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READING GUIDE

1.1. Acceptance

- 1.1.1. By participating in Minipeel 3 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 [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.

MINIPEEL 3 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](#) of the Underpeel Discord Server.

2.2. ZERO TOXICITY

- 2.2.1. The Underpeel will uphold a **ZERO TOLERANCE** policy for any form of toxicity in and out of game.
- 2.2.2. Players guilty of toxic behaviors will be penalized according to [Consequences](#).

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 participants in the Underpeel 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 Discord Server.

2.5. Bug Abuse

- 2.5.1. Intentionally using any in-game bug to seek an advantage is exploiting and is prohibited.
 - 2.5.1.1. Exploiting includes acts such as making use of any game function that, in the Tournament Operator's sole judgment, is not functioning as intended and violates the design purpose of VALORANT.
- 2.5.2. Team members may confidentially check with Underpeel staff at the beginning of an event to determine if a specific act would be considered Exploiting.
 - 2.5.2.1. Underpeel reserves the right to make an ex-post-facto determination of whether an exploit has occurred.**
- 2.5.3. If a team/player is caught abusing a bug/exploit that has been deemed illegal by the Underpeel Team, they will be subject to the following [Consequences](#).

2.6. Show up on time

2.6.1. Teams participating in Underpeel Events must show up to matches on time and be prepared to play. If your team can not participate after registration, DM the Modmail bot in the [Underpeel Discord Server](#).

2.6.1.1. 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.

2.7. The Resident Sleeper Clause

2.7.1. All Underpeel participants are encouraged to set **MULTIPLE ALARMS** before their matches.

2.7.1.1. Repeated failure to show up to matches due to nap time or any other reason will result in the following Consequences.

2.8. Communication expectations

2.8.1. By agreeing to join a team you are agreeing to provide communication to your team at your earliest convenience regarding available time to scrim, vod review, map prep, etc.

2.8.1.1. Players must communicate their availability within at least **48 hours** of being asked.

2.8.1.2. Players should attempt to resolve conflict with their captain or teammate first before reaching out to Underpeel Staff.

2.8.1.3. Captains are responsible for communicating and coordinating times for scrim, practices and matches with their teams in a timely manner.

2.8.1.3.1. Websites like [When2Meet](#) can aid in coordinating schedules.

2.9. Captain Expectations

2.9.1. Captains are expected to do the following

2.9.1.1. Registering their team for Underpeel event on time.

2.9.1.2. Read the rulebook and explain the rules to the team

2.9.1.3. ATTEND PLAYER BRIEFING BEFORE TOURNAMENT

2.9.1.3.1. Player briefings will be held 30 minutes before every tournament starts.

2.9.1.4. Attending matches on time.

3. Team Formation

3.1. **Player Eligibility**

3.1.1. Player must be a member of the Underpeel Server.

3.2. **PEEL-O CAP-4000 Peel-O Cap**

3.2.1. Only players **Plat 3 and below** are eligible to participate.

3.2.1.1. **Peel-O will be based on Peak rank from EP 9 and beyond.**([Peel-O Key](#))

3.2.1.2. All five players must be below or equal **4000 Peel-O** in order to register and participate in Minipeel 3. Team Peel-O locks at time of registration.

3.2.2. Teams will face the following [Consequences](#) if they are 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.

3.3. **Team Names/Logos**

3.3.1. Team Names must be **below 16 characters in length, spaces included.**

3.3.1.1. Any inappropriate team names or logos will be rejected.

3.4. **Team Tags (Tricodes)**

3.4.1. 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. Substitutes

4.1. **Substitute Peel-O**

4.1.1. Substitutes must match or be under the Peel-O of the player being subbed out.

4.2. **Universal Substitute Cap**

4.2.1. Teams can only field a **maximum of 2 substitutes per match.**

4.3. **Registered Substitutes**

4.3.1. Teams must register subs in OPL **24 hours** before the tournament starts.

4.4. **Emergency Substitutes**

4.4.1.1. Teams are allowed **ONE** emergency sub on the day of the tournament, if they do not have a registered substitute.

5. Competitive Method

5.1. **Valorant Custom Game Lobby**

5.1.1. **Team A** is responsible for sharing the code/inviting with **Team B.**

5.1.2. The server default for matches is **Illinois.**

5.1.2.1. Unless both teams agree to play on a different server.

5.1.2.1.1. 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.

5.2. In-Game Chat

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

5.3. Map Pool

- 5.3.1. The map pool will consist of the following maps

Ascent

Bind

Haven

Icebox

Lotus

Sunset

Abyss

5.4. Map Bans Bo1

- 5.4.1. Coin Flip to pick teams for First Match

- 5.4.2. **Team A=Higher Seed Team B=Lower Use Seed for other matches**

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

5.5. Map Bans Bo3

- 5.5.1. For Best of Three matches map bans will follow the same format as VCT

- 5.5.1.1. **Team A=Higher Seed Team B=Lower Seed**

Team B - Bans 1 Map

Team A - Bans 1 Map

Team B - Picks Map 1 / Team A - Picks their starting side

Team A - Picks Map 2 / Team B - Picks their starting side

Team B - Bans 1 Map

Team A - Bans 1 Map

1 map remains, **Team B** Picks their starting side

5.6. In-Game Settings

- 5.6.1.1. Cheats: OFF
- 5.6.1.2. Mode: Tournament
- 5.6.1.3. Overtime: Win by 2
- 5.6.1.4. Hide Match History: Off

