VCL

VALORANT CHALLENGER LEAGUE

SEASON 8 RULEBOOK

This is the Official Rule Book for Valorant Challenger League:

**These rules can be adjusted at any given time or have additions added to it as the tournament progresses.
**Valorant Challenger League does not represent and is <u>not</u> partnered with Riot Games, Inc. or VALORANT Esports.
**Any decision by VCL Staff is final, and they have the authority to make decisions outside of the rules if necessary.

1. **Eligibility**

   a. In order to compete in Valorant Challenger League there are rank requirements as this IS a low-elo Valorant Tournament.
   b. The official rank range is ***Iron 1 - Platinum 3.*** Ranking is determined by a player's peak <u>Previous Act Rank</u>. They must not be above Platinum 3 in their current and previous acts' peak rank.
   c. All accounts must have *at least 50 hours* between both competitive and unrated. (This can be reviewed and given special exceptions by messaging VCL's owner on discord: Mitch JS#4841)
   d. The Riot ID you play on during the official matches MUST be the one you signed up with on OP League.
   e. All players must have their Riot ID's and Discord names attached to their account in order to play in the tournament.
   f. Every player must be registered on OP League and be in the VCL discord.
   g. Every player must have their account on public mode and be available to see their Valorant tracker.gg accounts. This is how we verify ranks and hours, this is NOT optional.
   h. Once a staff member has verified all the players in the Team of their rank, and meeting all qualifications, *a player may be promoted above the rank limit during the tournament* but will not be able to play in the next tournament.

2. **Team Eligibility**

   a. All teams wishing to play must be signed up to the OP League website and meet the minimum of 5 players, with a maximum of 9 players per team.
   b. The team must be registered as a <u>(MAJOR TEAM)</u> in the OP League website.
   c. All teams must be registered on the OP League website before the end of the registration dates listed, this cannot be adjusted or changed.
   d. All team members must have their Riot account in good standing. This includes not being banned, chat banned, or restricted in any way due to toxicity, breaking game rules, or not complying with Riot's Code of Conduct.

3. **Competition Structure and Dates**

   a. All matches will consist of a "Best of 1" match in a single elimination bracket except for the Semi-Finals/Finals. The Semi-Finals and Finals matches will be a "Best of 3" match in a single elimination bracket.
   b. Brackets will be determined randomly.

c. The captain of each team may check in for their match 60 minutes before their scheduled match time up until the match officially starts. Failure to check in on OP League will result in disqualification.

d. Any team that checks in on time but fails to join the lobby 15 minutes after the scheduled match time will be disqualified.

e. Competitive matches will always be held on the weekends, our normal times are Saturday 7pm EST (4pm PST), and Sunday 6pm EST (3pm PST).

f. Competitive game times cannot be adjusted unless signed off on by a VCL "Server Manager" or higher ranked staff member.

4. **Gameplay Rules and Format**

a. During the match, players may use in-game party chat or their own private discord chat, chats *WILL NOT* be monitored by VCL.

b. Coaches must be placed into the "Attackers Coach or Defenders Coach" position.

c. Only Staff Members can be placed in the Observer section to prevent cheating and "screen sniping".

d. Game Mode: STANDARD

e. Server: The server will default to US Central (Texas), unless BOTH teams agree to utilizing a different NA server. If neither team can agree on utilizing another server it will default and stay on the US Central (Texas) server.

f. Maps are determined by map vetoes either on the OP League website or by utilizing https://www.mapban.gg/en .

