Tournament Rulebook

1. Introduction

This official rulebook ("Handbook", "Rules", "Rulebook", or "Ruleset") of the Valorant Rising Heroes Presented by AOC ("AOC Rising Heroes", "Competition", "Valorant Rising Heroes") applies to all teams, team managers, team staff, players, substitutes and coaches ("Participants") who are actively participating in the competition or any event related to the competition. The jurisdiction of the Valorant Rising Heroes Presented by AOC ("Administration") reserves the right to amend, remove or change the rules for any reason at any time without prior notice. The administration reserves the right to make judgments on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship. Participants are responsible for understanding and operating on the latest version of these rules at all times.

Administration reserves the right to exercise necessary authority, without limitation to protect the interests of ESL Australia ("Tournament Organiser"), any person or entity who is partnered with the tournament organiser to provide products and/or services for the competition ("Affiliate"), any authorised person or entity to create and/or publicise media for any reason at any time during the competition ("Press"), and any person who is present at an event related to the competition ("Attendee"). All decisions made by the administration are final - unless the option to appeal is clearly stated.

If a provision of this rulebook is/or becomes illegal, invalid, or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of this rulebook, or the validity or enforceability in other jurisdictions of that or any other provision of the rulebook.

By agreeing to be a part of a team's active roster, and by completing your registration into the competition, you hereby acknowledge and agree to the laws set out in this document in its entirety, and understand that compliance with the rulebook is a condition of your participation in this competition. Furthermore, you acknowledge that the company reserves the right to impose discipline for any

conduct it deems inappropriate, including but not limited to: disqualification from the competition.

All communication with the administration is strictly confidential. The publication of such material without explicit consent is strictly prohibited and will result in a penalty.

2. Player Eligibility

A "player" is defined as any person who is registered to compete on the active roster of a team, or can serve as a reserve player ("substitute") for a team during the competition. Any player listed on a team is a participant of that team, regardless of whether or not they have played for said team in any official match recognised by the competition. Players must meet the following requirements in their entirety in order to be eligible to compete and will be removed from the competition until these requirements are met.

No participant at any time be a part of more than one organisation taking part in the Valorant Rising Heroes Presented by AOC. If in doubt, please contact the administration if the competition in question poses a conflict.

The Administration reserves the right to investigate player information where eligibility is in question. Players should be prepared to provide a copy of personal information or other application documents to verify that these requirements are met.

2.1   Player Eligibility

All participants of the Valorant Rising Heroes Presented by AOC must be over 16 years of age, defined as having lived sixteen full years.

2.2   Region & Residency

The competition is organised by ESL for the Australian and New Zealand region. Only competitors who are residents of one of these two countries are permitted to compete in this competition.

2.3   No Employees

No player may be an employee of the administration, tournament organiser or affiliates at any point during the competition.

2.2   Cheating

2.2.2 Vanguard Anti-Cheat System

No player shall be considered eligible to participate in the competition if that player has been issued a Vanguard ban for Valorant within the last year.

2.2.3 Cheat Software

The use of the following programs is considered cheating: Multihacks, Wallhack, Aimbot, Coloured Models, No-Recoil, No-Flash and Sound changes. These are only examples, other programs or methods may be considered cheats as well.

2.2.4 Information Abuse

Communication during the match with people not involved in the match is strictly forbidden, the same is true for using information about your game from other external sources (e.g. streams).

2.2.5 Punishments for Cheating

When cheating is uncovered in Valorant Rising Heroes Presented by AOC, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money, and be banned from all competitions in ESL for a duration of normally 5 years. This duration can be lower, if significant

mitigating factors are in play, but also higher, if there are aggravating circumstances. In team competitions, the team will be disqualified from the Valorant Rising Heroes Presented by AOC where the cheating occurred.

2.2.6 Methods to Detect Cheating

ESL reserves the right to use different methods to inspect participants and their equipment, with or without prior information. One of these is the use of metal detectors on participants entering the stage. Participants are not allowed to refuse these inspections

3. Player Restrictions.

3.1 Player Names

The administration reserves the right to restrict or change player names for any reason at any time. Using alternative spelling in an attempt to avoid compliance with the following rules is prohibited.

Player names may not include a sponsor name.
Player names may not include any product name or description.
Player names may not include any words that are purely commercial.
Player names may not include any prefix or suffix not approved by the administration.

