VALORANT LEGENDS Phase X Rulebook

1.
INTRODUCTION

The following are the official rules of VALORANT LEGENDS Phase X. Rules cover eligibility, format, match procedures, reporting, penalties, and more.

Any issues that arise which are not covered within the current rules will be settled at the discretion of PVP Media tournament admins on a case-by-case basis, and when applicable, penalties set when deemed appropriate. Rules may be added or modified if deemed necessary. A changelog will appear at the bottom of the rules page to document any relevant changes to the rules during the seasons, if applicable.

2.
TEAM ELIGIBILITY

2.1 COMPOSITION
A competing team must consist of: (a) A team captain, and (b) 5 players (the captain can also be a player). At least 4 members of the starting lineup mustmust have Greek or Cypriot citizenship.

If at any point in time a team is unable to field 5 players, the team will be considered ineligible for participation and may be subject to match loss or withdrawal from the tournament.

2.2 TEAM CAPTAINS
Team captains are responsible for ensuring that their team meets the criteria outlined in this section, and that all members of the team follow the guidelines outlined in Section 2.1 (Player Eligibility).

2.2.1 RESPONSIBILITIES
Team captains will be responsible for the general organization of their team, submitting lineups and results, taking accurate screenshots as evidence for forfeits and other issues, and acting as the main point of contact with PVP Media.

2.2.2 NONPLAYER ALLOWANCE
In some cases, the administrative responsibilities of a team captain can be assumed by a non-player manager, I.E. faculty advisor, club leader, varsity coach, etc.

2.2.3 TRANSFERRAL OF CAPTAIN ROLE
Voluntary transferral of the team captain role and responsibilities must be acknowledged by both the former and incoming captain, and confirmed by PVP Media (see Section 7.6).

2.2.4 REMOVAL

PVP Media tournament admins reserve the right to remove a team captain and replace them with another team member at its sole discretion. PVP Media may remove a team captain for negligence, misconduct, or any other malfeasance.

In the event that there is a dispute between team members and a team captain in a club or unaffiliated team (see Section 1.6), the members of the team can choose a new team captain via a vote facilitated by PVP Media.

2.3 TEAM BRANDING

2.3.1 TEAM NAMES
Team names cannot contain any offensive or discriminatory language.

2.3.2 TEAM LOGOS
Team logos cannot contain any offensive or discriminatory language or imagery.

2.3.3 SPONSORSHIPS
Participating teams may not accept sponsorships from the following:

Alcoholic products, and in particular liquors and beers (including non-alcoholic version of eponym beers), or other intoxicating substances whose sale or use is regulated by law (including cannabis-based products);

Beverage products and brands

Tobacco, cigarettes or electronic cigarettes, related paraphernalia;

Firearms (including firearm accessories or ammunitions), including replicas or airsoft products;

Gambling or betting websites, including fantasy esports operators;

Pornography and other related mature materials and paraphernalia;

Any medicinal substance that requires prescription or is not freely sold in a pharmacy;

Political campaigns

Any esports or video game tournament, league or event;

Any entities, companies or organizations that may, at Red Bull's sole discretion, be considered detrimental to Red Bull's business or reputation, including but not limited to, key sellers, hacking and botting, account selling, in-game currency or digital item selling services

Additional restrictions may apply in later stages of the tournament, which will be communicated to all teams and players who advance to subsequent stages.

3. PLAYER CONDITIONS

3.1 PLAYER ELIGIBILITY

3.1.1 AGE REQUIREMENTS

All players must be at least 16 years old as of the start date of the qualifier they compete in.

3.2 PLAYER REGISTRATION

3.2.1 REQUIRED ACCOUNTS
Players must have their own Valorant account in order to register.

3.2.2 ACCOUNTS IN GOOD STANDING
Players that are banned on Valorant will not be eligible to compete in the VALORANT LEGENDS Phase X. Players who receive bans during the season will no longer be eligible to play and are not permitted to participate in any future matches. Circumventing these rules, such as by using a different account to play, will result in the team's immediate disqualification and forfeiture of any prizes.

3.2.3 ACCOUNT SHARING
Account sharing between players is not permitted. Known instances of account sharing will be subject to penalty at PVP Media's sole discretion.