g. Tournament mode must be enabled and cheats must be turned off.
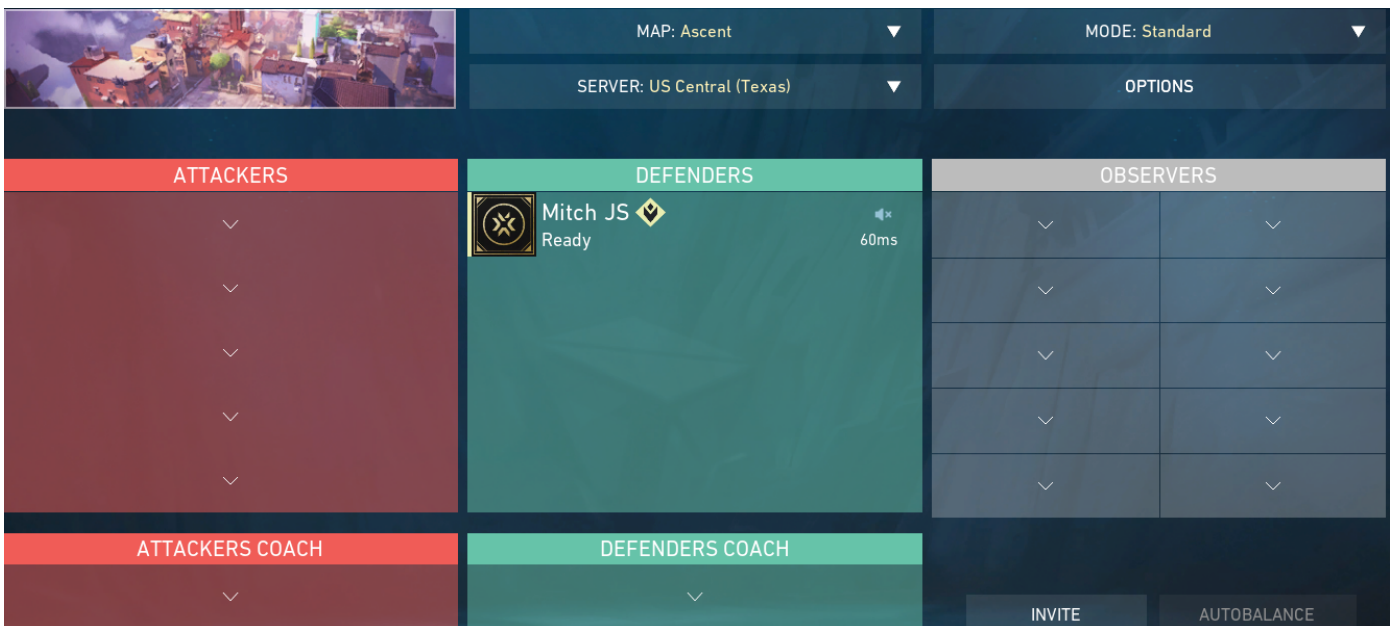
5. **Smurfing**

   a. Smurfing is a very serious issue and Valorant Challenger takes as many steps as possible to determine and catch smurfing players.
   b. Every player's statistics are analyzed by Valorant Challenger League staff members to look for inconsistencies or higher than usual results.
   c. If a smurfing player has been found on your team, the entire team is disqualified even if the player did not play. Your team will be eligible to play again in the next tournament but not the smurfing player.
   d. The staff of VCL can determine that a player is a smurf without providing reasoning or proof, this is normally decided based on statistics or the staff finding proof that the player is smurfing.

6. **Map Pool and Map Bans**

   a. *Map Pool:*
      i. Pearl
      ii. Bind
      iii. Ascent
      iv. Breeze
      v. Fracture
      vi. Haven
      vii. Icebox

   b. *Best of One Map Ban Example:*
      i. Team A bans 1 map
      ii. Team B bans 1 map
      iii. Team A bans 1 map
      iv. Team B bans 1 map
      v. Team A bans 1 map
      vi. Team B bans 1 map
      vii. Remaining map is Chosen, Team B decides to attack or defend

   c. *Best of Three Map Ban Example:*
      i. Team A bans 1 map
      ii. Team B bans 1 map
      iii. Team A bans 1 map
      iv. Team B bans 1 map
      v. Team A picks the first map
      vi. Team B picks the second map, and decides to attack or defend on first map
      vii. Team A decides to attack or defend on second map
      viii. Team B decides to attack or defend on third remaining map

7. **Player Conduct**

   a. During tournament matches, players should not use any form of bad manners known as "BM". Example: Saying "u suck", "ez", "u r throwing", early "gg" or any other form of degradation to the opposing team in (all) chat inside of your lobbies.
   b. If any team is partaking in this action, after two documented missteps that team will be placed in an automatic forfeit.
   c. Any team member who breaks Riot's code of conduct, which prohibits the use of sexism, racism, hate speech, targeted harassment, or any other behaviouir of discrimination, will be immeadiately disqualified from the tournament.
   d. To report a player for breaking tournament etiquette, please send a screenshot of the offending behavior to a tournament administrator.
   e. Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game, splitting a payout/prizes(s), or committing any other form of bracket manipulation. The TO reserves the right to deny payout of event winnings/prize(s) to any player suspected of colluding.
   f. All players will maintain a level of respect when experiencing issues or special circumstances that staff members are working on. Our final result may take some time so players must remain patient and respect the VCL staff's final decision.

8. **Prize Pools**

   a. Prize pools can be announced at any given time.
   b. Descriptions on these specific prize pools will be listed on OP League for that specific tournament.
   c. A VCL staff member will reach out to the winning team(s) owner/captain in order to pay out the prize that they have earned.
   d. All VCL prize pools will be paid out ONLY through an Electronic Funds Transfer through paypal.
   e. All payouts will be made as one transaction to the teams owner/leader. VCL will not distribute payouts to all individual members. It is up to the Team's Leader/Owner to do whatever they please with the funds, whether that is for personal use or distributing them to the rest of the team fairly.
   f. Once the transfer is made, VCL is no longer attached to the funds and has nothing to do with what they may be used for.
   g. It is not allowed for participants to bet on matches in their own competition. Betting against yourself (in team leagues: against your own team) will get you (in team leagues: your team) disqualified and the betting player(s) banned.
   h. *VCL reserves the right to withhold payout/prize(s) if any rules are violated or for any other reason.*