3.2 Team Limitations

Participants of the competition may not be registered on more than one team at any point.

3.3 Substitute Players

Only when a team's roster has not had all eight players filled can substitute players be added during the season, pending approval by the administration. All substitutions of this nature must be issued by the intending team twenty-four hours prior to their scheduled match.

3.4   Additional Agreements

The administration is not responsible for enforcing any agreements made between any participants and/or other entities. Any agreement that does not comply with the official rulebook is strictly prohibited.

3.5   Player Trading

Once a team has qualified for the Valorant Rising Heroes Presented by AOC their roster is locked and no members may be added or removed from the team unless extreme circumstances apply which will be at the sole discretion of the administration.

4   Team Eligibility

A "**team**" is a constellation of players making up the active roster, whereby there are five participants at a minimum available to play every matchday. Teams must meet the following requirements in their entirety in order to be eligible to compete. Teams who do not meet these requirements will be deemed ineligible to compete and will be removed from the competition until these requirements are met.

The administration reserves the right to investigate a team's information where eligibility is in question. Players should be prepared to provide other application documents to verify that these requirements are met.

4.1 Team Size

A team's roster must consist of five starting players and it is heavily recommended that at least one substitute player is on the roster. A team is at maximum permitted to include three substitute players to complete a full roster of eight players.

4.2 Region & Residency

A team's region is determined by the location of the majority of its players on the active roster. The location of team owners, team managers and team staff does not affect the team's region.

4.3 Rosters

All teams must maintain **three out of five** active roster participants throughout the duration of the competition. Failure to do so may result in the removal from the competition.

4.4 Coaches

A team is permitted to include a coach to their roster if they so choose. All coaches must be cleared by the administration before participating in any league match as a coach. If a team wishes for a coach to be present during a match then the coach will be able to join the voice communications with the team, the coach must join the voice communications at the same time as the players.

5 Team Ownership

5.1 Team License

A **"team license"** is a permit which allows an active roster of five players to have a team in the competition. A team license is granted to the active roster of five players at the time the team qualifies, or accepts the invite for the competition - and is valid for one season.

At the end of each season, each team license is reviewed and renewed based on criteria determined by the administration.

5.2 Multiple Licenses

Entities owned or operated by the same person, people, or brand may not contract multiple teams who hold team licences within the competition. Participants of the competition are allowed to be the designated team owner.

    i.   If a team qualifies into the competition, and is without representation, the team license is granted to the active roster of five players at the time of qualification.

    ii.   If a team qualifies into the competition, and is represented by an entity that currently holds a license in the competition, that entity must transfer the license

5.3 Transferring a Team License

Team licenses are permitted to be transferred given the approval of the administration.

5.4 Ownership

The ownership of the team as defined by the competition is granted to the active roster of five players at the time of qualification. For a license holder to transfer the ownership of the team to another entity, a majority of the active roster must be maintained. Refer to "4.3. Rosters".

The ownership and/or brand of a team is prohibited from being altered during the competition unless given the approval from the administration.

5.5 Payment Distribution

The administration will endeavor to pay out prize money within ninety days after the administration has received an invoice from said participant or entity. However it may take as long as one-hundred and eighty days for the payment to be completed.

6 League Structure

6.1 Progressional Structure

The competition will be split into the following components:
        Qualifiers x3 (online).
        Swiss stage (online).
        Season Finals (online).

6.2 Prize Pool

The Valorant Rising Heroes Presented by AOC will have a $20,000AUD prize pool as well as various sponsorship gear which is listed below. The prize pool will be distributed in the following payment distribution:

Total prize pool:
- $20,000 AUD total prize pool
- 15x HyperX Cloud Stinger Core Wireless 7.1 Gaming Headset + SoloCast Microphone
- 5x AOC AG273FZE Monitors
- 5x AOC G24G2 Monitors
- 5x AOC G500 Gaming Keyboard/Mice Sets
- 5x AOC Large Wolfie Plushie
- 20x AOC Goodie Bags

First (1): $8000AUD, 5 x AOC AG273FZE Gaming Monitor, 5 x HyperX Cloud Stinger Core Wireless 7.1 Gaming Headset + SoloCast Microphone, AOC Large Wolfie Plushie.

Second (2): $4,000AUD, 5 x AOC C24G2 Gaming Monitor, 5 x HyperX Cloud Stinger Core Wireless 7.1 Gaming Headset + SoloCast Microphone.

