1) coach that will participate on stage during the Match (“**Match Coach**”). If no coach is designated, the Team’s head coach (the “**Head Coach**”) will be classified as the Match Coach. The Match Coach for Teams participating in a given day’s Matches will be granted Match Area access

during those Matches, and will be allowed to communicate with their Team during the map pick/ban and agent selection process.

3.3.3. Wireless Devices.

No electronic devices, including, but not limited to: mobile phones, tablets, and smart watches are allowed in the Match Area and the Team huddle rooms during a Match, including during the pick/ban map selection phase, pauses, remakes, and between maps of multi-map Matches. League Officials will collect such devices from all Team Personnel in the Match Area and Team huddle rooms, and return them after the end of the Match.

3.3.4. Notes and Notepads.

Players are not permitted to bring any written or printed materials into the Match Area during a Match.

The Match Coach is permitted to bring written or printed materials into the Match Area during a Match. The written or printed materials must remain with the Match Coach in the area designated for use by the Match Coach.

Match Coaches are prohibited from using the written or printed materials to communicate or convey information to the players during a Match outside of timeouts, halftimes, between maps, and other time periods where communication between coaches and players is allowed.

3.3.5. Consumable Restrictions.

Allowed Consumables:

- Drinks are permitted in the Match Area only in League Entity-approved re-sealable containers. League Officials will provide such containers to players upon request.
- Chewing gum is allowed in the Match Area.

Prohibited Consumables:

- Food is prohibited in the Match Area.
- Tobacco and other nicotine products are prohibited in the Match Area.

Teams may not leave any trash or gum within the Match Area after the conclusion of the Match.

4. Match Process

4.1. Changes to Schedule

League Officials 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 League Officials modify a Match schedule, they will notify all Teams as soon as possible.

4.2. Arrival at Venue

Members of a Team's Active Roster (as defined in the VCT Roster Construction Rules) who are participating in a LAN event held as part of the VCT or a League must arrive at the venue no later than ninety (90) minutes before the Team's scheduled Match time specified by League Officials. For any online Matches, players will be expected to be ready to join the Match lobby no later than thirty (30) minutes before the Team's scheduled Match time specified by League Officials. Sanctions for tardiness may be assessed at the discretion of League Officials.

4.3. Roles of League Officials

4.3.1. Match Operations Lead.

The "**Match Operations Lead**" is a League Official who is responsible for judgments on every Match-related issue that impacts competitive integrity. The role of this person includes, but is not limited to:

- Making the final determination on technical pauses and their appropriate duration.
- Ensuring tactical timeouts are valid and all parties are informed.
- Evaluating bug and exploit occurrences and any potential repercussions.
- Making judgment calls regarding round rollbacks and all other issues that may affect the competitive integrity of the game.
- Coordinating map pick/ban process.
- Making the final determination on all Match Operations Regulations (Section 11.4.)

4.3.2. Head Referee.

The "**Head Referee**" is a League Official who is responsible for pre- and post-Match setup as well as the in-game lobby. 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.
- Informing Teams of sanctions and Disciplinary Action in response to rule violations during the Match.
- Making Match-related determinations under this Competition Ruleset, including with regard to pauses and stoppages of play.

- Confirming the end of the Match and its results.

4.3.3. Stage Referees

The “**Stage Referees**” are under the direction of the Match Operations Lead and the Head Referee. Responsibilities include but are not limited to:

- Admitting or denying access to the Match Areas, if applicable.
- Carrying out security protocols directed by the Head Referee and other League Officials, and/or in support of this Competition Ruleset.
- Administering the player checklist and enforcing this Competition Ruleset, including directing players to take or refrain from taking any action.
- Communicating with players about any issues experienced, in-game and out.
- Upon request, explaining any bug exploits.

4.3.4. Compliance Lead

The “**Compliance Lead**” is a League Official who is responsible for investigations into actions of Team Personnel that are unethical in nature and/or breach any Riot esports regulations. The role of this person includes, but is not limited to:

- Investigating breaches of any Riot esports regulations, including the Team Personnel behavior regulations (Section 11.5.).
- Making the final determination on any disciplinary measures taken against Teams.
- Upon request, explaining any disciplinary measures taken against Teams.

4.3.5. Finality of Judgment.

All decisions regarding the interpretation of this Competition Ruleset, player eligibility, scheduling and staging of the event, and penalties for misconduct, lie solely with the Match Operations Lead, the decisions of which are final. Match Operations Lead decisions with respect to this Competition Ruleset cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

4.4. Competitive Patches

All official Matches of the VCT and the Leagues will be played on the patch version specified in the applicable event-specific ruleset.

4.4.1. New Agents

New agents will be automatically restricted for at least two weeks from their release on the live 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.

4.4.2. New Maps

New maps will be automatically restricted for at least four weeks (28 days) from their release on live Competitive queue. *Example:* Map A was released on January 1, so Map A will become eligible to be used in all Matches on January 29.

4.4.3. Additional Restrictions

Additional restrictions (e.g., disabling certain weapons) may be added by League Officials at any time before or during a Match, if there are known bugs with any items, agents, skins, or abilities. New agents and maps may be restricted for longer periods of time at the discretion of League Officials.

Eligibility for new agents and maps for an official Match of the VCT and the Leagues will be communicated to Teams in the applicable event-specific ruleset.

