



Wave OCE Invitational Tournament Rulebook

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1. Introduction and Purpose

1.1. Background

Wave OCE (the Tournament Organiser) operates a team that provides production services & tournament management for VALORANT community broadcasts, in the OCE region.

Our vision aims to encourage a new level of competitive play in the Oceanic region. We're also committed to supporting ValOCE as their ongoing community project, so that we can foster a prolific & competitive tournament experience.

1.2. Purpose

Wave OCE is hosting an invitational event for the top ranked teams in the Oceania region to compete in a highly competitive tournament. The goal is to promote the talent in our region and provide a platform for teams to compete due to the current absence of VCL OCE 2025. This provides an ideal opportunity to prepare for future events.

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

1.3. Application of the Tournament Rulebook

Standardised rules benefit all parties who are involved in the professional play of VALORANT. This Tournament Rulebook will apply to and be binding on each of the individual (natural person), entity and/or group who registered a team to participate in this event, and to each Team's players, managers, coaches, owners and other representatives (Team Personnel).

1.4. Disciplinary Action

The Tournament Organiser, shall be entitled to undertake such disciplinary procedures as it determines in relation to any breach of, or failure to comply with, this Tournament Rulebook by the Team, any Owners or Team Personnel and to impose such disqualifications and other disciplinary actions (or combinations thereof) at the discretion of Wave OCE and such Disciplinary Actions (i) may be publicly disclosed by Wave OCE, and (ii) are reasonable and necessary in order to maintain the competitive integrity of the competition.

*****All Team Personnel must read, understand, and agree to the Tournament Rulebook before participating in this event.*****

2. Code of Conduct

2.1. General

- 2.1.1. All participants are responsible for behaving in a respectful manner towards tournament officials, other tournament participants, and spectators - refraining from Unsportsmanlike Conduct at all times.
- 2.1.2. Being respectful at all times, any disrespect, discrimination, harassment or threats towards others is prohibited. Releasing personal or private information of another individual without permission, ie doxxing, is prohibited. Overall, players are expected to follow Terms of Service guidelines for Riot Games, Discord and Twitch. There is zero tolerance for failure to comply with code of conduct, tournament organisers reserve the right to remove players and teams from the tournament without refund of registration if players or a team should disregard these rules.

2.2. Player Integrity

- 2.2.1. Participants are expected to uphold honourable good sportsmanship and professional integrity. Teabagging and shooting bodies are to be kept at a reasonably minimal level, if to the extent that it disrupts gameplay and the flow of the round, it may be subject to disciplinary action. Players are not to utilise the in-game text or voice chat to communicate with the other team. The only use for the in-game text chat mid-match will be to call for technical pauses which will be handled by the tournament referees.
- 2.2.2. Players must play on the accounts they registered into this tournament and any attempts of cheating, match fixing, sharing accounts or intentional exploitation of bugs and glitches will be subject to punishment. Participants may be asked to turn webcams on in the case of verifying their identity in the event of suspicion, however webcams will only be shown on stream if players agree to an interview or the usage of player cams in the playoffs.
- 2.2.3. Players are requested to not spoil round/game results in the stream chat. Any players or spectators spoiling the match results in the stream chat will be subject to disciplinary action. Misuse of game exploits, agent-specific glitches and any other known/unknown bugs is prohibited. Any abuse of exploits will result in disciplinary action from tournament referees.

2.3. Tournament Responsibilities

- 2.3.1. Teams are to have read and understood the Match Protocol section thoroughly and be diligent and punctual in carrying out their duties.
- 2.3.2. However in the event that players are unable to play a scheduled match, the match may be rescheduled on the same day only to a different time slot **at the discretion of the Tournament Organiser**. If an agreement cannot be established between both teams and the tournament organiser, the team that cannot compete must forfeit their match.
- 2.3.3. Participants are permitted, at the discretion of the Tournament Organiser to stream their own POV while playing, during the Group Stage only. Player POV streams **MUST** have a delay of 4 minutes. Only tournament participants are allowed to watch-party the group stage and playoffs that are being streamed by the tournament organiser. Broadcasts will be provided by the Tournament Organiser through relevant social channels.