3.2.4 USERNAMES
Barcode IDs and any other vulgar or obscene names are not allowed. Players with disallowed names may be asked to change their names. In the case of a username change, players must ensure that their information is correctly linked and updated on the PVP Media platform. Failure to have updated information will result in penalties at the discretion of PVP Media tournament admins.

4. LEAGUE STRUCTURE

4.1 STAGES

4.1.1. QUALIFIERS
Each VALORANT LEGENDS Phase X Tournament consists of 4 Qualifiers. The format is Single Elimination, Best of 1.

4.1.2. FINALS
The winner of each Qualifier competes in the Finals. Semifinals are Best of 1. Finals are Best of 3.

5. SCHEDULES
The full schedule for Qualifying Tournaments can be found on Gamerslounge.gr

6. PRIZING

6.1 DISTRIBUTION STRUCTURE
1st Place @ Finals: 500 euros
2nd-4th Place @ Finals: 20 euros RP card per player

7. OPERATIONAL RULES

7.1 TEAM CAPTAINS
All teams are required to have a team captain for general organization and communication. A description of responsibilities is listed in Section 1.2.

7.2 TOURNAMENT START TIME
The start time for each qualifying tournament can be found on theBattlefy hub of each tournament. Each round will then proceed as opponents are determined until the tournament is concluded. Each tournament will finish on the same day it starts.

7.3 BROADCASTS

7.3.1 OFFICIAL BROADCASTS
Any match and/or Qualifier in the VALORANT LEGENDS Phase X tournament series is subject to being selected for broadcast purposes. Tournament Officials will inform teams if their match is selected for broadcast. Players agree to fully cooperate with Tournament Officials to have these matches broadcasted. Finals of each tournament will be broadcasted exclusively by Gamers Lounge.

7.3.2 OTHER STREAMS
Players and teams are permitted to stream their own matches if they are not selected for broadcast, with the understanding that they do so at their own risk. Both teams must agree to allow for an observer in the match; otherwise players are limited to streaming their own POVs. A broadcast delay of 3 minutes is recommended.

7.4 ROSTER CHANGES
There are no roster changes allowed at any point during the event.

7.5 LOBBIES AND HOSTING
Unless both teams agree otherwise, hosting responsibilities will default to the higher seed. The team captain of the higher seed must then invite all the players to the lobby. Teams should exchange RIOT/Valorant ID information in the match lobby chatroom on PVP Media.

7.6 PAUSES AND DISCONNECTS

7.6.1 TIMEOUTS (TACTICAL PAUSES)
Teams are allowed to call Timeouts of 30 seconds in duration. Timeouts can be called via the in-game pause system. Each team is allowed up to four (4) Timeouts per map. If a team exceeds the limit, the opposing team must call an Admin to resolve the issue. Teams found abusing the timeout rule may be punished or disqualified.

7.6.2 TECHNICAL PAUSES

All players are responsible for ensuring they are in good condition to play - this includes functioning hardware, software, stable internet connection, etc.

Each team is allowed unlimited technical pauses up to a total duration of five (5) minutes. Technical pauses may only be made during the start / "BUY PHASE" of the round. If a team is unable to resolve their technical issue after 5 minutes, then the other team is allowed to unpause the match after notifying the pausing team that their time is up. Simply call for a technical pause by pressing the "ESC" key, then clicking on the "CHEATS" tab, and then setting the "Pause Match Timer" to the "ON" position. The match will automatically be paused once the "ON" position is selected, to unpause the Game simply switch the setting of the "Paus Match Timer" to "OFF".

Should a team with persistent technical issues fail to resolve them in a timely manner, the match or series may be awarded to the opposing team.

Teams found abusing the technical pause system may be subject to penalties such as match forfeiture or suspension from the tournament.

7.6.3 CRASHES

In the case of a game-breaking bug, teams should alert a tournament admin to resolve the issue. No decision or action should be taken without confirmation from an admin. Teams should take screenshots or video recordings to provide as proof, and failure to do so may result in disqualification.