4.5. Pre-Match Setup

4.5.1. Player Accounts.

Players will be provided with accounts (“**Tournament Realm Accounts**”) for use in all official Matches of the VCT and the Leagues. Tournament Realm Accounts will be named using the official Team tag followed by the player’s official tournament handle.

4.5.2. Game Settings

- All players will be required to have the in-game settings for blood and bodies turned off.
- Titles and gun buddies awarded for winning an event, including Masters, Champions, and Game Changers Champions, may only be equipped by players that have earned those titles and gun buddies.
- FPS/Latency text and graph trackers must be disabled during gameplay. Graphs are permitted during tech checks and warm ups for player usage.

4.5.3. Setup Time.

At LAN events, players will have designated blocks of time prior to their Match time to ensure they are fully prepared. League Officials will inform players and Teams of their scheduled setup time and duration as part of their Match schedule. League Officials may change the schedule at any time. Setup time is considered to have begun once players enter the Match Area, at which point they are not

allowed to leave without permission of the on-site League Official and accompaniment by another League Official.

Setup is comprised of the following:

- Confirm Tournament Realm Account name accuracy
- Ensuring the quality of all League Entity-provided equipment.
- Connecting and calibrating peripherals.
- Ensuring proper function of voice chat system.
- Selecting skins.
- Adjusting in-game settings
- Limited in-game warm-up.

4.5.4. Lighting Levels.

Players may request adjustments to the level of lighting being directed at the stage during the setup process. However, there will be a minimum level of stage lighting required by the League Officials, and the lighting will not be lowered below this level.

4.5.5. Technical Failure of Equipment.

If a player encounters any equipment problems during any phase of the setup process, the player must notify a League Official immediately.

4.5.6. Timelines 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. Sanctions for tardiness may be assessed at the discretion of League Officials in accordance with the Match Operations Regulations (Section 11.4.).

League Officials will inform Teams to be prepared for Match initiation (“**Team Ready State**”). During Team Ready State, all players must be out of the range, must be in the correct lobby order, must exit out of all native programs, and be prepared to enter the Match. Sanctions for tardiness in entering the Team Ready State may be assessed at the discretion of League Officials.

4.5.7. Player Ready State.

No fewer than five minutes before an official Match is scheduled to begin, a referee will confirm with each player that their setup is complete. Once all ten players in a Match have confirmed completion of setup, players may not enter a warm-up Match or leave the Match Area.

Once all ten players in a Match have confirmed completion of setup, all settings will be considered complete and no pauses or delay of the Match will be allowed for minor settings issues.

4.5.8. Match Lobby Creation.

All official Matches of the VCT and the Leagues will be played in Match lobbies hosted by the League Entity. League Officials will decide how the official Match lobby will be created.

4.5.9. Online Matches.

For official online Matches, players will be expected to complete setup, as outlined in Section 4.5.3., and confirm readiness at a time specified by League Officials 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.

4.5.10. Pre-Match Obligations.

Players will be informed of any pre-Match obligations, including, but not limited to, media appearances, interviews, or further discussion of any Match matters. Players are required to perform these pre-Match obligations.

4.5.11. Pre-Match Schedule.

All Teams are obligated to adhere to any pre-Match schedule provided to the Teams by League Officials. The pre-Match schedule may include designated arrival and departure times from the Team's accommodations and the event venue. The pre-Match schedule may also include scheduled periods for pre-Match obligations, hair and makeup, map pick/ban, setup time, and other pre-Match requirements. Sanctions for tardiness and/or failure to comply with the obligations set forth in the pre-Match schedule may be assessed at the discretion of League Officials.

4.6. Match Setup and Play Restrictions

4.6.1. Match Definition

A "**game**" is an instance of competition on a VALORANT map that is played until a winner is determined for the map. A "**Match**" is a set of games that is played until one Team wins a majority of the total games (e.g., winning two games out of three ("best-of-three" or "Bo3"); winning three games out of five ("best-of-five" or "Bo5")). For clarity, a Match that concludes with a Team winning three games out of five will be considered a "Bo5 Match". The winning Team will either receive a win tally in a league format or advance to the next round in a tournament format. In a "best-of-one" ("Bo1") format, the terms game and Match may be used interchangeably.

4.6.2. Lobby Settings.

The official Match lobby will be set to “Tournament” mode with “Overtime: Win by Two” turned on.

4.6.3. Server Selection for LAN Matches.

Matches will be hosted on a local server.

4.6.4. Server Selection for Online Matches.

Any online Matches played as part of the VCT and the Leagues will be hosted on servers selected by League Officials based on ping for computers within the applicable Hub City.

4.6.5. Start of Map Selection Process.

For the first Match of the day, the map selection process will begin at least sixty (60) minutes prior to the start of map one (1). For all other Matches, the map selection process will begin upon arrival of the Teams at the event venue. Under no circumstances may a map be played twice in one Match unless all other available maps have been played.

4.6.6. Map Pool.

The map pool consists of seven (7) maps. The full map pool will be listed in the event-specific ruleset for each event.