2.4. Grievances

- 2.4.1. Any personal grievances should be settled privately and is not an excuse for toxic and rude behaviour towards participants, tournament referees and any other individuals.
- 2.4.2. Any tournament grievances should be reported to tournament organisers for further investigation and ruling through the tournament Discord server #mod-mail channel's ticket system. Please do not attempt to contact tournament organisers individually, for you will be redirected to the ticket system.
- 2.4.3. In the event of a disagreement with in-game rulings, the procedure requires documentation and evidence that must be presented to tournament referees post-match, if it cannot be resolved during the match.
- 2.4.4. Teams may be asked to find a replacement should one of their team members violate any rules and the rest of the team wishes to not continue competing with them, however intentional or premeditated violation of the rules will result in a removal of the entire team from the tournament.
- 2.4.5. Tournament organisers are not required to provide a warning upon serious rule violations and reserves the right to make a final ruling at their sole discretion if an agreement cannot be reached which may include disqualification from the tournament. For egregious violations, participants may also be reported to Riot Games.

3. Registration

3.1. Participant Eligibility

- 3.1.1. All participants must be at the **age of 16 or above**. All information provided by participants must be accurate (names, ages, payment details, account IDs, etc). False and inaccurate sign-up information will lead to ineligibility for the prize pool and potential removal from the tournament.
- 3.1.2. If a player meets the Minimum Age as defined in 3.1.1, but is under the age of 18, they may still compete in the tournament if they meet the other eligibility criteria and a parent or legal guardian accepts this Tournament Rulebook on behalf of the player, and consents to the player's participation in the tournament by way of written notice.
- 3.1.3. If a member of a team has a history of being banned by Riot Games, or have been deemed blacklisted from the tournament, they are not eligible for admittance into this tournament and may be subject to review for future events.
- 3.1.4. Any attempt to circumvent these rules and bypass restrictions through any means (making another account, using a friend's account, playing from a friend's place, etc) will be subject to consequences. If a team has happened to attempt to register with an ineligible member, the team may be asked to find a replacement.

3.2. Team Eligibility

- 3.2.1. Upon registration, all teams have indicated that they have agreed to comply with all rules listed here in this rulebook. Please make sure you have thoroughly read through the content, for there will be no leniency for not reading this rulebook.
- 3.2.2. The registration fee for each team is \$100 AUD, paid to the major sponsor. (Kmannamk), at least 2 days prior to the tournament start date (28th March).
- 3.2.3. All team rosters (players+subs) must be registered on Challengermode and submit their team at https://www.challengermode.com/s/Wave_OCE at least 2 days prior to the start of this tournament. Teams that have not registered through Challengermode prior to the tournament start date will be ineligible to compete. Players must have their registered Riot ID's linked to their Challengermode account to be eligible to compete.
- 3.2.4. Team rosters are to consist of 5 - 7 players, a coach and/or an assistant coach (9 members in total), where you have 5 players in the main roster and maximum 2 substitutes. All players must not exist in other teams as players,

substitutes or coaches. Teams must maintain a minimum of 5 players (Minimum Roster) to constitute a team. If at any point a Team's roster falls below 5 players, that Team may be disqualified or otherwise subject to Disciplinary Action, unless given permission to drop below the Minimum Roster requirement by Tournament Referees, at their sole discretion.

- 3.2.5. Last-minute emergency substitutions will not be permitted under any circumstances.
- 3.2.6. A captain must be nominated to perform map vetoes and will act as a point of communication between the team and the tournament organisers, the coach may be nominated captain.
- 3.2.7. The entire team must have entered the tournament Discord server before 28th March for server roles to be established by tournament commencement. Please rename yourself in the format of [Team Tricode] [broadcast username], or a tournament referee shall do it for you. Tricodes must be appropriate and have a maximum of 4 characters.
- 3.2.8. A player or coach will not be allowed to compete for more than one Team concurrently, and cannot be listed on the Roster of more than one Team.