5.7. Match Coaches

- 5.7.1. Teams are allowed **ONE MATCH COACH**.
 - 5.7.1.1. Match Coaches must be registered in OPL 24 hours before tournament start.
- 5.7.2. Match Coaches are **ONLY ALLOWED** in their respective coach slots.
 - 5.7.2.1. **No player or match coach** from either team is allowed in the observers slots.
- 5.7.3. Match Coaches are allowed to talk **ONLY** during agent select and **Tactical Timeouts**.
 - 5.7.3.1. Once the agent select timer reaches zero or all players have locked in all coaches are required to mute.
- 5.7.4. Match Coaches can call Tactical Timeouts throughout the match and overtime.
- 5.7.5. Match Coaches **CANNOT** be watching the Underpeel Twitch Stream once they have loaded into the agent select screen.
- 5.7.6. Match Coaches must be server muted in the server vc at all times excluding agent select and tactical timeouts. **PUSH TO TALK IS NOT THE SAME AS MUTING.**

6. Timeouts

- 6.1. 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.
- 6.2. Coaches can only talk during any time out called throughout the match.

7. Tech Pauses

- 7.1. 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.

8. Recording Matches

- 8.1. The recording of matches is **HIGHLY ENCOURAGED** but not required.
 - 8.1.1. 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.

9. Winners

- 9.1. The Captain of the **WINNING TEAM** is required to submit their data after the match by clicking the prompt in the OPL match chat.
 - 9.1.1. 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.

10. Stream-Sniping

10.1. All players and coaches participating streamed matches **MUST CLOSE** the Underpeel twitch stream when loading into agent selection.

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

10.2. Personal Stream Clause

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

10.2.1.1. The Underpeel can not ensure that stream sniping will not occur. Stream with at least a 2 minute delay.

11. What To Do If Things Go Wrong

11.1. Who to Ask for Help?

11.1.1. Please refer to this document first.

11.1.2. Day of the Tournament direct all questions to tournament organizers in [Players Chat](#).

11.2. Report Cheating, Breach of Conduct or Toxicity

11.2.1. Please report any instances of Cheating, Breach of Conduct or Toxicity by Dming the Modmail bot in the [Underpeel Discord Server](#).

11.2.1.1. Have a video recording of the match in question.

11.2.1.1.1. We will ask for video recording if complaints arise. Please have one prepared.

11.2.1.2. Statute of Limitations

11.2.1.2.1. Teams must report instances of cheating, breach of conduct or toxicity within 24 hours of the offense.

11.2.1.3. CONSEQUENCES FOR THE OFFENDER WILL NOT NECESSARILY BE TRANSPARENT TO YOU

12. Consequences

12.1. No Shows/Late Match Starts

12.1.1. **1st offense:** Loss of one Tactical Timeout in the current Match.

12.1.2. **2nd offense:** Forfeit of current Match.

12.1.3. **3rd offense:** Team Revoked from participating in future S4 tournaments.

12.2. Competing with Illegal Roster

12.2.1. **1st offense:** Wins and Placement Vacated.

12.2.2. **2nd offense:** Team Disbanded. Players can sub or join other teams.

12.2.3. **3rd offense:** Permanent Ban from Underpeel.

12.3. Late Result Submissions

12.3.1. **1st offense:** Warning.

12.3.2. **2nd offense:** Loss of one Tactical Timeout in Next Match.

12.3.3. **3rd offense and beyond:** Loss of one Underpeel Point.

12.4. Breach of Conduct or Toxicity

- 12.4.1. 1st offense: Warning.
- 12.4.2. 2nd offense: Forfeit of Current Match.
- 12.4.3. 3rd offense: Season Ban.

12.5. Bug Exploitation

- 12.5.1. 1st offense: Loss of one Tactical Timeout in the current Match.
- 12.5.2. 2nd offense: Forfeit of current Match.
- 12.5.3. 3rd offense: Team Revoked from participating in future tournaments.

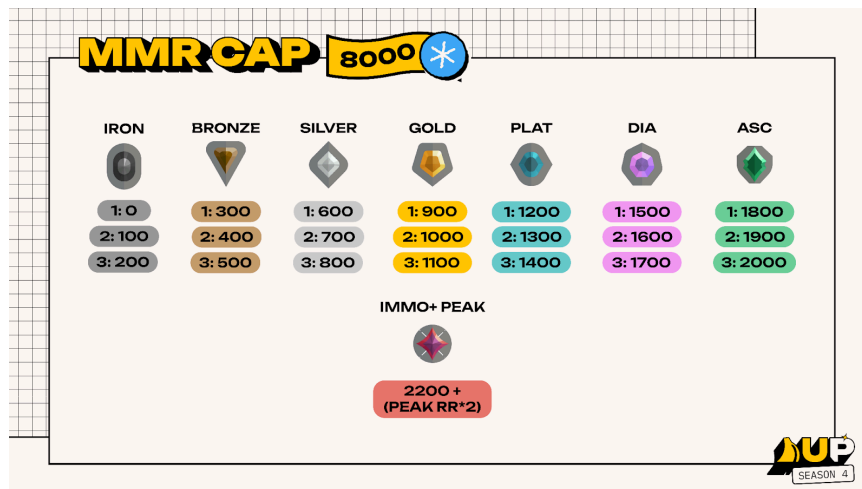
12.6. Match Coach Stream Interaction

- 12.6.1. 1st offense: **DISQUALIFICATION FROM THE CURRENT EVENT.**
- 12.6.2. 2nd offense: **IMMEDIATE BAN** from participation in future Underpeel events.

12.7. Cheating and Stream Sniping=Immediate Ban

- 12.7.1. 1st offense: **IMMEDIATE BAN** from participation in future Underpeel events.

13. PEEL-O KEY



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