Third (3): $3,000AUD, 5 x AOC G500 Gaming Keyboard & Mice, 5 x HyperX Cloud Stinger Core Wireless 7.1 Gaming Headset + SoloCast Microphone, AOC Goodie bags.

Fourth (4) : $2,000AUD, AOC Goodie Bags.

Fifth (5) / Sixth (6): $1,000AUD, AOC Goodie Bags.

Seventh (7) / Eighth (8): $500AUD, AOC Goodie Bags.

6.3 Format

The format for the Valorant Rising Heroes Presented by AOC will be as follows:

Stage 1 (Qualifiers):

Stage 1 (Qualifiers) will feature 3 open team double elimination qualifiers which will see 4 teams from each qualifier advancing to Stage 2 (a total of 12 teams will advance).

All rounds before qualifying rounds will be Bo1 with qualifying matches Bo3

Stage 2 (Esports Swiss):

4 Teams will be directly invited based on results from previous competitions. 12 teams who qualify from stage 1 will advance to this stage.

16 teams total will compete in 5 rounds of esports style swiss. 3 wins will qualify you for stage 3 and 3 losses will eliminate you from competition.

All rounds will be Bo3

Stage 3 (Finals - Double Elimination):

The top 8 teams from the previous round will be seeded (based on swiss placings) into a double elimination bracket. All matches will be played and a winner is victorious.

All games will be Bo3 with the grand final being a bo5 with a 1 map advantage to the team from the upper bracket.

6.4 Swiss seeding/matchups

The first round of swiss matchups will be generated based on this seeding:

Seed 1 - Invited team 1
Seed 2 - Invited team 2
Seed 3 - Invited team 3
Seed 4 - Invited team 4
Seed 5 - 1st seed from qualifier 1
Seed 6 - 2nd seed from qualifier 1
Seed 7 - 3rd seed from qualifier 1
Seed 8 - 4th seed from qualifier 1
Seed 9 - 1st seed from qualifier 2
Seed 10 - 2nd seed from qualifier 2
Seed 11 - 3rd seed from qualifier 2
Seed 12 - 4th seed from qualifier 2
Seed 13 - 1st seed from qualifier 3
Seed 14 - 2nd seed from qualifier 3
Seed 15 - 3rd seed from qualifier 3
Seed 16 - 4th seed from qualifier 3

The matchups will look as follows:

Seed 1 vs 16
Seed 2 vs 15
Seed 3 vs 14
Seed 4 vs 13

Seed 5 vs 12
Seed 6 vs 11
Seed 7 vs 10
Seed 8 vs 9

Swiss rounds 2 - 5 matchups:

Each round of swiss will be reseeded but will avoid rematches, to reseed each round of swiss we will take teams Match W/L score and round W/L differential. We will rank teams in each Match W/L group based on their previous round W/L and round W/L differential to generate matchups (see below for examples), if this would cause a rematch from a previous swiss round we will shuffle seeds to avoid this if possible. If all shuffled matchups would result in a rematch the original matchup for the round will stand.

Matchups inside each W/L group will be seeded highest available vs lowest available eventually meeting in the middle as with round 1.

Win/Loss   groups:

Each round teams will be put into different W/L groups based on their total match results. For example, after round 1 there will be a group of 8 teams on 1 win 0 losses, and a group of 8 teams on 0 wins 1 loss. After round 2 there will be a group of 4 teams on 2 win 0 losses, a group of 8 teams on 1 win 1 loss, and a group of 4 teams on 0 win 2 losses. Matchups will only happen inside of these W/L groups.

Seeding   inside   of   W/L   groups:

For round 2 seeding will be based on teams rounds F/A differential.

For round 3 onwards teams inside each win/loss group will be split again into teams that won during the last round (0/1 to 1/1) and teams who lost in their previous round (1/0 to 1/1). Teams who came from a higher W/L group will be seeded above those who came from a lower one. Then as with round 2 the teams in the same W/L group coming from the same previous W/L group will be seeded based   on   their   total   rounds   F/A   differential.