3.3. Roster Locks

- 3.3.1. ALL teams rosters must be submitted before the starting date of the event, however, rosters will be fully locked AFTER the first round of the Swiss Bracket (12:00AM 2nd April) (Lock in Date) and will not be able to be altered for the duration of the event from that point onwards. Any participant who is playing on an unregistered Riot account, or any team playing with an unregistered player, will be DISQUALIFIED from the event.
- 3.3.2. If a team would like to change their submitted roster before the Lock in Date, they can message the tournament referees via your team's designated text channel. They must submit their discord username and Riot ID as proof of being the substitute in order for the roster swap to be permitted.

3.4. Broadcast Requirements

- 3.4.1. For the purpose of the tournament stream, usernames and aliases must be stream-friendly, tournament organisers may refuse registration if names are decided to be inappropriate for broadcast. They must be maintained from the time of registration and unchanged for the duration of playing in the tournament. They may not include any word or phrase in any language that is offensive, toxic or hurtful.
- 3.4.2. Tournament Referees reserve the right to reject any username or Riot ID selected by a player for any reason and to require the player to select an

alternate name that complies with this Tournament Rulebook.

- 3.4.3. The tournament organisers reserve the right to use gameplay footage, player's names and likeness for content purposes.

3.5. Tournament Liabilities

- 3.5.1. Upon registration, all participants agree to release tournament organisers from any liability whatsoever and waive any and all causes of action, related to any claims, costs, injuries, losses, or damages of any kind arising out of or in connection with this tournament or delivery, misdelivery, acceptance, possession, use of or inability to use any prize (including, without limitation, claims, costs, injuries, losses and damages related to personal injuries, death, damage to or destruction of property, rights of publicity or privacy, defamation or portrayal in a false light, whether intentional or unintentional), whether under a theory of contract, tort (including negligence), warranty or other.
- 3.5.2. Prize winners waive tournament organisers of any liability that results from any purchases or usage of the prize money after payment has been made.

3.6. Coaches

- 3.6.1. If a Team has more than one coach, the Teams must designate one (1) coach as the **“Match Coach”** that is allowed to communicate with the Team’s players during the Agent and Map selection process for each Match, timeouts, half-times, in between regulation and overtime, and in between Maps (if applicable). The 2nd coach will be classified as the **“Assistant Coach”**. If the Team has one coach, that coach will be classified as the Match Coach.
- 3.6.2. The Match Coach may be present for every Match in which the Team participates. The Team’s Match Coach may be connected to the voice communication system in Discord/ the game lobby and will only be allowed to talk (use voice comms) to players during the:
 - **Agent and Map selection process for each Match**
 - **“Free-Time”**
 - **the initial lobby pause (for broadcasted matches)**
 - **1st pistol round buy phase**
 - **tactical timeouts**
 - **half-time buy phase**

- **the 1st overtime buy phase**
- **and in between Maps (if applicable).**

Coaches are **NOT** permitted to communicate with their team during **technical pauses and during Regulation gameplay.**