4.6.7. Map Selection Process for Best-of-One Matches.

The better-seeded team will decide if they are either 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. When instructed in the map selection process, the Team must ban a map and cannot choose to skip the map ban. Team A starts the process and the map for the Match will be selected according to the following procedure:

- 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 bans 1 map
- Map 7 is only map remaining
- Team A picks side

4.6.8. Map Selection Process for Best-of-Three Matches.

The better-seeded team will decide if they are either 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. When instructed in the map selection process, the Team must ban a map and cannot choose to skip the map ban. Team A starts the process and the map for the Match will be selected according to the following procedure:

- Team A bans one map
- Team B bans one 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 one map
- Team B bans one map
- Map 3 is only map remaining
- Team A picks side for map 3

4.6.9. Map Selection Process for Best-of-Five Matches.

The better-seeded team will decide if they are either 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. When instructed in the map selection process, the Team must ban a map and cannot choose to skip the map ban. Team A starts the process and the map for the Match will be selected according to the following procedure:

- Team A bans one map
- Team B bans one 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 picks map 3
- Team B picks side for map 3
- Team B picks map 4

- Team A picks side for map 4
- Map 5 is only map remaining
- Team B picks side for map 5

4.6.10. Map Selection Process for Double Elimination Grand-Finals.

The upper bracket team will decide if they are either Team A or Team B. When instructed in the map selection process, the Team must ban a map and cannot choose to skip the map ban. Map picks and bans for the Match will be selected according to the following procedure:

- Upper bracket Team bans two maps
- 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 picks map 3
- Team B picks side for map 3
- Team B picks map 4
- Team A picks side for map 4
- Map 5 is only map remaining
- Team B picks side for map 5

4.6.11. Start of Agent Selection Process.

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 League Official 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 League Official after the timer has expired, the Agent Select process will not be restarted and the player will be required to play through.

4.6.12. Match Start After Agent and Map Selection.

A Match will start immediately after the agent/map Selection process is complete, unless otherwise stated by a League Official. Players are not allowed

to quit a map during the time between the completion of picks/bans and map launch, also known as “Free Time.”

4.6.13. Controlled Match Start.

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

4.6.14. 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 on Match start, the Match must be immediately paused until all ten players are connected to the Match.

4.6.15. 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 League Officials.

4.6.16. Substitutions during Tournament Play.

For Matches involving more than one map (i.e., a best-of-three or best-of-five Match), a Team may replace their then-current starters with substitutes from the Team’s Active Roster in between maps, provided that the Team informs the opposing Team and receives approval from the referees of such substitution no later than two (2) minutes after the conclusion of the previous game. 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 Active Roster. Any substitutions must result in the Team having an eligible roster.

Once a Team decides to use a substitution, the substitute player must immediately enter the Match Area and complete the setup process, as outlined in **Section 4.5.3.**, within seven (7) minutes.

5. Post-Match Process

5.1. Post-Match Process

5.1.1. Results.

League Officials will confirm and record the Match result.

5.1.2. Tech Notes.

Players will identify any technical issues with League Officials.

5.1.3. Between Maps.

League Officials will inform players of the remaining amount of time before the next map in the Match, if applicable. The standard time for transition in between maps is seven (7) minutes from the time of the last map's Round until players are required in their seats for the next map. The next map, if applicable, will commence as soon as both Teams have confirmed to a League Official that all players are ready to play and, at LAN events, in their seats.

For LAN Matches, during the transition time between maps, players are allowed to move between the Match Area, the Team huddle room, and the Team's designated restroom. Players are not allowed to move to any other location that has not been specifically authorized by League Officials for use during the transition time.

5.1.4. Between Matches.

Teams must be ready to enter the Match Area within five (5) minutes of the conclusion of the previous Match, and begin the setup process. The next Match will commence as soon as both Teams have confirmed to a League Official that all players are ready to play.

5.1.5. Post-Match Obligations.

Players will be informed of any post-Match obligations, including, but not limited to, media appearances, interviews, or further discussion of any Match matters. Players are required to perform these post-Match obligations.

5.1.6. 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-1 Matches, 2-0 for best-of-three Matches, 3-0 for best-of-five Matches). All forfeited map results will be reported as a 13-0. No other statistics will be recorded for forfeited Matches.

5.1.7. Tie-breakers.

VCT and League events that include formats where ties may occur between Teams shall use the following tie-breaker process to determine who advances.

Head-to-Head Tie-Breaker Process:

- (1) Head-to-head Match score.
- (2) Head-to-head map differential.
- (3) Head-to-head round differential.
- (4) Split/event map differential.

(5) Split/event round differential.

3-Way Tie-Breaker Process:

- (1) Head-to-head for all three teams
 - (a) Team with a two matchup head-to-head advantage automatically receives first of the group. Tie-breakers for the remaining two teams are determined using the above head-to-head tie-breaker process.
 - (b) If no team has a two matchup head-to-head advantage (i.e., all Teams are 1-1 head-to-head), then proceed to step (2) of the 3-way tie-breaker process.
- (2) Total split/event map differential.
- (3) Total split/event round differential.
- (4) Bo1 Match is held for a tie-breaker.
 - (a) The Bo1 Match will be implemented at the discretion of League Officials. An alternative process may be implemented on a case-by-case basis.

