

READING GUIDE

1.1. Acceptance

1.1.1. By participating in Terry's Triple Trouble Tournament you hereby accept and agree to follow all Underpeel Policies and Event-Specific Rules in order to participate in any Underpeel Event.

1.1.1.1. **Failure to abide by these policies will result in the following [consequences](#).**

1.2. PLEASE READ ALL OF THE [Terry's Triple Trouble Rules](#)

1.2.1. The information provided in the overview is critical for everyone participating in the Underpeel to know and understand. This ensures that future tournaments and events can run as smoothly as possible, as well as to maintain a fun and safe team environment for everyone involved.

1.3. Use CTRL + F key words for future questions

1.3.1. Use headings on the left to skip to specific sections.

1.4. Questions?

1.4.1. Read the rulebook, ask your captain and ask other captains **BEFORE** pinging members of the UP team with your questions.

Terry's Triple Trouble Tournament RULEBOOK

2. Code of Conduct

2.1. Follow TOS

2.1.1. All participants in the Underpeel **MUST** follow the [Discord Community Guidelines](#).

2.1.2. All participants in the Underpeel **MUST** follow the [Riot TOS](#)

2.1.3. All participants in the Underpeel **MUST** follow the [Rules](#)

2.1.4. of the Underpeel Discord Server

2.1.5. All participants in the Underpeel **MUST** follow the [Inhouse Rules](#)

2.1.6. of the Underpeel Discord Server

2.2. ZERO TOXICITY

2.2.1. The Underpeel is a positive and safe environment for anyone to experience coordinated play. In order to maintain this environment we will uphold a **ZERO TOLERANCE** policy for any form of toxicity in and out of game. **Players doing any of the listed toxic behaviors will be penalized according to the found in [Consequences](#).**

2.2.2. Examples of toxic behavior listed below.

- 2.2.2.1. T-Bagging, Shooting Bodies, Unsportsmanlike behavior, Flaming, Toxic Chat behavior, etc.
- 2.2.2.2. Insulting, threatening, harassing, or offensive language.
- 2.2.2.3. Abusive language targeted at players based on their performance or otherwise.
- 2.2.2.4. Any kind of discrimination or hate speech. This includes targeting a player's race, ethnicity, religion, ability, sexual orientation, or gender identity.
- 2.2.2.5. Ruining the game for other players with in-game actions, such as quitting or throwing the game.
- 2.2.2.6. Provoking conflict, hostility, or arguments in an attempt to derail or distract from gameplay.
- 2.2.2.7. Inappropriate in-game names, including (but not limited to) content that is lewd, demeaning, or derogatory.

2.3. Be Respectful

- 2.3.1. Treat others the way you want to be treated in and out of the game.

2.4. Competitive Integrity

- 2.4.1. All Teams and Team Members are expected to compete to the best of their skill and ability at all times in any Underpeel Event.
 - 2.4.1.1. No Stream Sniping, using cheats, throwing, win trading, concealing your true rank during registration, etc.
 - 2.4.1.2. Players found guilty of infringing on the competitive integrity of Underpeel Matches will result in their immediate ban from the Underpeel Sever.

2.5. Show up on time

- 2.5.1. In order for Underpeel events to run smoothly the team must show up on time and prepared to participate. If your team can not participate please communicate this to Underpeel Staff ASAP.

2.5.1.1. Match Start Times

- **In Lobby**
 - Both teams must be in an in game lobby within **5 minutes** of the match start time.
- **Map Selection Completed**
 - Captains must complete the map selection process when both teams have entered the lobby.
- **Game Start**
 - Games should begin **NO LATER** than 10 minutes after the assigned match start time.

2.6. The Resident Sleeper Clause

- 2.6.1. All underpeeler are highly encouraged to set **MULTIPLE LOUD ASS ALARMS** before their matches.
- 2.6.2. Repeated failure to show up to matches due to nap time or any other reason will result in the following [Consequences](#).