An example of round 3 would look like this:

2:0   W/L   group:

Seed 1 - 2:0 team with the highest round F/A Dif

Seed 2 - 2:0 team with the second highest round F/A Dif
Seed 3 - 2:0 team with the third highest round F/A Dif
Seed 4 - 2:0 team with the lowest round F/A Dif

1   vs   2
3 vs 4

1:1   W/L   group:
Seed 1 - 1:1 team from the 1:0 W/L group with the highest round F/A Dif
Seed 2 - 1:1 team from the 1:0 W/L group with the second highest round F/A Dif
Seed 3 - 1:1 team from the 1:0 W/L group with the third highest round F/A Dif
Seed 4 - 1:1 team from the 1:0 W/L group with the lowest round F/A Dif
Seed 5 - 1:1 team from the 0:1 W/L group with the highest round F/A Dif
Seed 6 - 1:1 team from the 0:1 W/L group with the second highest round F/A Dif
Seed 7 - 1:1 team from the 0:1 W/L group with the third highest round F/A Dif
Seed 8 - 1:1 team from the 0:1 W/L group with the lowest round F/A Dif

1 vs 8
2 vs 7
3 vs 6
4 vs 5

0:2   W/L   group:
Seed 1 - 0:2 team with the highest round F/A Dif
Seed 2 - 0:2 team with the second highest round F/A Dif
Seed 3 - 0:2 team with the third highest round F/A Dif
Seed 4 - 0:2 team with the lowest round F/A Dif

1   vs   2
3 vs 4

In the event that there is a rematch the seeds will be shuffled down to try to avoid one, if all scenarios result in a rematch the original matchups will stand.

7   Game Specific Rules

7.1   Map Pool

The map pool will use the current active duty mapgroup, current as of February 12th, 2021. This selection of maps is determined by Riot and the administration will determine if and when map changes will take effect during a season if needed.

> Ascent
> Bind
> Haven
> Split
> Icebox

7.2   Unintended Uses of the Game Title

The use of any bug, intentionally and/or repeatedly in a game is not permitted. The administration reserves the right to determine when an in-game action is deemed as an abuse.

7.4   New Positions

It is heavily recommended to inform the administration team if you intend to use a new position on a map if it's not commonly known in the game. The administration will determine if this position is legal, and will keep the information private to that team until it is used and inform the opposing team.

If a new position is used in the competition and the administration is not informed, potential illegal positions will be penalised.

8 Match Procedure (Online)

8.1 Match Veto

The higher seeded team will decide if they wish to proceed with the veto as "Team A", or "Team B". If a higher seeded team cannot be found, the decision shall be made via a coin toss.

Best-of-One Series:

Team A removes two maps.

Team B selects from the remaining maps, with the sides for each Team on such map to be determined by coin flip.

Best-of-Three Series:

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, if required, will be chosen at random from the full Map Pool with the sides for each Team on such map to be determined by coin flip

Best-of-Five (5) Series:

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

Team A selects the side of the map they will start on for the second map, and selects the map for the third map of the best- of-five Match.

Team B selects the side of the map they will start on for the third map, and selects the map for the fourth map of the best-of-five Match, if required.

Team A selects the side of the map they will start on for the fourth map, if required.

The last remaining map will be used as the deciding map, if required. Side selection for this map will be decided by coin toss

8.2 Match Start Time

Each match start time listed on the competition website, email, or official documentation should be considered an estimate. All participants during a matchday are expected to be online and available thirty minutes prior to the start of the first scheduled series. Matches will follow set timescale meaning if one game finishes early then the next will not start until it's set time.

8.3 Joining the Lobby

All participants are expected to join the match lobby allocated by the administration no later than ten minutes before the informed starting time of the match. At five minutes before this time, any player who is not present in the match lobby must be substituted with an available player on the team.

8.4 Player Disconnection(s)

Once a round has started, teams are permitted to request a round restart only prior to the first damage of that round.

Restarts are only permitted for the following reasons:

A player, or multiple players have timed out, and disconnected from the match server.
A player, or multiple players have timed out, and are motionless in the match server.
A player, or multiple players have technical issues, and are motionless in the match server.

Once a round has started, if a player disconnect occurs after the first damage of a round has been made, the round will continue until completed. If the

disconnected player(s) have not returned when the round has been completed, then the match will be paused at the start of the next round.

If a player has not returned after five minutes, the affected team must inform a substitute to join the match server. After two more minutes, the administration will ask the affected team to use the substitute player prepared for the remainder of the match. After this point, the initially affected player will not be permitted to rejoin the match server until the current half has ended.

8.5   Leaving the Server

All matches must be completed until one team has been determined the winner. In the event that a forfeit has occurred after the start of a game, players must only leave the match server once the administration has deemed it possible.

8.6   Disrupted Game(s)

If the match server is interrupted, as in the case of a server crash, the match will be restarted using the in-game match restore feature.

In the event that a match restore feature is not available, the administration will determine the most appropriate way to restart the match.

8.7   Overtime

In the event that an overtime is required, teams will remain on the side they are currently on following the completion of the most recent half. Teams will alternate playing on each side until one team is up by two rounds, in which case they will be declared the winner.

8.8 Pausing the Match Server (Tactical)

To pause the match server, a player must use the in game pause feature. For a tactical pause, the player who requested the pause must immediately state that the pause is tactical.

Each team is permitted one tactical pause per game. Each tactical pause is permitted to last a maximum of thirty seconds. The team who called the tactical pause is permitted to end the pause early, however this consumes the entire thirty second tactical pause.

8.9 Pausing the Match Server (Technical)

To pause the match server, a player must use the in game pause feature. For a technical pause, the player who requested the pause must immediately provide a reason for the pause in the in-game chat (all chat).

Pausing the match for a technical reason is only permitted for the following reasons:

A player, or multiple players have timed out, and disconnected from the match server.
A player, or multiple players have timed out, and are motionless in the match server.
A player, or multiple players have technical issues, and are motionless in the match server.
A player, or multiple players are registering a ping to the server equal to, or greater than 250ms.

Teams are not permitted to pause the match server for any technical reasons outside of the above. If there is an outstanding occurrence, the administration reserves the right to pause the match server to maintain competitive integrity.

8.10 Coaches

Each team is permitted one coach during the competition. Coaches may join the voice chat with the players but must do so at the same time.
In an emergency, coaches are permitted to replace a player on the server. Players, however, are not permitted to replace the coach role.

8.11 Match Etiquette

Matches are to be started in a timely manner. The administration reserves the right to forfeit teams responsible for intentionally delaying the start of a match by more than fifteen minutes after the scheduled start time.

The in-game chat (all chat) must only be used for game related discussion. The primary use of the in-game chat is for the teams and administration to communicate. Any form of harassment via the in-game chat is heavily restricted.

8.12 Issuing a Protest

Should a participant wish to submit a protest concerning a specific match, player, team, or ruling, the email must be sent within seventy-two hours of the match's initial starting time. Any protest made after the deadline can be discarded at the discretion of the administration.Each protest should only be submitted once. All communication of these matters are required to be conducted through the official communication methods provided - being Discord and/or email. All communication of an ongoing protest must be kept strictly confidential within the participants and the administration.

8.13   Post Match Interviews

Before and after each match either team may be requested for an interview. Each team must nominate at least one member that has a webcam and microphone to do these interviews. If no players have the technical requirements coaching or management staff may be requested to do the interview instead.

8.14 Betting.

No players, team managers, staff or management of attending organizations may be involved in betting or gambling, associate with betters or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly, for any of the Valorant matches or the tournament in general. Any betting or gambling against your own organizations' matches will lead to an immediate disqualification of the organization and a minimal ban of 1 year from all ESL competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament direction.

ESL and its tournaments are part of ESIC, the Esports Integrity Commission. That means that all rules and regulations of ESIC apply to all ESL tournaments, including Valorant Rising Heroes Presented by AOC. You can look them up on their website at https://esic.gg/

9   Copyright Notice

All content appearing in this document is the property of ESL Gaming Australia Pty Ltd. Unauthorised distribution, duplication, alteration or other use of the material contained in this document, including but not limited to: trademark image(s), drawing(s), text, likeness or any photographs may constitute a violation of the laws of copyright and trademark and may be prosecuted under criminal and/or civil law.

No part of the content of this document may be reproduced in any form or by any means, or stored in a database or retrieval system - except for personal use - without the written permission of ESL Gaming Australia Pty Ltd.

All content in this document is accurate to the best of our knowledge. ESL Gaming Australia Pty Ltd assumes no liability for any error or omission. We reserve the right to change content and files on our website (including but not limited to: eslgaming.com, pro.eslgaming.com/anz and all subdomains) at any time without prior notice or notification.

10 Changelog

Date	Changelog