6. Pauses

6.1. Timeouts

Teams are allowed to call timeouts of sixty (60) seconds in duration (“**Timeouts**”) two times per map during the first 24 rounds of the map (“**Regulation**”), at any time not limited by half. The sixty second clock will begin when both Teams’ Match Coaches are connected and able to communicate with their players. In the event of overtime, each team will be granted one Timeout to use for overtime. Unused Timeouts from Regulation will not carry over to overtime.

6.1.1. Timeout Protocol

Communication will be limited to players and coaches. All Timeouts must be taken within the first twenty (20) seconds of a Buy Phase. Any Timeout taken after twenty seconds will be deferred to the next round, unless the next round is after the end of the half or the end of regulation, in which case the Timeout will be spent with no additional time given.

Players are not allowed to leave the Match Area at any time during a Timeout.

6.1.2. Timeout Agent Control

During a Timeout, headsets have to stay on and players are prohibited from controlling their agent (i.e., players can not move or use utility during a Timeout).

6.2. Technical Pauses

6.2.1. Technical Pauses Categories

- Suspension of Play (Expected delay: Greater than 10 minutes)

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.

- Equipment Check (Expected delay: 3-5 minutes)

Examples: mouse battery died, peripheral stopped working, audio became bugged, settings suddenly reset, etc.

6.2.2. Technical Pause Protocol

If a player has a problem that prevents the player from continuing play, the player must notify League Officials and request a technical pause. The player must announce the reason when requesting a technical pause, and the Head Referee will pause the game if the reason is determined to be valid. Player's are not allowed to initiate a technical pause in-game on their own.

If a player uses the in-game function to initiate a technical pause, the player's Team may be sanctioned for delay of game.

Players are not allowed to leave the Match Area at any time during a technical pause.

6.2.3. Technical Pause Agent Control

During a technical pause, headsets have to stay on and players are prohibited from controlling their agent (i.e., players can not move or use utility during a Timeout). Any form of communication including but not limited to text and voice communication between players and coaches is forbidden during a technical pause, unless instructed to do so by a League Official.

6.2.4. Invalid Technical Pauses

Technical pauses will not be granted for the following non-exhaustive reasons:

- Accidentally hitting power button of monitor;
- Minor audio adjustments; or
- In-ear headphone adjustments.

6.3. Player Emergency Pause

6.3.1. Player Emergency Protocol.

Teams will be granted a maximum of one (1) pause for an emergency situation (“**Player Emergency Pause**”) per map in a Match for a maximum aggregate total of ten (10) minutes across the Match. If a Team requires more than ten (10) minutes of Player Emergency Pauses, then the players using the Player Emergency Pause will become ineligible to continue play and must be substituted.

If the Team is unable to field a full five (5) players, the team shall forfeit the Match unless a League Official, in his/her discretion, determines that victory in the Match shall be awarded to one of the Teams. Teams that misuse the Player Emergency Pause for non-emergencies will be sanctioned.

6.3.2. Illness, Injury, or Disability.

Minor player illness, injury, or disability is not an acceptable reason for a Player Emergency Pause. Players may inform League Officials prior to the start of a Match to reserve the right to use the Player Emergency Pause. League Officials may grant a Player Emergency Pause during the Match in order to evaluate the issue and to determine whether the player is ready, willing, and able to continue playing.

7. Bugs

7.1. Types of Bugs

A bug is an error, flaw, or fault in the Game that produces an incorrect, unintended, or unexpected result. Bug classification will be communicated via the Esports Bug List shared with each patch.

7.1.1. Play Through Bug

A “**Play Through Bug**” is defined as 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.

All Play Through Bugs are not eligible to be challenged for evaluation according to the process in Section 9.

7.1.2. Major Bugs

A “**Major Bug**” is defined as a bug that has the potential to significantly impact a player’s ability to compete in the game, significantly alters game stats or gameplay mechanics, and has no reasonable mitigation steps. The determination of impact will be at the sole discretion of League Officials.

Major Bugs are eligible to be challenged for evaluation according to the process in Section 9.

7.1.3. Unknown Bugs

An “**Unknown Bug**” is defined as a bug that is not on the Esports Bug List shared with the current patch.

Any unknown bugs that significantly impacts a player’s ability to compete in the game, significantly alters game stats or gameplay mechanics, and has no reasonable mitigation steps, is eligible to be challenged for evaluation according to the process in Section 9.

7.1.4. Game Breaking Bugs

A “**Game Breaking Bug**” is defined as a bug whose occurrence undermines the competitive integrity of a round as a whole, and causes the outcome of the round to become undeterminable. Any bugs that fall within this category will be explicitly listed in the Esports Bug List shared with each patch.

7.2. League Official Initiated Round Rollback

7.2.1. Pre-Damage

If, at the time that a bug occurs in a round, no damage has been directly caused by any player to an opponent in the round, then League Officials may initiate a round rollback for bugs that impact a player’s ability to compete in the game for reasons outside of the player’s control.

7.2.2. Post-Damage

If, at the time that a bug occurs in a round, damage has already been directly caused by a player to an opponent in the round, then League Officials will not initiate a round rollback outside of the Challenge process defined in Section 9.

7.2.3. Round Rollback for Game Breaking Bugs

If a Game Breaking Bug occurs at any time during a round, League Officials will initiate a round rollback to restore the game to the start of the round.

8. Exploit Adjudication

A player-caused 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, as outlined below.