7.7 FORFEITS

A team that does not show up for a match 10 minutes after the default start time will forfeit the match. A team that is unable to field a full 5-person roster for their match after the 10 minute late window will be considered a no-show. There is a five minute grace period between games in best of three series.

7.8 MATCH REPORTING

Match results must be reported on the Battlefy platform as soon as possible; if matches are officially streamed, all teams must still report their matches. Screenshots of each post-game lobby should be posted by the winning team in the match room on Battlefy. All unreported or unfinished/pending matches will result in a loss for BOTH teams. Unreported playoff matches will result in BOTH teams being removed.

For any disputes about match scores, please use the "Report Match Issue" button and PVP Media staff will assist in resolving the issue.

7.9 DISPUTES

Disputes must be submitted immediately via the tournament page on Battlefy. Disputes, issues and other offenses will be handled at the sole discretion of PVP Media tournament staff.

All teams are encouraged to properly document any and all related league activity. Any disputes, issues, forfeit requests, etc, that do not have documentation or evidence will be

ignored or rejected immediately. Screenshots, time-stamped chat logs, audio/video recordings all constitute submissible documentation.

7.10 SUPPORT
For official support from PVP Media tournament admins, please use Battlefy. For live assistance, there will be an admin available on the tournament page on the PVP Media Platform. Admins can always be called into a matchroom by using the "Report Match Issue" button in the matchroom.

GAME RULES
8.1 DESCRIPTION
Valorant is a 5 vs 5 first-person tactical shooter where two teams compete on various maps and across multiple rounds by attacking and defending objectives.

8.2 LOBBY SETTINGS
The official Match lobby will be set to "Tournament" mode with "Overtime: Win by Two" turned on.

8.3 SERVER SETTINGS
For the qualifier stage, the default server location will be the server that is nearest to the location of Greece. Both teams can mutually agree to use a specific server if they want.

8.4 MAPS AND AGENTS

8.4.1 MAP POOL
The map pool consists of Bind, Haven, Split, Ascent. and Ice Box.

At the end of every stage of the circuit, or of the season, PVP Media may change some of the maps in the map pool in accordance with Riot's official map pool.

8.4.2 MAP BANS:
The better-seeded team will decide if they are either Team A or Team B. Team A starts the process and the map for the Match will be selected according to the following procedure:

Map Selection Process for Best-of-Three Matches.

Team A removes one map from the map pool.

Team B removes one map from the map pool.

Team A selects the map for the first map of the best-of-three Match.

Team B selects the side of the map they will start on for the first map, and selects the map for the second map of the best-of-three Match

Team A selects the side of the map they will start on for the second map.

The third map will be the last remaining map. The team on the left will choose side for the final map

Map Selection Process for Best-of-One Matches: Team A removes one map from the map pool

Team B removes one map from the map pool

Team A removes one map from the map pool

Team B removes one map from the map pool

Team A picks the starting side of the last remaining map

8.4.3 NEW AGENTS
New Agents will be automatically restricted for two weeks from their release on Competitive queue. Example: Agent A was released on February 5, so Agent A will become eligible to be used in all Matches on February 19

If a team uses a restricted agent, the other team can dispute the use until the first buy round of the match with the PVP Media admin team. Any dispute after this stage in the match is not eligible, the match will be played out in it's entirety.

8.4.4 NEW MAPS
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8.4.5 RESTRICTIONS
Restrictions may be added at any time before or during a Match, if there are known or suspected bugs with any Agents, skins or maps, or for any other reason as determined at the discretion of Tournament Officials. Weapon skins and gun buddies are not subject to any restriction.

8.5 UNAUTHORIZED USAGE OF BUG OR IN-GAME EXPLOIT
The list of bug exploits or in-game exploits that are prohibited from being used in all PVP Media collegiate leagues will be made available and will be updated by RIOT from time to time. Any bug exploit or in-game exploit not currently indicated in this list shall be escalated to RIOT and/or tournament admins so that RIOT can investigate as to whether such bug exploit or in-game exploit must be barred from usage.

8.6 GOOD SPORTSMANSHIP RULES
Additionally to all rules and mechanics established in Valorant, competitive play in the VALORANT LEGENDS Phase X is subject to the following good sportsmanship rules:
Intentional team killing is strictly forbidden