

# **Rules & Regulation**

ACER PREDATOR LEAGUE 2020 (INDIA)

VALORANT

This document outlines the rules and regulations pertaining to the “ACER PREDATOR LEAGUE 2020”, a “VALORANT” tournament hosted by Acer. Failing to adhere to these rules and regulations may result in disqualification and/or other penalization as determined by Acer Management and Tournament officials (including as may be set forth in these rules and regulations). Please note that Acer management and Tournament Officials have the authority to make final decisions that are not specifically delineated in these rules and regulations to preserve fair play and sportsmanship at its sole discretion.

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# GAME RULES

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## Maps:

1. Bind
2. Haven
3. Split
4. Ascent

## Map Veto Process:

Map Veto will be done in discord chat on admins supervision

Best of One (BO1) Matches: Team A and Team B will be decided by coin toss

Team A will ban a map.

Team B will ban a map.

Team A will choose a map.

Team B will choose a side.

Best of Three (BO3) Matches: Team A and Team B will be decided by coin toss

Team A will choose Map 1

Team B will choose side in Map 1

Team B will choose Map 2

Team A will choose side in Map2

Team A will choose Map 3

Team B will choose side in Map 3

Best of Five (BO5) Matches: Team A and Team B will be decided by coin toss

Team A will choose Map 1

Team B will choose side in Map 1

Team B will choose Map 2

Team A will choose side in Map2

Team A will choose Map 3  
Team B will choose side in Map 3  
Team B will choose Map 4  
Team A will choose side in Map 4  
Team A will choose Map 5  
Team B will choose side in Map 5

## Lobby Settings

- 1) Allow Cheats: Off
- 2) Tournament Mode: On
- 3) Overtime: Win by Two: On
- 4) Default Server: Mumbai

## Minimum Requirements:

- 1) A player must be registered in ACER PREDATOR LEAGUE website with all the required details i.e. Email, Mobile No. & Valorant In-Game Name.
- 2) Participants must join our discord channel which is mentioned in the event page.
- 3) Player Profile picture or Player name shouldn't Contain:
  - Racist Image or text.
  - Irrelevant Image or text.
  - Trademarked and copyrighted images.
- 4) A registered member must keep checking emails, discord channel, and updates on the ACER PREDATOR LEAGUE website to see new updates on the tournament.
- 5) Registered Players must make sure to show up on the game day as per the schedule and play the game.
- 6) Registering in this tournament is the undeniable confirmation that you have accepted all the rules which are mentioned in this document.
- 7) Players are not allowed to change their Valorant IGN during the course of the tournament.
- 8) Each participating team must have a minimum of 5(Five) members in their respective team profile on the website and the players must be residing in India.

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# RULES & REGULATIONS

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## Game play Rules:

1. Players will have at least 10 minutes before the start of the match and 10 minutes between each game of the match to set up and ensure their peripherals are working as desired.
2. With one (1) minute of pre-game remaining, the admin will notify the Teams that the game will be beginning shortly and be prepared to start. No warm-up or practice games are permitted once the match's first game has begun.
3. If one of the teams will not pick all the agents in the character selection screen and the game goes back to the lobby, the game has to be remade and the restarting the game from start or continuing the game with current score will be decided on sole discretion of the admin.
4. If a player disconnects from an ongoing round/game the game will not be restarted, they will be allowed to rejoin the game and if the player fails to rejoin the game before the beginning of next round the match will be remade or continued on sole discretion of the admin.
5. If a tournament official (i.e., Administrators/Observers) disconnects from a game the game will not be restarted, but all Players remain in the game, the round must be completed.
6. Only game-related chat is allowed during live gameplay.
7. Players are required to take screenshots of end of match results and submit it to their respective admin.

8. Players are not allowed to use Wallhack, aim assistance or any other third-party tools which provide unfair advantage. If found, the entire team of said player will be disqualified from the tournament and Organizers reserves the right to forfeit any prizes or rewards won by such players.
9. Players are not allowed to intentionally use/abuse any known or unknown in-game bugs to their advantage and if they notice any such kind of bugs are expected to report it to respected admins without fail. Failing to adhere to this rule will result in disqualification of the entire team.
10. Every member of the team is expected to join the tournament official discord channel and use voice chat assigned to the team to communicate with the teammates during their respective matches.