8.1. Agent Specific Exploits

Non-limiting examples of “Agent Specific Exploits” are detailed in the Esports Bug List. Any use of a bug or exploit specifically listed in the Esports Bug List, or covered under a blanket prohibition will be considered a violation of these rules.

8.1.1. Cypher

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

8.1.2. General Agent Utility Rule

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 map boundaries while potentially providing any useful information or advantage at any point. Areas that are within map boundaries 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 League 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 map boundaries, 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 KAYO's ZERO/POINT ability with League Officials prior to usage if the Team is unsure whether that usage complies with this special exception rule.

8.1.3. Agent Character Model Boosting

Players are prohibited from using another agent's character model to boost to a location out of intended jumping range.

8.2. Assessment of Penalties

When assessing the appropriate penalty, League Officials shall take into account the past punishments for the same or similar situation, exploit classification, prior communication, impact, and intent. The following questions and assessments shall be considered by League Officials in each category to apply appropriate penalties.

8.2.1. Exploit Classification

- Is the exploit on the Esports Bug List, and how is it classified?
- If the exploit isn't in the Esports Bug List, is it similar enough to another that a reasonable person would assume that the classification would be the same?
- If the exploit isn't in the Esports Bug List and isn't similar to another known exploit, League Officials should use the other criteria to help inform any action.

8.2.2. Prior Communication

- Has the Esports Bug List been shared with the team and/or player?
- Was the Esports Bug List for the patch version designated by the League Officials for the event shared within a reasonable timeframe for them to inform themselves and make necessary adjustments?
- If the Esports Bug List hasn't been communicated at all or in a reasonable timeframe, this should be a mitigating factor.

8.2.3. Impact

- What impact did the exploit have on the round and/or outcome of the map - e.g., Damage dealt, info gained (vision, sound etc.), prevented opponents actions (bomb defusal/plant).
- What impact could this exploit have on the perception of the sport? Could it bring the sport into disrepute?

8.2.4. Intent

- How hard is it to use the exploit accidentally? Does it require a specific set of actions that don't occur in the normal course of play?
- Has the player or Team received penalties for the same exploit in the past?
- Did the player or Team discuss usage in voice comms?

- Did the player or Team notify a referee immediately after the exploit had occurred?

8.3. Types of Penalties

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

8.3.1. Warning

League Officials may issue warnings for a low impact first offense in order to prevent widespread usage of low impact exploits.

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.

8.3.2. Round Rollback

League Officials may perform a round rollback when an exploit has had a significant impact on the outcome of the round, but the intent of the player that performed the exploit cannot be determined, or for low impact second offenses.

Round rollbacks may be used for unintended exploits that give a competitive advantage. League Officials shall evaluate the intent of the player that performed the exploit on a case by case basis. If a player contacts an official immediately after the unintended exploit occurs, then League Officials shall consider issuing a round rollback.

Round rollbacks may also be issued for a major exploit that impacts the integrity of the round, but is not the fault of any player or coach.

8.3.3. Round Loss

League Officials may issue a round loss when an exploit has a significant impact on the outcome of the round, and League Officials have determined that the player or team intended to perform the exploit. Round losses may also be issued if a round rollback threshold has been exceeded, as determined by League Officials.

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 issued for intended exploits that give a competitive advantage. Intent will be assessed by League Officials. If the exploit is listed on the current Esports Bug List given to Teams in a reasonable timeframe, the exploit will automatically be classified as an intended exploit if considered egregious.

8.3.4. Map Forfeit Loss

League Officials may issue 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 League Officials.

8.3.5. Match Forfeit Loss

League Officials may issue a forfeit loss for a Match when the actions of the Team Personnel of one of the participating Teams has irreversibly undermined the competitive integrity of the Match, including, but not limited to, cheating and match fixing. League Officials may issue a forfeit loss for a Match where one of the Teams used an exploit that would have resulted in a map forfeit loss, but was not caught until the Match had already concluded, and no reasonable mitigation steps are available.

8.4. Finality of Judgment on Bug and Exploit Adjudication

League Officials have the right to assess and make final calls on all exploit decisions. All decisions regarding the interpretation of this Section 8 lie solely with the League Officials; such decisions are final, cannot be appealed, and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

9. Challenge

A request for an official review (“**Challenge**”) for one of the following categories of issues that occurred during a round. A successful Challenge will result in action depending on the severity of the issue.

The following categories of issues are eligible for challenge by a Team:

- Major Bugs
- Any unknown bugs that are not on the Esports Bug List
- Exploits

9.1. Requesting Challenge

Only the Match Coach of a Team may request a Challenge. All Challenges must be taken within the first twenty (20) seconds of a Buy Phase of the round immediately subsequent to the impacted round. Challenges may not be requested for rounds other than the immediately preceding round.

In order to use a Challenge, the Team must have at least one (1) remaining Timeout for the map. If the Team does not have any remaining Timeouts, the Team may not request a Challenge. If a Challenge is made when the Team does not have any Timeouts, the Challenge will not be granted and the Team may be subject to sanction if a delay of game is caused.

9.2. Challenges Per Map

Teams are given one (1) Challenge per map of a Match. Challenges do not carry over to subsequent maps in a Match.