2.7. Communication expectations

- 2.7.1. Players are responsible to communicate with their captains and teammates about schedules and availability within at least **48 hours** of being asked.
- 2.7.2. Players should attempt to resolve conflict with their captain or teammate first.
 - 2.7.2.1. If a solution can not be reached please reach out to Underpeel staff for assistance.
- 2.7.3. Captains are responsible for communicating and coordinating times for scrimms, practices and games with their teams in a timely manner.
 - 2.7.3.1. Websites like [When2Meet](#) can aid in coordinating schedules.

2.8. Have Fun

3. Team Formation

3.1. PEEL-O CAP

- 3.1.1. When registering, your teams' combined PEEL-O value **must be below or equal to the 4500 PEEL-O cap** in order to register and participate in Terry's Triple Trouble Tournament.
- 3.1.2. **Players Peel-O will be based on their PEAK rank from EP7 and beyond.**
 - 3.1.2.1. View [PEEL-O Key](#) to see the current peel-o values for this event.
 - 3.1.2.1.1. If a team is found to intentionally field a roster that is above the current PEEL-O cap or are found to have manipulated their ranks to fit within PEEL-O cap will face the following [Consequences](#).

3.2. Team Names/Logos

- 3.2.1. Please use common sense when selecting a team name and logo. Any inappropriate team names or logos will be rejected.
- 3.2.2. Team Names must be below 16 characters in length, spaces included.

3.3. Team Tags (Tricodes)

- 3.3.1. Teams will be permitted a team tag of 2-4 characters to be added to the front of each Player's Tournament Handle on the Tournament Realm. These team tags must be a combination of uppercase letters and/or digits, and they must be unique in Underpeel.

4. Competitive Method

4.1. Valorant Custom Game Lobby

- 4.1.1. **Team A** is responsible for sharing the code/inviting with the lower seed.
- 4.1.2. The server default for Matches is Illinois .
 - 4.1.2.1. During registrations Teams are asked for their preferred server if **BOTH TEAMS** have the same preferred server listed then the server may be changed.

- 4.1.2.2. Example: Team A list their preferred server as Texas and Team B also list their preferred server as Texas. Texas Will be the chosen server.

4.2. In-Game Chat

- 4.2.1. All Chat should only be used to communicate [Tactical Pauses](#) and communication from the Underpeel production staff. Any other use of all chat will result in the following [consequences](#).

4.3. Map Pool

- 4.3.1. The map pool will consist of the following maps
 - 4.3.1.1. Abyss
 - Ascent
 - Bind
 - Fracture
 - Haven
 - Icebox
 - Lotus
 - Pearl
 - Sunset

4.4. Map Bans Bo1

- 4.4.1. Best of One matches map bans will preside as followed
- 4.4.2. Coin Flip to pick teams

Picks and Bans

- Team B - Ban
- Team A - Ban
- Team B - Ban
- Team A - Ban
- Team B - Ban
- Team A - Ban

Team B - Pick

- Team B - Pick the side they want to start on

4.5. In-Game Settings

- 4.5.1. Cheats: On
- 4.5.2. Turn on Infinite Abilities
- 4.5.3. Mode: Tournament
- 4.5.4. Overtime: Win by 2
- 4.5.5. Hide Match History: Off

4.6. Infinite Ability Rules

4.6.1. Ultimate Abilities

- 4.6.1.1. Ultimate abilities can only be used **ONCE** per match after the first pistol round.

4.6.2. Agents and abilities

4.6.2.1. KAYO IS BAN

4.6.2.2. The following rules are to prevent the server from crashing :)

4.6.2.2.1. Astra is limited to 4 star active at a time

4.6.2.2.2. Yoru is limited to 10 clones

4.7. Timeouts

4.7.1. Each team is allowed **two 60 second** tactical timeouts per map. If the map goes to overtime, each team is given **one 60 second tactical** timeout for the entirety of overtime. Unused timeouts from regulation **do not** carry over to overtime.