- 3.6.3. The Team's Match Coach is only permitted to be in the Match Area during Agent and Map selection, Timeouts, Half-Times, in between regulation and overtime, and in between Maps. For the purposes of online competition, any room in which the player competes will be considered part of the Match Area.
- 3.6.4. Other team coaches and/or Team personnel are not permitted to be in the Match Area, and may not communicate with the players during a Match unless authorized by Tournament Referees
- 3.6.5. In the event of an emergency, the Team can designate an "**Interim Match Coach**". Whether or not an event qualifies as an emergency is determined at the sole discretion of the Tournament Organiser. The Interim Match Coach can be the Assistant Coach registered on the team roster or substitute registered in the team roster.
- 3.6.6. A Match Coach may be registered as a substitute in the team roster.
- 3.6.7. If the Match Coach is not registered as a substitute in the team roster and all substitute players are unavailable to form the Minimum Roster requirement, **at the discretion of Tournament Referees**, the Match Coach may be permitted to play as a substitute to field the Minimum Roster requirement.
- 3.6.8. In the event that the Minimum Roster Requirement cannot be fielded with substitutes or a Match Coach, the Team must forfeit the Match, unless allowed by Tournament Referees as advised in **3.2.4**.
- 3.6.9. Interim Match Coaches that are not registered as a substitute player, are not permitted to play as part of the team roster.
- 3.6.10. Match Coaches and/or Interim Match Coaches are requested to record their POV (video+audio) for the duration of a Match to submit as evidence to Tournament Referees if/when it becomes necessary.

4. Competition Format

4.1. Match Schedules

- 4.1.1. This tournament is scheduled to run from 28th March - 4th May in the timeframe of 4pm onwards AEDT on Friday-Sunday, where match reschedules are only permitted on the same day. Reschedules cannot be moved to a different day and must be played on the same day as the originally scheduled match. Refer to 2.3.2.
- 4.1.2. Teams will be allowed to discuss reschedules in their assigned match channels in the tournament once their scheduled matches have been announced, however reschedules must be agreed upon by both teams and made known to the tournament organisers **at least 24 hours before** their initially scheduled match start. Please note that game dates are not available to be rescheduled, as we do not have available staff on weekends during this time period to monitor matches. However, if a match needs to be played earlier or later in the day we will most likely not be able to broadcast your match.
- 4.1.3. Brackets, seeding & scheduling may be prone to alteration at the tournament organiser's discretion. Match start times may be pushed back by one hour for the purpose of the Match being broadcasted, with the agreement of all Teams selected for broadcast that day.

4.2. Qualifying Stage

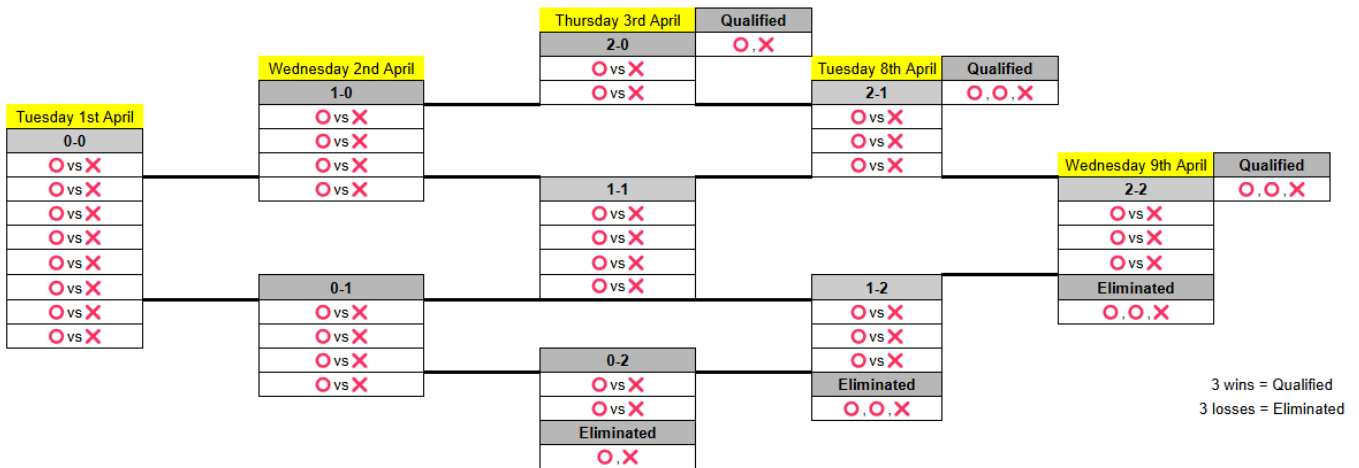
- 4.2.1. The tournament will commence with a qualifying stage on the 28th March - 30th March, consisting of 8 Premier Invite teams which will compete for the remaining 4 slots in the Group Stage. Matches will start at 6pm AEDT.
- 4.2.2. This bracket will be Single Elimination Bo3 series, with 4 teams being eliminated in the first round and the remaining 4 teams playing off for seeding going into the Group Stage. All 3 rounds will be played over this weekend, 1 round per day.