9.3. Official Review

League Officials will review the preceding round to determine whether any event in the round falls into one of the Challenge eligible issues. During the official review, League Officials may instruct players and/or coaches to provide details regarding the issue under review. League Official decisions with respect to the official review of an issue cannot be appealed.

9.4. Successful Challenge

A Challenge is successful if the issue is determined to be a Challenge eligible issue. If the Challenge is successful, League Officials will take action depending on the severity of the issue, which may include, but is not limited to, no action taken, a round rollback, a round forfeit, and a map forfeit. The Team will retain their Challenge and the staked Timeout.

9.5. Unsuccessful Challenge

A Challenge is unsuccessful if the issue is determined to not be a Challenge eligible issue. If the Challenge is unsuccessful, the Team's one Challenge for the map and one of the Team's remaining Timeouts for the map are consumed.

9.6. Game Pause for Challenge

During a Challenge the game will be paused. Headsets have to stay on and players are prohibited from controlling their agent (i.e., players can not move or use utility during a Challenge pause). Any form of communication including but not limited to text and voice communication between players and coaches is forbidden during a Challenge pause, unless instructed to do so by a League Official.

10. Crashes and Interruptions of Gameplay

10.1. Discontinuity of Gameplay

If a Match is interrupted for reasons beyond the control of the players (e.g., server crash, internet outage, power outage, DDOS, etc.), the League Official will restore the round using the in-game round restore feature to the beginning of the most recent round.

10.2. Individual Player Gameplay Interruptions

Matches will not be stopped and rounds will not be restored or replayed in cases where the issue is clearly a player's fault (e.g., mis-buying a weapon, alt-tabbing, turning off monitor, etc.).

10.2.1. Transient Interruptions

Rounds will not be replayed due to issues that cause a short-term interruption in gameplay that does not persist for the remainder of the round (e.g., alt-tab, client minimization, transient packet loss, transient networking issues, etc.). If multiple players experience transient interruptions to gameplay in the same round for reasons beyond their control, League Officials may, at their discretion, determine that a discontinuity of gameplay has occurred.

10.2.2. Multiple Player Crash/Interruption of Gameplay

If two or more players in a round of a Match have an issue that causes an interruption to the gameplay that prevents those players from playing out the round for reasons beyond their control (e.g., client crash, computer crash, internet outage, power outage, etc.), League Officials will restore the round using the in-game round restore feature to the beginning of the most recent round.

Interruptions to gameplay that occur after a player's agent has been eliminated will not count.

10.2.3. Single Player Crash/Interruption of Gameplay

If only a single player in a round of a Match has an issue that causes an interruption to the gameplay that prevents the player from playing out the round (e.g., client crash, computer crash, internet outage, power outage, etc.), League Officials may restore the round using the in-game round restore feature to the beginning of the most recent round in the following scenario:

- All of the following conditions are met: (a) issue occurred during the first minute of the round, (b) issue occurred before any damage was caused to any player's agent by the opposing Team, and (c) the referee was immediately notified.

Interruptions to gameplay that occur after a player's agent has been eliminated from the round will not be considered.

11. Disciplinary Regulations

11.1. General Obligations.

Team Personnel must at all times observe the highest standards of personal integrity and sporting conduct. All Team Personnel are required to behave in a respectful and professional manner in all interactions with other competitors, referees, tournament administrators, the media, sponsors, fans and other persons.

11.2. Disciplinary Actions.

(1) The following Disciplinary Actions may be imposed:

- a. warning;
- b. fine;
- c. loss of timeouts;
- d. disqualification;
- e. map or Match forfeit;
- f. suspension for a specified number of Matches or period of time;
- g. mandatory educational training.

(2) The type and extent of the Disciplinary Actions that may be imposed is based on the specific circumstances of each case, taking into account the gravity of the offense, as well as aggravating and mitigating circumstances.

(3) Repeated violations or infractions may be considered as aggravating circumstances and may be subject to escalating sanctions.

(4) Multiple measures may be used in combination for a single breach where the circumstances warrant it.

(5) Violations are subject to action, whether or not they were committed intentionally or as part of a joke, a stunt, or some form of social media performance.

(6) Attempts to commit such offenses or infringements are also subject to sanction.

11.3. Applicability.

All Team Personnel participating in or attending an official competition of the VCT and its respective Leagues are subject to these disciplinary regulations.

11.4. Match Operations Regulations

11.4.1. Scope of Application

Cooperation with referees and League Officials is critical for the smooth delivery of a competitive event. For example, non-compliant behavior includes, but is not limited to, refusal to promptly follow Match lobby instructions, failure to adhere to the Match schedule, failure to promptly carry out instructions, tardiness in entering the Team Ready State or any other behavior that may cause delays to the scheduled broadcast.

These Match Operations Regulations apply to all Matches of official competition of the VCT. These Match Operations Regulations apply for the duration of a Match, between the start of pre-Match setup (Section 4.5.) and the end of post-Match obligations (Section 5.1.5.).

11.4.2. Regulatory Authority

All decisions regarding Match Operations Regulations lie solely with the Match Operations Lead. Match Operations Lead decisions with respect to these regulations are final and cannot be appealed.

The Head Referee and Stage Referees will inform the Team of the Match Operations Lead decision.

