AEL University Open Series
VALORANT
Official Rules

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Overview

This document provides and outlines the rules and regulations that competitors must adhere to at all times when participating in VALORANT during the AEL University Open Series.

Please be aware that this document may be amended or replaced with additional regulations or stipulations where explicitly indicated.

Please note that the tournament administration holds final authority in all matters. In exceptional situations, decisions may be made that are not explicitly covered in this rulebook, or may even differ from it, to ensure the principles of fair play and sportsmanship are maintained.

We truly hope that whether you're a participant, spectator, or member of the press, you enjoy the competition. The tournament administration is dedicated to making sure the event is fair, exciting, and enjoyable for all involved whilst incorporating the values held by Esports Australia (www.esportsaustralia.org.au).

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1. Eligibility

1.1. Terms & Conditions

By competing in this competition, competitors agree to the terms and conditions set out by the tournament organiser, available at www.ael.org.au/terms.

1.2. University

Each university may register any number of teams for the competition. There is no maximum number of teams allowable per university.

1.2.1. Statement of Enrolment

Competitors must provide a valid statement of enrolment for the competition. The statement of enrolment must be the original PDF unless otherwise stated. You can find more information on how to access your statement via our AEL University Discord.

1.3. Team

1.3.1. University Team

Each team must only field players from the tertiary institution. Institutions with multiple campuses may be allowed to field students from different campuses. Please contact us via the AEL University Discord server to discuss further.

1.3.2. Team Size

Each team requires a minimum of five (5) registered students and up to a maximum of seven (7) registered students.

1.3.3. Captain

Each team must nominate a captain for their team. The captain will be the first point of contact for each team when matches are to be hosted or for direct

communications from competition referees. In the event a captain is not available, please ensure to notify competition referees of an interim captain via provided Discord channels.

1.3.4. Substitutes

Each team can have up to seven (7) competitors. Only a maximum of five (5) players may compete per map. More information on substitutions can be found at 2.5.6. Substitutions.

1.4. Competitor

1.4.1. Competitor Information

Competitors must complete the registration form quoting the correct team name.

1.4.1.1. Username, Alias and/or Avatar

All competitors must label themselves in an appropriate manner, in respect to their usernames, on any competition platform or channel. Inappropriate usernames or avatars will not be tolerated, including names or avatars which contain themes of discrimination, racism or sexism.

1.4.1.2. Game Account

Competitors must compete on their own game accounts, of which have been provided to the tournament organiser during the registration process. Competitors' accounts are the sole responsibility of the competitor. The tournament organiser is not responsible for any issues, problems or concerns regarding game accounts.

1.4.1.3. Discord

The online competition utilises Discord as the main communication platform. The platform will be utilised to organise students, check-in, organise matches and provide updates. All competitors are required to join the Discord server for the duration of the tournament.

1.4.2. Changes to Player Information

In the event that competitor information changes (Username or Discord Username), the competitor must notify the tournament organiser via the Discord server using the #support_request in the Discord server.

1.5. Player Bans

This tournament is administered by the tournament organiser, Australian Esports League (AEL), and endorsed by Esports Australia (Esports Australia).

The AEL will uphold and administer player restrictions as per restrictions set by the following:

- The Australian judicial system;
- Game publishers;
- Esports Australia, Global Esports Federation or International Esports Federation

2. League Information

2.1. Competition Title Information

2.1.1. Disclaimer

This competition is not affiliated with or sponsored by Riot Games, Inc. or VALORANT.

2.1.2. Competition Platform

VALORANT is available on the following platforms:

- PC via Riot Client

2.2. Competition Matches

2.2.1. Competition Match Time

The competition default match time is 8PM AEST on Thursday evenings, unless otherwise specified. Match times can be altered by submitting a ticket via #support_request as per instructions in #valorant_keyinfo.

2.2.2. Competition Check-in Time

Prior to the competition match time (or if a match has been rescheduled, prior to the rescheduled match time), a check-in timer will be available on Start.gg. Teams must check-in on Start.gg or may receive a forfeit.

2.2.3. Match Hosting

The match host will be chosen via Start.gg. If a match host is not automatically selected, the higher seeded team will host (team listed first/on the left).

2.3. Competition Stages

2.3.1. Round Robin Stage

The round robin stage will consist of teams split between groups to undergo a round robin competition within their groups.

2.3.2. Playoff Stage

At the conclusion of the Round Robin Stage, top teams will be invited to the playoff stage of the competition.

2.4. Leaderboard and Standings

2.4.1. Points Breakdown

Each match won will result in three (3) points assigned to the winning team. Each match lost will result in zero (0) points assigned to the losing team. Any match

forfeit will result in zero (0) points assigned to the forfeiting team. Any match in which both teams forfeit will result in zero (0) points assigned to both teams.