4.3. Group Stage

- 4.3.1. The tournament will commence with a Swiss stage that is structured to accommodate 16 teams (12 invited teams + 4 qualifier teams from the Qualifying Stage).
- 4.3.2. There will be 2 sets of matches per day, with the 1st match scheduled at 6pm AEDT and 9pm AEDT. You will be informed of your match times the

following day, at the conclusion of each round.

- 4.3.3. Round 1 will be played on Tuesday 1st April, matchups will be announced on stream after the seeding process has taken place. Round 2 will be played Wednesday 2nd April, and Round 3 will be played Thursday 3rd April. Round 4 will be played on Tuesday 8th April and Round 5 will be played on Wednesday 9th of April.



- 4.3.4. Each match will be a **best-of-three (bo3)**, subsequent rounds in the Group Stage will match teams with the same win/loss record against each other.

Team A - BAN

Team B - BAN

Team A - PICK Map 1

Team B - PICK Side

Team B - PICK Map 2

Team A - PICK Side

Team A - BAN

Team B - BAN

Map 3 shall be the remaining map where Team A picks to start on attack or defence.

- 4.3.5. Teams which have won 3 games will progress to the Playoff stage and teams who have lost 3 will be eliminated from the tournament.

4.4. Playoff Stage

4.4.1. The playoffs will be in a double elimination bracket where if teams lose a match, they will play in the lower bracket, where if they lose a 2nd match they will be eliminated from the bracket.

Upper Quarter Finals (Seed 1v8, 2v7) - Tuesday April 15th (6pm AEST)

Upper Quarter Finals (Seed 3v6, 4v5)- Wednesday April 16th (6pm AEST)

Lowers Round 1 - Tuesday 22nd April (6pm AEST)

Upper Semis - Wednesday 23rd April (6pm AEST)

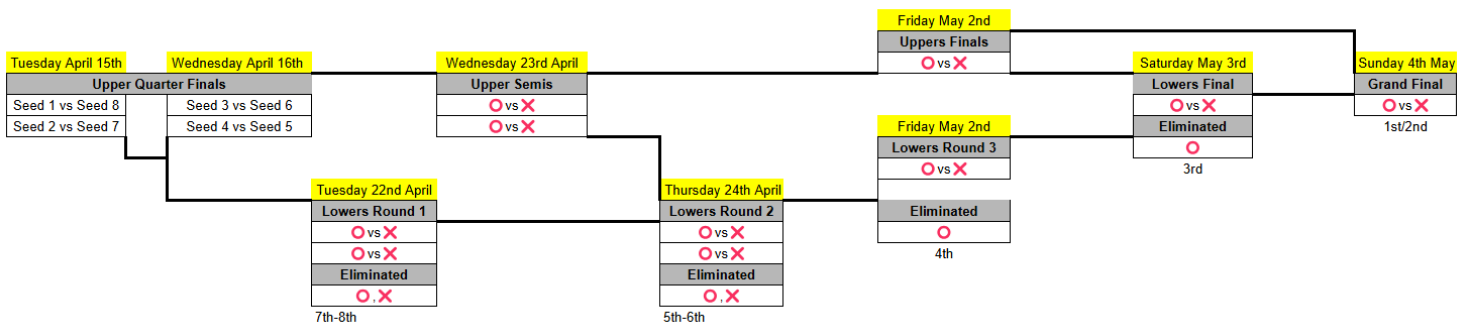
Lowers Round 2 - Thursday 24th April (6pm AEST)