4.7.2. Coaches can only talk during any time out called throughout the match.

4.8. Tech Pauses

4.8.1. Each team is allowed **one 5 minute** tech pauses **per match**, if the team still has unresolved tech issues when both tech pauses expire they must choose to either forfeit the match or play it out regardless of tech issues or player disadvantages.

4.9. Coaches

4.9.1. Coaches are NOT allowed to participate in this tournament.

4.10. Recording Matches

4.10.1. The recording of matches is **HIGHLY ENCOURAGED** but not required.

4.10.1.1. Video recordings of matches can be used as proof of any instances of cheating, breach in code of conduct or anything else that would affect the outcome of the match and overall player experience.

4.11. Winners

4.11.1. The Captain of the **WINNING TEAM** is required to submit the tracker link of their match in OPL match chat after the match has ended.

4.11.2. The Winning Team Captain must submit the tracker link **BEFORE** the beginning of the next round of play.

4.11.2.1. Failure to do so, will result in the following consequences.

1st offense: Warning.

2nd offense: Loss of one Tactical Timeout in Next Match.

3rd offense and beyond: Removal for the tournament.

4.12. **Stream-Sniping**

4.12.1. All players and coaches participating in the match broadcasted on the Underpeel twitch channel **MUST CLOSE** the twitch stream when loading into agent selection.

4.12.1.1. If a player or coach is caught interacting or watching the twitch broadcast anytime during their match, they will be banned from the Underpeel.

4.12.2. Personal Stream Clause

4.12.2.1. Players and Coaches are allowed to stream games they are participating in on their personal twitch/youtube channels*.

4.12.2.1.1. The Underpeel can not ensure that stream sniping will not occur. We encourage you to stream with at least a 2 minute delay.

4.13.

4.14. Consequences

4.14.1. No Shows/Late Match Starts

4.14.1.1. **1st offense:** Loss of one Tactical Timeout in the current Match.

4.14.1.2. **2nd offense:** Forfeit of current Match.

4.14.1.3. **3rd offense:** Team Revoked from participating in future S4 tournaments.

4.14.2. Competing with Illegal Roster

4.14.2.1. **1st offense:** Wins and Placement Vacated.

4.14.2.2. **2nd offense:** Team Disbanded. Players allowed to play as subs or join other teams.

4.14.2.3. **3rd offense:** Permanent Ban from Underpeel.

4.14.3. Late Result Submissions

4.14.3.1. **1st offense:** Warning.

4.14.3.2. **2nd offense:** Loss of one Tactical Timeout in Next Match.

4.14.3.3. **3rd offense and beyond:** Loss of one Underpeel Point.

4.14.4. Breach of Conduct or Toxicity

4.14.4.1. **1st offense:** Warning.

4.14.4.2. **2nd offense:** Forfeit of Current Match

4.14.4.3. **3rd offense and beyond:** Ban for remainder of Season.

4.14.5. Bug Exploitation

4.14.5.1. **1st offense:** Loss of one Tactical Timeout in the current Match.

4.14.5.2. **2nd offense:** Forfeit of current Match.

4.14.5.3. **3rd offense:** Team Revoked from participating in future S4 tournaments.

4.14.6. Match Coach Stream Interaction




4.14.6.1. **1st offense:** **DISQUALIFICATION FROM THE CURRENT EVENT.**

4.14.6.2. **2nd offense:** **IMMEDIATE BAN** from participation in future Underpeel events.

4.14.7. Cheating and Stream Sniping=Immediate Ban

4.14.7.1. **1st offense:** **IMMEDIATE BAN** from participation in future Underpeel events.

4.15. PEEL-O Key

MMR CAP 8000 *						
IRON	BRONZE	SILVER	GOLD	PLAT	DIA	ASC
						
1: 0	1: 300	1: 600	1: 900	1: 1200	1: 1500	1: 1800
2: 100	2: 400	2: 700	2: 1000	2: 1300	2: 1600	2: 1900
3: 200	3: 500	3: 800	3: 1100	3: 1400	3: 1700	3: 2000
IMMO+ PEAK						
						
2200 + (PEAK RR*2)						