2.4.2. Tiebreaker Scenarios

All ties in standings will be resolved in the following order:

1. Head-to-Head Results
    - Head-to-Head results between all tied teams.
2. Head-to-Head Round Differential
    - Head-to-Head round differential between all tied teams.
3. Overall Round Differential
    - Overall game differential between all tied teams based on all games played within their group.
4. Tiebreaker Match

If, at any point, a step resolves a tie for one or more teams, but not all teams, a new tie will be declared between the remaining tied teams. This tie will be resolved using the same tiebreaker scenario mechanics as per above.

2.5. Competition Format

2.5.1. Match Format

2.5.1.1. Best of One (Bo1)

The Best of 1 (Bo1) format will have competitors compete in a match of up to one (1) game. The team that wins the game is the victor. This format is primarily used for the Round Robin.

2.5.1.2. Best of Three (Bo3)

The Best of 3 (Bo3) format will have competitors compete in a match of up to three (3) games. The first team to win two (2) games is the victor. This format is primarily used for the Playoffs.

2.5.2. Map Selection Process

2.5.2.1. Best of One (Bo1)

Coin Toss - performed via AEL Uni Discord's #valorant_cointoss

Winner of Coin Toss Picks Team A or B.

Veto Process

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

Remaining Map to be played. Team A will choose side for the Remaining Map.

2.5.2.2. Best of Three (Bo3)

Coin Toss - performed via AEL Uni Discord's #valorant_cointoss

Winner of Coin Toss Picks Team A or B.

Veto Process

- Team A Ban
- Team B Ban
- Team A Pick Map 1
- Team B Pick Side on Map 1
- Team B Pick Map 2
- Team A Pick Side on Map 2
- Team A Ban
- Team B Ban

Remaining Map is Map 3. Team A will choose side for the Remaining Map.

2.5.3. Competition Map Pool

- Ascent
- Bind
- Corrode
- Haven
- Icebox
- Lotus
- Sunset

2.5.4. Match Settings

- Map: The Vetoed Map as per 2.5.2. Map Selection Process
- Server: Sydney
- Mode: Standard
- Options
    - Allow Cheats: Off
    - Tournament Mode: On
    - Overtime: Win By Two: On
    - Play Out All Rounds: Off
    - Hide Match History: Off

2.5.5. Substitutions

Teams can substitute a player at the conclusion of a map. Teams must declare that they are substituting a player via the Discord match channel or the in-game chat, whilst in the custom game lobby. Teams cannot substitute players once a map has begun.

No substitutes are not allowed to join the lobby.

3. Spectating and Streaming

3.1. Spectating

Competitors are not allowed to spectate matches via the in-game custom game spectator slots. Only the tournament organiser's production team will be allowed

in the in-game spectator slots. Any competitors who disobey this rule may face penalties.

3.2. Streaming

Competitors are not restricted from broadcasting their own matches on their own platforms. Similar to 3.1. Spectating, competitors are not allowed to utilise the in-game spectator system to broadcast matches.

4. Hardware, Software and Connections

4.1. Competitor Hardware

Competitor hardware is solely the responsibility of the competitor. The tournament organiser will not be held liable for any issues that may arise from the use of competitor's hardware within the tournament organiser's competition.

4.2. Competitor Software

Competitor software is solely the responsibility of the competitor. The tournament will not be held liable for any issues that may arise from the use of competitor's software within the tournament organiser's competition.

4.3. Competitor Connection

Competitor connection (internet or otherwise) is solely the responsibility of the competitor. The tournament will not be held liable for any issues that may arise from the use of competitor's connection within the tournament organiser's competition. In the event of a major widespread failure, tournament organisers may reschedule, cancel or postpone matches until the failure is resolved.

4.3.1. Competitor Dropouts

4.3.1.1. Slow Loading Screen/Crash

If a game crash, disconnect, or any other failure occurs which interrupts the loading process and prevents a player from joining a Match on Match start, the Match must be immediately paused until all ten players are connected to the Match.

If players are not able to resolve the loading screen/crash technical issue during the technical pause time limitations below, the map may be rehosted. A rehosted map will require teams to select the same agents as per the initial map. Failure to do so will result in forfeiture.

4.3.1.2. Technical Pauses

A technical pause can be initiated by teams if required. A technical pause may occur in the event of any technical issue that may affect a team. The number of technical pauses are limited as per the following:

- Loading Screen Player Connection Issue - **Immediately at Beginning of Game, Maximum 5 Minutes**
- Mid-Game Player Connection Issue - **1 Pause per Map, Maximum 5 Minutes**
- Referee Technical Pause - **Issued by a Referee via Discord Due to Enforcement of Rules**

4.4. Server Connection Issues

In the event of a widespread outage due to game servers or a widespread major internet failure, tournament organisers may reschedule, cancel or postpone matches until the failure is resolved.