Upper Final - Friday 2nd May (6pm AEST)

Lowers Round 3 - Friday 2nd May (9pm AEST)

Lowers Finals - Saturday 3rd May (4pm AEST)

Grand Finals - Sunday 4th May (4pm AEST)



4.4.2. The playoff matches will be of a **best-of-three (bo3)** where the map vetoes will be decided through:

Team A - BAN

Team B - BAN

Team A - PICK Map 1

Team B - PICK Side

Team B - PICK Map 2

Team A - PICK Side

Team A - BAN

Team B - BAN

Map 3 shall be the remaining map where Team A picks to start on attack or defence.

4.5. Lower Finals

- 4.5.1. The Lower Finals shall be a **best-of-five (bo5)**. The team who loses in the upper final shall be deemed the higher seed, and will have the option of choosing to be Team A or Team B for the series. The map vetoes will progress as follows:

Team A - BAN

Team B - BAN

Team A - PICK Map 1

Team B - PICK Side

Team B - PICK Map 2

Team A - PICK Side

Team A - PICK Map 3

Team B - PICK Side

Team B - PICK Map 4

Team A - PICK Side

Map 5 shall be the remaining map where Team B picks to start on attack or defence.

4.6. Grand Finals

4.6.1. The Grand Finals shall be a **best-of-five (bo5)**. The top seed (deemed Team A) shall ban the first 2 maps and the order shall be decided of the remaining maps through:

Team A - BAN 2 Maps

Team A - PICK Map 1

Team B - PICK Side

Team B - PICK Map 2

Team A - PICK Side

Team A - PICK Map 3

Team B - PICK Side

Team B - PICK Map 4

Team A - PICK Side

Map 5 shall be the remaining map where Team B picks to start on attack or defence.

4.7. Map Pool

4.7.1. Map pool will consist of the 7 maps in the current competitive map pool at tournament commencement and will not change for the duration of this tournament.

Ascent

Fracture

Icebox

Haven

Lotus

Pearl

Split

5. Prize Pool

- 5.1.1. The total prize pool for this event is \$5,000 AUD.
 - 1st - \$2000 AUD
 - 2nd - \$1200 AUD
 - 3rd - \$700 AUD
 - 4th - \$500 AUD
 - 5th and 6th - \$200 AUD
 - 7th and 8th - \$100 AUD
- 5.1.2. Teams will be contacted promptly upon qualifying for prizes. Prizes will be paid out to the captain and it is the responsibility of the captain to distribute the prizes to individuals.
- 5.1.3. The prize pool will be distributed and paid out by the major sponsor (Kmannank).
- 5.1.4. Tournament Teams participating in the Playoff Stage must be able commit to participating in all broadcast matches and may not forfeit any Matches in this stage, without prior approval from Tournament Organisers. Failing to field a full roster for Playoff Matches may result in disciplinary action or forfeiture of prize winnings.

6. Match Area

The “**Match Area**” is the area immediately surrounding any competition PCs used during Match play for this online event. During Match play, the presence of Team Personnel in the Match Area is restricted solely to the players of the Teams participating in the Match.

6.1. Team Manager and other Team Personnel

- 6.1.1. Team Personnel, including managers, may be in the Match Area during the Match preparation process, but must leave prior to the Agent and Map Selection phase and may not return until after the end of the Match.

6.2. Coach Match Area Access

- 6.2.1. Coaches for Teams participating in a given day’s Matches will be granted Match Area access and will be allowed to communicate with their Team during the pick/ban map selection process. No other Team Personnel will be permitted in the Match Area during this time without the express permission of Tournament Referees.
- 6.2.2. All coaches will exit the Match Area to a designated position promptly after the pick/ban map selection process ends. For the purposes of online

competition, any room in which the player competes will be considered part of the Match Area.