11.4.3. Delay of Game

Teams may be sanctioned for delay of game according to the following penalty schedule. League Officials have the right to assess and make final calls on all delay of game decisions. League Official decisions with respect to delay of game sanctions cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

The following penalty schedule may be taken into consideration by the Match Operations Lead when rendering a decision.

Delay of Game Count Per Match	Penalty
1	Warning
2-4	Loss of Timeout + Fine
5	Map Forfeit

The penalty schedule does not exclude the competence of the Match Operations Lead to render decisions on a case-by-case basis in light of the particular circumstances of each case.

Fines may be increased per each additional case of repetition.

11.4.4. Non-Compliance

Players, coaches, and other Team Personnel must cooperate with League Officials and comply with instructions in a prompt and timely manner. Failure to cooperate with instructions from referees or other League Officials during a live Match may be sanctioned with delay of game in addition to other Disciplinary Actions.

11.5. Team Personnel Behavior Regulations

11.5.1. Scope of Application

League Officials, event security, team handler staff, and other competition staff working in an official capacity, hold a position of trust within the League Entity, and play a critical role in the operation of the competition. Therefore, any unprofessional or hostile behavior toward competition staff, or refusal to comply with reasonable instructions from competition staff will result in Disciplinary Action.

Team Personnel behavior regulations apply to all official competitions of the VCT and its respective Leagues. Team Personnel behavior regulations apply during any interactions between Team Personnel and any staff working in an official capacity for a competition of the VCT.

During an International Competition held as part of the VCT, Team Personnel behavior regulations apply on all competition grounds, including the event venue, event hotel, party venue, feature sites, and all other official locations designated by the League Entity and/or Riot.

11.5.2. Regulatory Authority

All decisions regarding these Team Personnel behavior regulations lie solely with the Compliance Lead, the decisions of which are final. Compliance Lead decisions with respect to these regulations cannot be appealed.

11.5.3. Unprofessional or Hostile Behavior

The following behaviors will be considered a breach of these Team Personnel behavior regulations.

- Unprofessional Behavior: Any behavior that impedes the smooth running of the competition, or impedes competition staff from performing in their official capacity at the competition.
- Hostile Behavior: Any behavior that is considered or can be considered as aggressive or rude. For example, such behavior includes, but is not limited to, yelling at competition staff, being belligerent with competition staff, or refusing to cooperate with competition staff.
- Non-compliance with Instructions: Players, coaches, and other Team Personnel must comply with instructions from League Officials. Reasonable discussion regarding an instruction is allowed. However, Team Personnel must cooperate with League Officials in the execution of those instructions.

11.5.4. Excluded Behavior

Behaviors that are generally considered unethical in nature or breaches of other Riot esports regulations shall not be additionally sanctioned under these Team Personnel behavior regulations.

12. Travel and Expenses

For the required five (5) starters, one (1) substitute, one (1) Head Coach, and one (1) team manager per Team who have earned the right to participate in International Competitions held as part of the VCT, the League Entity will provide (a) reasonable travel, accommodation and meals while they compete at such events. Reimbursement for reasonable travel, accommodation and meals while they compete at such events must be approved by League Entity. Players who qualify to compete in any International Competitions held as part of the VCT must have all necessary visas, passports or other travel documents for travel to the city where the events are held, and agree to comply with any health and safety requirements established by the League Entity and/or Applicable Law. Players under the age of majority under applicable law may be required to travel with a parent or legal guardian. In such cases, the League Entity *may* also provide a single parent or guardian for each player under the age of majority with reasonable travel, accommodation and meals or reimbursement for the foregoing while such player competes at the International Competition held as part of the VCT.

13. Construction, Amendments and Other General Provisions

13.1. Priority and Conflicts.

In the event of a conflict between (a) any term of this Competition Ruleset and the terms of a Team Participation Agreement, or (b) any term of this Competition Ruleset and the terms of a Guidance Document, the League Entity, in its sole discretion, shall determine the terms that shall govern and prevail. Any remedies set forth in this Competition Ruleset or a Guidance Document shall be in addition to, and shall not supersede, any remedies set forth a Team Participation Agreement.

13.2. Amendments to the Competition Ruleset.

Pursuant to terms of the Team Participation Agreement, this Competition Ruleset may be amended, modified, updated or supplemented by the League Entity from time to time, provided that no such amendment, modification, update or supplement will have the effect of amending, canceling, superseding or modifying any material term of a Team Participation Agreement. The League Entity may discuss material proposed amendments, modifications, updates or supplements to this Competition Ruleset with Teams, it being understood that the League Entity retains the authority to amend, modify, update or supplement this Competition Ruleset without engaging in any such discussions.

13.3. Consents and Approvals.

Whenever this Competition Ruleset grants, confers or reserves to the League Entity the right to take action, refrain from taking action, grant or withhold its consent or grant or withhold its approval or make any other determination, unless the provision specifically states otherwise, the League Entity 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 the League Entity, the VCT, the Leagues, VALORANT and the other League Group members. If any of the foregoing activities or decisions are supported by the League Entity's business judgment, then a court, judge, tribunal or arbitrator reviewing those activities or decisions will not substitute its/his/her own judgment for the League Entity's judgment.

