

# VALORANT

## FALL 2021 - RULES [DRAFT]



1. PLATFORM: PC only
2. SERIES LENGTHS
  - a. Game: A single competition between two teams each with 5 players (5v5).
  - b. Match: Point accumulation series of 2 games (best of 3 for postseason).
3. PRE-MATCH
  - a. Communication
    - i. All team to team communication must take place in the appropriate MiHSEF Discord channel.
    - ii. There should be no in-game text or voice communication between teams.
    - iii. A team that has not responded to discord messages or in-game invites by 15 minutes following the game start time will automatically forfeit the match.
  - b. The higher seeded team will create the lobby, pick the first map and invite the captain of the opposing team. (Club)
  - c. There will be a team designated to create the lobby, pick the first map, and invite the captain of the opposing team in the match channel. (Varsity)
  - d. The lower seeded team will choose which side of the map they will start on for the first game.
  - e. The match settings to be used are as follows:
    - i. Lobby: Custom (closed)
    - ii. Mode: Standard
    - iii. Options
      1. Allow Cheats: Off
      2. Tournament Mode: On
      3. Overtime: Win by Two: On
    - iv. Server Region: US EAST
  - f. In the event incorrect players are present or incorrect settings are loaded in the lobby, the match should be stopped and reset. If a game is completed before realizing the error, the game results stand and the teams should continue to the next game.
  - g. Spectating
    - i. Each team is allowed spectators for coaching or streaming purposes under the condition that any spectator has no communication with any players in the game at any time.
      1. A 3 minute stream delay is required.
    - ii. A team caught abusing spectator mode will have their spectator rights revoked for all future matches in the season and other penalties may be enforced at the discretion of the Tournament Organizers.
4. GAMEPLAY
  - a. MAP SELECTION
    - i. The map for the first game in a match will be selected by the designated home/higher seeded team.
    - ii. The pick/ban phase will carry out as such:
      1. Home Team bans one map (or high seed)
      2. Away Team bans one map (or low seed)
      3. Home Team picks from the remaining maps for Game 1
      4. Away Team chooses their starting side for Game 1
      5. Away Team chooses from the remaining maps for Game 2
      6. Home Team chooses their starting side for Game 2
    - iii. Each map can be chosen only once during a match.

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### b. MAP POOL

- i. The following maps are permitted to play in official matches. Any reskinned/seasonal versions of these stages are prohibited from play in official matches.

Ascent

Split

Haven

Bind

Icebox

Breeze

- ii. Maps released after the start of the first scheduled match of the pre-season cannot be used in the regular season for 2 weeks after the public release date and time and are only eligible for post season matches if the map was eligible for regular season matches for 3 consecutive weeks.

### c. SCORING

#### i. Point Accumulation Series

##### 1. Points will be accumulated PER Match

- a. If a team wins both games, they receive 3 points.
- b. If the teams each win 1 game (resulting in a match tie):
  - i. The team with the majority of rounds won in the two games combined receives 2 points
  - ii. The team with the minority of rounds won in the two games combined receives 1 point.
  - iii. In the event that both teams have won the same number of round, the winner of Game 1 will receive 2 points, and the loser will receive 1 point.
- c. If a team loses both matches, they receive 0 points.
- d. A team that forfeits will receive penalty points.

#### ii. Best of Series

1. The team that wins the majority of games in the series wins the match.

## 5. STOPPAGE OF PLAY

### a. PLAYER DISCONNECTS

- i. Should a player disconnect from the game before the first round starts, the game may be restarted by request of either team.
- ii. Should a player disconnect from the server after the first round starts, that player will no longer be considered standing and the game will continue until completion.

- b. Each team has the right to pause a game once during a match for no longer than five minutes during the preparation phase of any round. If you do pause a game, inform the opposite team about your pause.
- c. Good faith restarts (a restart that is not required by the rules but is good sportsmanship) are allowed but both teams must use the exact same players and agents as the initial game, otherwise the restarted game will automatically count as the next game in the match.

## 6. RESTRICTIONS

- a. All agents, weapons, sprays, weapon skins and weapon buddies are allowed, except those that are currently either disabled in the competitive game mode or banned in the official Valorant tournament rules.
- b. Any intentional use, or attempted use, by a player of any bugs, exploits, game file modification or third party applications which would give an unfair advantage in the Game is strictly prohibited. MIHSEF will determine the

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bugs and exploits prohibited by this rule and whether a player has taken advantage of a bug or exploit in violation of this rule.

### 7. PLAYERS

- a. Each team's roster must consist of at least 5 players (more is strongly advised) and no more than 10 players.
- b. A player is allowed to represent only one team's roster in the same MiHSEF Valorant competition.
- c. Any number of players may be substituted between games (NOT rounds within a game) in a match as long as they are rostered and meet the requirements.
- d. Player Count: Both teams participating in a match must provide a minimum of 4 players (out of 5) at the beginning of the first game and 4 for each consecutive game. During a game, if a team should lose 2 or more players that have disconnected with the intention of no longer playing in the match at the same time, that team will forfeit the remainder of the game to the opposing team. If a team is unable to field the required number of players for additional games in the series, then they will forfeit the remainder of the match.