6.3. Wireless Devices

6.3.1. Wireless devices, including mobile phones, tablets, and smart watches are not allowed in the Match Area while the players are involved in active play, including during the pick/ban map selection phase, pauses, remakes. Wireless devices may be used during the break times for multimap matches.

6.4. Notes and Notepads.

6.4.1. Players are not permitted to bring any written or printed materials into the Match Area during a Match. Any written or printed materials must be removed from the Match Area before the start of the Match.

6.5. Consumable Restrictions.

6.5.1. Allowed Consumables:

- Drinks & food are permitted in the Match Area.
- Chewing gum is allowed in the Match Area.

6.5.2. Prohibited Consumables:

- Tobacco and other nicotine products are prohibited in the Match Area.

7. Match Protocol

7.1. Changes to Schedule

- 7.1.1. Tournament Referees may, at their sole discretion, re-order the schedule of Matches within a given day. In the event that the Tournament Referees modify a Match schedule, they will notify all Teams as soon as possible.

7.2. Readiness

- 7.2.1. When your team has been approved, please make sure all members of the team have joined the tournament Discord server and have been assigned the correct roles and are able to communicate with tournament organisers and other teams in respective match channels upon creation.
- 7.2.2. If there are any further questions or if a more concise procedure is required, further clarification will be present in the tournament Discord server.
- 7.2.3. Players must use the account they registered into this tournament with, ensure their game client is updated and that player cams are set-up (if required).

7.3. Pre-game

- 7.3.1. Players are responsible for being informed of their scheduled match time and must take initiative to come to an agreement to reschedule with the other team should they become unable to play at their scheduled match time. They must utilise the created match channel within the tournament Discord server for communication with the other team, including map vetoes and rescheduling discussions.
- 7.3.2. Tournament organisers must be informed of rescheduled matches **at least 24 hours** before the initial scheduled match time as advised in 4.1.2.
- 7.3.3. Map vetoes must be finalised **at least 1 hour** before scheduled match time. Map vetoes will be conducted in the respective match thread by the team captain. Disciplinary Action may be taken if vetoes are not completed 1 hour before the scheduled match start time. Tournament Referees may restart the map veto process if an issue arises or if the veto process is performed incorrectly.
- 7.3.4. Players are to be present in their respective Discord voice channels and must be available for contact **at least 15 minutes** before their scheduled match start time. Teams must be ready and present in the game lobby **5 minutes before**

the scheduled match start time. If a team is not wholly present (5 players) or has a lack of communication with tournament organisers and the production team, they will be subject to forfeiting the first map, if the match does not begin **within 15 minutes** of the scheduled match time. A 45 minute delay will result in forfeiting the series. Recurring lateness and lack of punctuality may result in disciplinary action being taken or disqualification from this tournament.

- 7.3.5. If a Team or any of their players does not show up at the specified time for any of their Matches, due to unforeseen circumstances, Teams must inform Tournament Referees immediately. Tournament Referees may postpone, suspend or cancel the Match at their sole discretion.
- 7.3.6. Players and main coaches must be in the game lobby before the scheduled match start and in their designated slots (if using player cams, playoffs). Only production and tournament staff are allowed in the observer slots of the lobby for the duration of the match,
- 7.3.7. New Agents - will be automatically restricted for two weeks from their release on the competitive queue. Example: Agent A was released on April 7th 2025, so Agent A will become eligible to be used in all Matches on April 21st 2025.
- 7.3.8. Additional Restrictions - (e.g. disabling certain weapons) may be added by Riot or the Tournament Organiser at any time before or during a match, if there are known bugs with any items, Agents, skins, or abilities. New agents and maps may be restricted for longer periods of time at the discretion of Tournament Referees.
- 7.3.9. Players must ensure they are setup and prepared before the scheduled match time:
 - Confirm Riot Account name accuracy
 - Ensuring the working function of all equipment, network connection and DDOS protection.
 - Connecting and calibrating peripherals.
 - Ensuring proper function of their voice chat system.
 - Selecting skins.
 - Adjusting in-game settings
 - Completed in-game warm-up.
- 7.3.10. Technical Failure of Equipment - If a player encounters any equipment problems during any phase of the setup process, players must notify their Tournament Referee immediately.

