



## **Nexus Tournaments | Valorant**

*\*\*These rules can be adjusted at any given time or have additions added to it as the tournament progresses.*

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# ELIGIBILITY

## **Player Eligibility:**

1. The Riot ID you play on during the official matches **MUST** be the one you signed up with on the tournament site.
2. Captains must have their Riot ID's and Discord names attached to their account in order to play in the tournament. (Discord IDs can be given when registering)
3. Every player must be registered on the tournament site and be in the Nexus discord.
  - a. During the tournament, we will have a staff member in our help desk channel in our discord. If a staff member is not present, you can utilize our ticket system or ping admins using the "Call Admin" button on OPLLeague. Discord should be your main form of contact for any issues though.
4. Only registered team members playing under their own account are allowed to play for a team.

## **Coaches:**

1. Coaches are allowed as long as they are registered as a player on the team.
2. Coaches are also allowed to play since they are recognized as a member of the team.
3. Coaches are not allowed to talk during the live rounds nor pre-rounds.
  - a. Coaches can only communicate with the players before the map starts, during tactical timeouts, and between maps.
  - b. Coaches are not allowed to talk during technical pauses.

## **Team Eligibility:**

1. All teams wishing to play must be signed up to the tournament website and meet the minimum of 5 players.
2. All teams must be registered on the tournament website before the end of the registration dates listed, this cannot be adjusted or changed.
3. 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.
4. If a team wishes to add a player to their roster they must add the player at least an hour before check-in time starts **(if they are enabled)** and **must inform a staff member otherwise the Nexus Staff can deny this player access to play.**

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# Competition Structure & Schedule

## Competition Structure:

1. All matches will consist of a "Best of 1" match in a single elimination bracket, with an exception for semi-finals(**In some cases this will be a BO1**) and finals.
2. Brackets and seeds will be determined randomly by utilizing the tournament's sites seeding feature.

## Schedule:

1. 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 will result in disqualification. **This is only if we've set a check-in which can be seen after signing up.** (We will notify team leaders in the discord about check-ins if they are enabled)
2. Any team that checks in on time but fails to join the lobby 15 minutes after the scheduled match time will be disqualified.
3. Matches can not be delayed for any reason unless the previous match ran for longer than planned.
  - a. If a team is having technical issues then it must be brought up to the staff team.
3. Competitive matches will always be held on the weekends. Check via the tournament site to confirm the days and times.
5. Competitive game times cannot be adjusted unless signed off on by a Nexus "Leadership" or higher ranked staff member.

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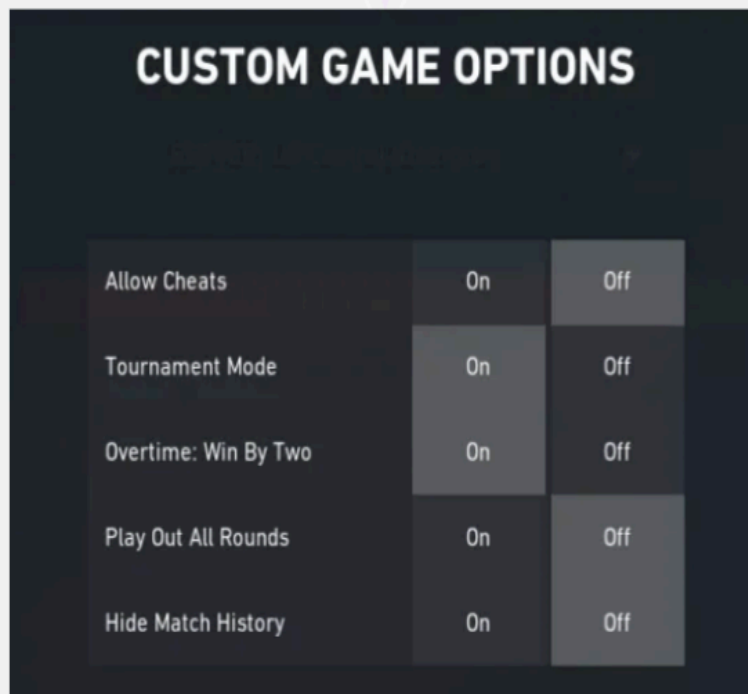
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# Match Settings

## Match Settings:

1. During the match, players may use in-game party chat or their own private discord chat, chats **WILL NOT** be monitored by Nexus.
  - a. Teams being streamed will be asked to use our discords.
2. Coaches must be placed into the "Attackers Coach or Defenders Coach" position. 3. Only Staff Members can be placed in the Observer section to prevent cheating and "screen sniping".
4. Game Mode: STANDARD
5. 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.
6. Tournament mode must be enabled and cheats must be turned off.
7. The host will be held accountable for any mistakes in regards to the settings of the match.
  - a. Should the host load an invalid rule set, the match will be halted and restarted. The results of any rounds performed in the wrong format will not be taken into account. If the match is played out, this will result in the disqualification of the host team. Players must report to the staff if any settings are wrong within the match. Come to staff with the proof of incorrect settings. **DO NOT CONTINUE WITH THE MATCH!**



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# Gameplay Rules

## Timeouts/Disconnects:

1. Tactical Timeouts: During each half of the game, each team is allowed one 1-minute tactical timeout. Maximum of two tactical timeouts each map, per side.
2. Technical timeouts will only be utilized when a player disconnects or has major technical problems. Please notify us of the problem if a technical timeout is used. Whether it be by using our tickets or joining the help desk voice chat. Coaches are not permitted to converse with their players during a technical timeout.
  - a. **Technical timeouts are not allowed to be called once the round starts. Only before a round starts may a technical timeout be used.**
3. Technical Timeout 1: 10 minutes maximum
4. Technical Timeout 2: 5 minutes maximum
5. A team that has spent all of its timeouts will not be granted another one, and depending on the administrator's decision and the nature of the problem, it may be forced to finish the game in 4v5.
6. Repeat technical issues from the same team may result in disqualification.

## Match Rules:

1. Team leaders will be in charge of inviting their players to the lobby at the beginning of the game.
  - a. In order to invite teams or players to the lobby, team captains will be in charge of distributing the captain's Riot ID and/or lobby code.
2. The leader of the lobby is not allowed to begin play before every member of both teams has joined the lobby. **(Unless a staff member has approved of the team playing with less than 5 members)**
3. In accordance with the match page, teams are required to take their positions on the correct side of the lobby.
  - a. **If teams fail to be on the correct side, they have until the end of the first round to call for a remake. Once round 2 starts, both teams must play out the match as it stands.**
  - b. **If the enemy team does not want to remake, take screenshots for proof and leave the lobby (Make sure we can see what round it is when the screenshot is taken). Create a ticket or join our help desk voice chat and we will deal with it. The enemy team will be disqualified for not following the rules. **DO NOT CONTINUE WITH THE MATCH!****
4. Access to the game lobby is restricted to players who have registered for the ongoing match. **(Coaches are not required to be registered)**

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# Map Pool & Map Bans

## Map Pool:

1. Map pooling will always align with the current competitive pool.
  - a. Breeze
  - b. Split
  - c. Ascent
  - d. Lotus
  - e. Sunset
  - f. Icebox
  - g. Bind

## Map Bans:

1. The team that bans first will be randomly decided by the site. All map bans will be done in your match on the site.
  - a. Best Of One Example
    - i. Team A - Ban 1 (Example: Ban Split)
    - ii. Team B - Ban 2 (Example: Ban Ascent)
    - iii. Team A - Ban 3 (Example: Ban Lotus)
    - iv. Team B - Ban 4 (Example: Ban Bind)
    - v. Team A - Ban 5 (Example: Ban Haven)
    - vi. Team B - Pick map out of remaining 2 maps
    - vii. Team A - Selects Side
  - b. Best Of Three Example
    - i. Team A - Ban 1 map
    - ii. Team B - Ban 1 map
    - iii. Team A - Pick Map 1
    - iv. Team B - Map 1 side selection
    - v. Team B - Pick Map 2
    - vi. Team A - Map 2 side selection
    - vii. Team A - Ban 1 map
    - viii. Team B - Ban 1 map
    - ix. Team A - Map 3 side selection

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# Player Conduct & Streaming

## **Player Conduct:**

1. 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.
2. If any team is partaking in this action, after two documented missteps that team will be placed in an automatic forfeit.
3. From the time a match begins, participants are prohibited from intentionally disconnecting from the game. If a participant or team disconnects intentionally after the game has started, the game will continue with the remaining players and will not be restarted.
  - a. A Team may request a match restart if the fairness of the game is seriously compromised by an issue outside of the players control.
  - b. All restart requests need to be flagged to the Staff team before a restart can be actioned. Evidence to support the request must be shared and the decision on the restart will be at the sole discretion of the Staff member.
4. Any team member who breaks Riot's code of conduct, which prohibits the use of sexism, racism, hate speech, targeted harassment, or any other behavior of discrimination, will be immediately disqualified from the tournament.
5. To report a player for breaking tournament etiquette, please send a screenshot of the offending behavior to a tournament administrator.
6. 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 T.O. reserves the right to deny payout of event winnings/prize(s) to any player suspected of colluding.
7. 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 Nexus staff's final decision.

## **Streaming:**

1. Live streaming of the event is allowed for content creators and participants. There are no limitations in this regard, but we advise giving the live stream at least a 2-minute delay. We won't be monitoring "Stream Sniping" since you can choose to add a delay at your discretion.

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# Prize Pools

## Prizing Distribution:

1. Prize pools can be announced at any given time.
2. Descriptions on these specific prize pools will be listed on the site used for that specific tournament.
3. A Nexus staff member will reach out to the winning team(s) owner/captain in order to find out whether the team wants to split the prize or send the payment to one person.
4. All Nexus prize pools will be paid out **ONLY** through Matcherino. Either an Electronic Funds Transfer through Paypal or bank transfer, no exceptions will ever be made.
5. The prizes are as stated only, Nexus will not pay out the cash value of the prizes as an alternative.
6. If funds cannot be transferred through PayPal or your bank, teams will need to speak with Matcherino's support team.
7. Once the transfer is made, Nexus nor Matcherino is no longer attached to the funds and has nothing to do with what they may be used for.
8. 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.
9. **Nexus reserves the right to withhold payout/prize(s) if any rules are violated or for any other reason.**

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