## **General Rules:**

1. Any person or individual who has been banned by Valorant publisher (Riot Gaming) in “Valorant” will not be permitted to compete or participate in the tournament or in any qualifying event for the tournament (including, without limitation, any qualifiers) as a Player. Any Player who is or becomes a “Valorant” Banned Person will be immediately disqualified from participation in the tournament. Any Team on which a Valorant Banned Person has played or otherwise competed, during the period starting with the qualifier and ending with the end of the tournament, will be immediately banned from the tournament (such Team, a “Banned Team”) and shall forfeit any tournament benefits or amounts (e.g., prize payouts, etc.) otherwise payable to such Banned Team. For the avoidance of doubt, any tournament benefits or amounts awarded to, due to, or won by a Valorant Banned Person or a Banned Team will be forfeited or, if applicable, refunded in full. No Player from a Banned Team (i.e., non-Valorant Banned Persons on such Team) will be eligible or permitted to compete in the tournament with any other Team.
2. Players/Teams that are disqualified prior to the start of a game will not be allowed to play in the game. Players/ Teams that are disqualified during a game must disconnect from the game. Players/Teams that are disqualified will not receive any benefits (prize, etc.) for their ranking in the tournament. Such Players/Teams may also be subject to a ban from a future tournament(s).
3. Teams must have at least four (4) registered players present in the lobby to start a game. A Team will forfeit the game if it does not have at least four (4) Players present by two(2) minutes prior to a match’s scheduled start time.

4. In order to dispute game results, Players must write an email id mentioned in contact us page, with relevant information like match id, match scheduled date and time, teams playing, screenshots or video recordings of such disputes.
5. Acer has permission to use Team logos, Player pictures and videos for use on live-streaming, television broadcasts of Organizers and related events, online use, including but not limited to, social media posts and videos, and for the advertising/promotion of the Organizers online broadcasts, (e.g., institutional promotion), and in connection therewith, Organizers corporate partners and sponsors.
6. Each Team and Player will be required to use its official account which was registered in the tournament website (or create one prior to the commencement of tournament play).
7. Acer management and the Tournament Officials has the final ruling on all tournament matters.

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## **CONDUCT RULES**

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### **Foul Rules:**

1. Players and Team representatives may not abuse a tournament official which includes, but is not limited to, the use of vulgar language directed at a tournament official, the use of insulting words or gestures directed at a tournament official, and excessive argument with a tournament official that results in the delay of a match.
2. Players and Team Representatives may not engage in any other conduct that, in the discretion of tournament officials, violates the spirit of these rules, affects the ability of tournament officials to conduct a fair and safe competition, and/or is detrimental to Organizers and/or its partners.

## **Additional Rules:**

1. Players/Teams are expected to put forth their best effort in all games. Players/Teams may not intentionally forfeit a game or conspire to manipulate rankings or brackets.
2. Players, coaches, Team staff and/or managers, and other Team or Player representatives, shall not participate in or otherwise be involved with, either directly or indirectly, any fantasy sports, betting or gambling that uses tournament stats or results or that is otherwise related to Organizers in any way, and shall not associate with bettors or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly, any fantasy sports, betting or gambling that uses tournament stats or results or that is otherwise related to Organizers in any way. Any betting or gambling by a Player, coach, Team staff and/or manager, or other Team or Player representative against his/her own Team's/Player's matches will result in immediate disqualification of the entire Team and, at the discretion of Organizers, a ban from one or more subsequent Organizers competitions (up to permanent expulsion from all future events).
3. Players & Team representatives are expected to treat all members of Organizers staff, and sponsors, with respect. Public discussions of avoiding, and agreements to avoid, the use of non-prohibited (by these rules) abilities, items, weapons, or strategies are prohibited. Public statements made about private information, unofficial roster changes, and disparaging remarks made about Acer or its partners are prohibited.
4. "Tournament officials" refers to the following: all Referees and Administrators, any Tournament Directors

## **Penalties:**

1. Violations of any of the additional rules may result in a forfeit of the current match and/or all future matches in the tournament (disqualified).

2. Tournament officials may issue a foul, technical foul, or disqualify a Player/Team for acts of misconduct not listed in the conduct rules to preserve fair play and sportsmanship in Acer management's sole discretion.
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## **LEGAL MATTERS**

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1. Match fixing is defined as an attempt to arrange or influence, in advance, the outcome of a match, or events within the match, usually for the purpose of making money, often from betting. Participants, directly or indirectly, are not allowed to accept from, or offer to, any person or entity (whether they are participants or otherwise) any bribes/gifts/rewards of any nature in relation to seeking to influence the outcome, result of, conduct of, a match or the competition. Participants are under a strict obligation to immediately report to a tournament official any approach, or any offer of a bribe/gift/reward made to them, or any other participant, related to seeking to influence the outcome, result, or conduct of a match or the competition.
2. Any form of cheating and/or ghosting is strictly forbidden and may lead to immediate disqualification and previous matches may also be reviewed. Tournament officials may opt to deduct further points and/or disqualify the Team from the league entirely. The Team may also lose any seeding for future Organizers tournaments.
3. Spirit of the Rules. Finality of all decisions regarding the interpretation of these rules, Player and Team eligibility, scheduling and staging for the tournament and related events, and penalties for misconduct, lie solely with Acers management and Tournament Officials, the decisions of which are final.