VALORANT LEGENDS Rulebook

1. INTRODUCTION

The following are the official rules of VALORANT LEGENDS. 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 must 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 Transferaal 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. 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 di sallowed 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

There will be 6 Qualifiers for VALORANT LEGENDS Act:WNT21. The winner of each Qualifier, qualifies for VALORANT LEGENDS Act:WNT21 Main stage. Qualifiers are held in a Single Elimination bracket. All Qualifiers games, except for the Finals, are Best of 1. Finals are Best of 3.

4.1.2. Main Stage

Main Stage consists of a single round robin Best of 2 format. 2 wins in the Bo2 series award 3 points, 1 win awards 1 point and 0 wins award 0 points. Top 4 teams of the Main Stage qualify for the Playoffs

4.1.2. Playoffs

Playoffs consist of a single elimination bracket. Each series are Best of 5. At semifinals, Seed#1 of the Regular Season faces Seed#4, while Seed#2 faces Seed#3.

5. SCHEDULE

Qualifiers	
Inspot #1 Qual	Σάββατο 25 Σεπτεμβρίου
Bnet #1 Qual	Κυριακή 26 Σεπτεμβρίου
Bnet #2 Qual	Σάββατο 2 Οκτωβρίου
Inspot #2 Qual	Κυριακή 3 Οκτωβρίου
Online #1 Qual	Δευτέρα 4 Οκτωβρίου
Online #2 Qual	Τρίτη 5 Οκτωβρίου
Main Stage	
Day 1	Πέμπτη 14 Οκτωβρίου
Day 2	Παρασκευή 15 Οκτωβρίου
Day 3	Πέμπτη 21 Οκτωβρίου
Day 4	Παρασκευή 22 Οκτωβρίου
Day 5	Πέμπτη 28 Οκτωβρίου
Day 6	Παρασκευή 5 Νοεμβρίου
Day 7	Πέμπτη 11 Νοεμβρίου
Day 8	Παρασκευή 12 Νοεμβρίου
Playoffs	
Semifinals #1	Πέμπτη 18 Νοεμβρίου
Semifinals #2	Παρασκευή 19 Νοεμβρίου
Finals	Πέμπτη 2 Δεκεμβρίου

6. PRIZING

6.1 Distribution structure

Internet Stations Qualifiers	
1st Place	300€ + Act Slot
2nd Place	200€
Online Qualifiers	
1st Place	Act Slot
Act	
1st Place	2000€
2nd Place	1000€

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 match day is 19:00 (GMT +3). Games are played on a rolling schedule.

7.3 Broadcasts

7.3.1 Official Broadcasts

Any match and/or Qualifier in the VALORANT LEGENDS 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.

7.4 Roster Changes

There are not allowed any roster changes until 30/10/2021. Each team is then allowed two roster changes until the end of the Main Stage.

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 Pause 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 "Pause 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.

7.7.1 Match Reporting - Online Qualifiers

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.

7.7.2 Match Reporting - LAN Qualifiers

Match results must be reported as instructed by Internet Stations administrators. All unreported or unfinished/pending matches will result in a loss for BOTH teams. Unreported playoff matches will result in BOTH teams being removed.

7.7.3 Match Reporting - Main Stage/Playoffs
Match results are reported immediately after the end of the game by the Referees

7.8 Disputes

Disputes must be submitted immediately to the referees. 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.

7.9 Support

For official support from PVP Media tournament admins, please use contact@pvpmedia.gr email. For live assistance, please contact a tournament referee.

8. 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, Ice Box and Breeze. 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

Team A is the team stated first in the game. Team B is the second one. 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-Two** 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 selects the map for the first game. Team B picks the starting side

- Team B selects the map for the first game. Team A picks the starting side

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 game. Team B picks the starting side.

- Team B selects the map for the second game. Team A picks the starting side.

- Team A selects the map for the third game. Team B picks the starting side.

Map Selection Process for **Best-of-Five** Matches:

- Team A selects the map for the first game. Team B picks the starting side.

- Team B selects the map for the second game. Team A picks the starting side.

- Team A selects the map for the third game. Team B picks the starting side.

- Team B selects the map for the fourth game. Team A picks the starting side.

- Team A selects the map for the fifth game. Team B picks the starting side.

8.4.3 New Agents

New Agents will be automatically restricted for two weeks from their release on the 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 its entirety.

8.4.4 New Maps

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

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 is subject to the following good sportsmanship rules:
Intentional team killing is strictly forbidden