4.5. Tactical Timeouts

Teams are allowed to call timeouts of sixty (60) seconds in duration two times per map during the first 24 rounds of the map, at any time not limited by half. The sixty second clock will begin when teams have completed their timeout vote. In

the event of overtime, each team will be granted one Timeout to use for overtime. Unused Timeouts from Regulation will not carry over to overtime.

5. Cosmetics

5.1. Weapon Skins

There are no restrictions to Weapon Skins, Weapon Charms, Sprays or Agent Cards.

6. Sportspersonship

Competitors are required to uphold, observe and respect a reasonable level of sportspersonship. This level of sportspersonship is expected to be conducted at all stages and platforms of the competition. Unsportspersonlike conduct is not strictly prohibited, of which includes and is not limited to, interactions with other teams, general abuse or non-compliance towards tournament organisers, referees, production staff or spectators.

A player-caused bug that has the potential to significantly alter the competitive integrity of the game and provide an unintended competitive advantage. As a standard, regardless of impact, exploit usage is not permitted and if found will result in a penalty, as outlined below.

6.1. Cypher

All Cypher cam placements that afford an unfair competitive advantage via abusing map textures and/or geometry to prevent the Cypher cam from being destroyed or seen are considered banned exploits.

All Cypher cam placements must result in a Cypher cam that is destructible, that is viewable by both teams, and that does not exploit map textures and/or geometry to create a one-way view that provides an unfair advantage. Any other uses of a Cypher cam that are determined by a Competition Official Official to provide an unfair competitive advantage will also be considered banned exploits.

6.2. General Agent Utility Rule

All uses of agent utility that afford an unfair competitive advantage via abusing map textures and/or geometry to prevent the agent utility from being destroyed or seen are considered banned exploits. Agent utility cannot be used in areas that are outside of map boundaries while potentially providing any useful information or advantage at any point. Areas that are within map boundaries are defined as areas where all utility is (1) destructible as intended for that utility, (2) has the ability to be seen by both teams as intended for that utility, and (3) does not exploit map texture and/or geometry to provide an unfair competitive advantage.

A player shall not alter the utility's intended purpose and scope of usage by abusing map textures and/or geometry, abusing unintended interactions with other utility, unintended interactions with weapons, or other types of unintended interactions to gain an unfair competitive advantage. Any other uses of an agent's utility that are determined by a Competition Officials to provide an unfair competitive advantage will also be considered banned exploits.

6.2.1. Special Exceptions

KAY/O's ZERO/POINT ability is intended to be usable outside of map boundaries, and is a special exception regarding these rules. KAY/O's ZERO/POINT ability is allowed to be placed outside of map boundaries, and at other locations that cause KAY/O's ZERO/POINT ability to be indestructible and/or unviewable by the enemy players.

However, the knife model of KAY/O's ZERO/POINT ability cannot abuse or exploit map textures and/or geometry to travel to unintended locations. For example, the knife model 27 of KAY/O's ZERO/POINT ability may not travel through or inside map textures and/or geometry that are intended to be solid. Teams should clear specific trajectories or end locations for KAYO's ZERO/POINT ability with Competition Officials prior to usage if the Team is unsure whether that usage complies with this special exception rule.

6.3. Agent Character Model Boosting

Players are prohibited from using another agent's character model to boost to a location out of intended jumping range.

7. Cheating

Cheating will not be tolerated in any form throughout the competition. This includes but is not limited to; bugs, cheats, scripts and hacks. The offender, and potentially the team, will forfeit all matches for the current tournament.

8. Penalties

The tournament organiser reserves the right to issue any of the following penalties:

- A warning
- A final warning
- Forfeiture of a single round or map
- Forfeiture of a match
- A competitor suspension from the competition
- A competitor disqualification from the competition
- A team disqualification from the competition
- A temporary ban from all events hosted by the Tournament Organiser
- A permanent ban from all events hosted by the Tournament Organiser
- Forfeiture of any prizes and prize pool

8.1. Lateness Penalties & Procedure

Once both teams have checked in on Start.gg, teams must create the match lobby as per 2.5.4 Match Settings. Teams will need to provide the lobby code to invite their opponents directly.

Teams have ten (10) minutes to ensure that their team has joined the match lobby within the game. The ten (10) minute timer begins once the lobby code is provided to the opposing team.

Prior to match start, teams will be required to ask if their opponents are ready prior to starting.

Teams that are late may be penalised. This is at the discretion of the competition referees.

In the event a team is late but has 4 out of 5 members available in the lobby, the match may begin.

9. Competition Administration

A no-tolerance policy is in place for abuse, harassment and/or assault of any tournament organiser, referee, production staff or competitor. Additionally, the tournament organiser reserves the right to alter and/or update the rules, at their own discretion, to maintain competitive integrity.

The tournament organiser adheres to Esports Australia's code of conduct.