13.4. Construction.

For purposes of this Competition Ruleset, (a) the words "include," "includes" and "including" shall be deemed to be followed by the words "without limitation"; and (b) the words "herein," "hereof," "hereby," "hereto" and "hereunder" refer to this Competition Ruleset as a whole. Unless the context otherwise requires, (i) references herein: (A) to sections, schedules and exhibits mean the sections of, and schedules and

exhibits attached to, this Competition Ruleset; (B) to an agreement, instrument or other document means such agreement, instrument or other document as amended, supplemented and modified from time to time to the extent permitted by the provisions thereof; (C) to a statute means such statute as amended from time to time and includes any successor legislation thereto and any regulations promulgated thereunder; and (ii) the singular includes the plural, the plural includes the singular, the use of any gender is applicable to all genders and the word “or” has the inclusive meaning represented by the phrase “and/or”.

14. Change Log

Date	Section	Previous Language	Updated Language
March 23, 2023	9.	Any unknown bug that significantly impacts a player’s ability to compete in the game, significantly alters game stats or gameplay mechanics, and has no reasonable mitigation steps	Any unknown bugs that are not on the Esports Bug List
	9.4	If the Challenge is successful, League Officials will take action depending on the severity of the issue, which may include, but is not limited to, a round rollback, a round forfeit, and a map forfeit. The Team’s one Challenge for the map is consumed.	A Challenge is successful if the issue is determined to be a Challenge eligible issue. If the Challenge is successful, League Officials will take action depending on the severity of the issue, which may include, but is not limited to, no action taken, a round rollback, a round forfeit, and a map forfeit. The Team will retain their Challenge and the staked Timeout.
	9.5	If the Challenge is unsuccessful, the Team’s one Challenge for the map and one of the Team’s remaining Timeouts for the map are consumed.	A Challenge is unsuccessful if the issue is determined to not be a Challenge eligible issue. If the Challenge is unsuccessful, the Team’s one Challenge for the map and one of the Team’s remaining Timeouts for the map are consumed.
April 3rd, 2023	6.1	Teams are allowed to call timeouts of sixty (60) seconds in duration	Teams are allowed to call timeouts of sixty (60) seconds in duration

		<p>(“Timeouts”) two times per map, at any time not limited by half. The sixty second clock will begin when both Teams’ Match Coaches are connected and able to communicate with their players. In the event of overtime, each team will be granted an additional Timeout.</p>	<p>(“Timeouts”) two times per map during the first 24 rounds of the map (“Regulation”), at any time not limited by half. The sixty second clock will begin when both Teams’ Match Coaches are connected and able to communicate with their players. In the event of overtime, each team will be granted one Timeout to use for overtime. Unused Timeouts from Regulation will not carry over to overtime.</p>
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Exhibit 1 to VALORANT Official Competition Ruleset

COVID-19 Control and Prevention Policy

Last Updated: February 24, 2023

This COVID-19 Control and Prevent Policy (the “**COVID-19 Policy**”) has been implemented to protect the health and safety of participants, tournament staff, and fans at LAN events of the VCT and the Leagues.

League Entity reserves the right to apply this COVID-19 Policy and make decisions under it based on its own business judgment, taking into consideration its assessment of the best interests of League Entity and Riot, and the short and long term interests of the VCT, the Leagues, and the fans of the game. A decision by League Entity to grant or withhold its consent or make any other determination under this COVID-19 Policy does not create a precedent that League Entity is required to follow in any subsequent situation.

This COVID-19 Policy is incorporated into the Competition Ruleset and made applicable to, and legally binding on, all Owners of a Team that competes in the VCT. Any violation of this Policy is a violation of the Rules by both the Team and the Owners of the Team.

1. COVID-19 Specific Health Inspection

League Officials will have the right (prior to allowing any player or other Team Personnel to enter the venue) to further check such person’s health using the following non-limiting steps: a polymerase chain reaction (PCR) test for COVID-19 within 72 hours prior to travel to a LAN event, a PCR test upon landing in location of the LAN event, a quarantine regardless of vaccination status, a daily antigen test, a weekly PCR test, and a PCR test within 48 hours prior to departure from the location of the LAN event. The League Officials will have the right to add additional steps to check the health of each player to secure the safety of the LAN event. If applicable law requires any additional or different health inspection procedures related to COVID-19, League Officials will have full authority to implement those procedures, and all Team Personnel will cooperate with League Officials in the implementation of those procedures.

2. Health and Safety Procedures

In order to protect the health and safety of the participants and staff of the VALORANT events, the League Entity may, at their sole discretion, implement additional disease control and prevention procedures. These additional disease control and prevention procedures may include, but are not limited to, a mask mandate for the duration of the LAN event, prohibitions on in person gatherings, prohibitions on outside guests, and other disease control and prevention procedures. All Team Personnel will cooperate with League Officials in the implementation of those procedures.

3. COVID-19 Isolation Rooms

In the event that any players in a scheduled Match return a positive result for COVID-19, but feel well enough to compete and choose to play, the affected players will play the scheduled Match on a LAN network built in the isolation facilities. The individuals who tested positive will participate from isolated rooms while their teammates and the opposing Team will compete from the venue of the event.

Other Team Personnel:

Isolation facilities will not be provided for Team Personnel that are not players or the Head Coach.

General illnesses:

The COVID-19 isolation facilities are provided specifically for the control and prevention of COVID -19. These facilities will not be available for other illnesses.