- 7.3.11. Players are responsible for ensuring the performance of their chosen setup, including computer hardware and peripherals, internet connection, DDOS protection and power. Issues with this setup are not an acceptable reason for lateness or pausing beyond a Team's allowance
- 7.3.12. It is expected that players will resolve any issues with the setup process within the allotted time and that the Match will begin at the scheduled time.
- 7.3.13. At the specified time before the Match is scheduled to begin, a referee will confirm with each team that they are ready to start. Once all teams have confirmed ready for Match Start, players may not enter a warm-up Match or leave the Match Area.
- 7.3.14. All matches will be conducted and deemed official with the presence of a Tournament Referee only.

7.4. Lobby Setup

- 7.4.1. A “**game**” is an instance of competition on a VALORANT map that is played until a winner is determined for the map. A “**Match**” is a set of games that is played until one Team wins a majority of the total games (e.g., winning two games out of three (“best-of-three” or “Bo3”); winning three games out of five (“best-of-five” or “Bo5”). For clarity, a Match that concludes with a Team winning three games out of five will be considered a “Bo5 Match”. The winning Team will either receive a win tally in a league format or advance to the next round in a tournament format. In a “best-of-one” (“Bo1”) format, the terms game and Match may be used interchangeably.
- 7.4.2. The official Match lobby will be set to “Tournament” mode with “Overtime: Win by Two” turned on.
- 7.4.3. Prior to each Match, the Tournament Referee will select the server which is as close to equidistant from the teams as possible. The default server location will be set as the “Sydney” server location in the event that an equidistant option does not exist.

7.5. Agent Select & Match Start

- 7.5.1. Once Agent Select has started, players will have 85 seconds to pick their Agent, with both Teams picking simultaneously. If a player picks an Agent by mistake during this phase, the Player must notify their team's Tournament Referee of their intended selection **before the Agent Select timer expires**, either via their match thread or through Discord voice comms. In this case the Agent Select process will be restarted with the same picks up until the mistake occurred, after which the player must choose their intended Agent. In the case that the player notifies their Tournament Referee after the Agent Select timer has expired, the Agent Select process will not be restarted and the player will

be required to play through.

- 7.5.2. A Match will start immediately after the Agent/Map Selection process is complete, unless the match is being broadcasted, in which the lobby will be paused in the 'Buy Phase' of the pistol round after 'Agent Select' for production purposes (known as the "initial lobby pause"). Players and coaches are allowed to discuss any topic they wish (Refer to **3.6.2**) and may move, buy and set-up utility in this time (please note that Yoru's Gatecrash does expire). Once the timer has resumed, games will proceed as normal in a typical tournament environment. Players are not allowed to quit a Map during the time between the completion of picks/bans and Map launch, also known as "Free Time."

7.6. Controlled Match Start

- 7.6.1. In the event of an error in Match start or a decision by Tournament Referees to separate the pick/ban process from Match start, a Tournament Referee may start the Match in a controlled manner and all maps will be selected in accordance with the previous valid completed pick/ban process.

7.7. Slow Client Load

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

7.8. Restrictions on Gameplay Elements.

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 Referees.

7.9. During the Match

- 7.9.1. There is typically a 5-minute break in between maps which may be extended if following the broadcast schedule, but otherwise players are expected to be ready to enter the next map on time.
- 7.9.2. Players are not to invite people who are not on their team to the in-game party, any attempts to do so will render your team subject to disciplinary action or disqualification.
- 7.9.3. Coaches are only allowed to provide voice comms input during tactical timeouts that are called using the in-game timeout function. (Refer to **3.6.2**) