



VALIANTS

MAP POOL

- *ABYSS*
- *BIND*
- *BREEZE*
- *CORRODE*
- *HAVEN*
- *PEARL*
- *SPLIT*

RULES

TOURNAMENT STRUCTURE

- Group Stage : Single-Elimination or Double-Elimination
- Playoffs : Single-Elimination

MAP SELECTION

- Veto System : Teams will ban and pick maps in a predetermined order.

SIDE SELECTION

- Coin toss or map pick advantage determines attacking or defending side.

PLAYER CONDUCT & FAIR PLAY

- No Cheating : Any use of hacks, scripts, or macros will lead to instant disqualification.
- No Toxic Behaviour : Harassment, hate speech, or offensive language is strictly prohibited.

RULES

PAUSES

- **Tactical Timeouts** : One tactical timeout per half, 60 seconds.
- **Technical Pauses** : Allowed for connectivity or hardware issues, with durations varying depending on the situation.

TECHNICAL ISSUES & REMATCH RULES

- **Disconnects** : A disconnected player can reconnect. Substitutes may be allowed if pre-approved.
- **Server Issues** : If an official server problem occurs, the round or match may be replayed.

BROADCASTING & STREAMING

- Official casters and analysts may be assigned by the organizers.

MATCH FORMAT

- The matches will be played on Mumbai server with Tournament Mode enabled.
- Map selection shall be done by Veto System (the team captains get to pick and ban the maps before the match begins).
- The team captains shall choose from the current competitive map pool for the map veto.

RULES

GENERAL INSTRUCTIONS

- All players must report to the venue 20 minutes prior to the match start.
- Players must bring their own peripherals (headphones, mouse, keyboard, mousepad) to the venue.
- External software and cheats are strictly prohibited.
- All players must be respectful to the organizers and opponents.
- All decisions made by the organizers are final and non-negotiable.

ADDITIONAL TOURNAMENT RULES

- **Player Identification** : All players must play the matches using their registered Riot ID. Use of other account IDs on the day of the tournament is not allowed.
- **Physical Presence** : The physical presence of the registered players at the venue is important. **UNDER NO CIRCUMSTANCES ARE PLAYERS ALLOWED TO PLAY FROM HOME.**
- **Team Captains** : The team captains will be added to a Discord server on the last day of closing registrations.

RULES

- **Qualifier Matches :** All online qualifying matches will be a Best of 3 (BO3), held from 9th to 13th March.
- **Qualifying Teams :** The qualifying teams will play LAN matches, which will be Best of 1 (BO1), on 14th and 15th March.
- **Match Scheduling :** Volunteers will assign the date and time for the online matches and the matches will be hosted by the organizers.
- **Discord Requirement :** All players must join the Discord server, tag their teammates, and update the scoreboard after completing online matches.
- **Player Identification :** All players must use their registered in-game ID. Teams will be disqualified if players are found using unregistered IDs.
- **Admin Assistance :** Players can reach out to admins via Discord for any queries or issues.
- **Walkover Rule :** If a team's players fail to join the server within 15 minutes of the scheduled match time, the opposing team will receive a "WALKOVER".

CONTACT



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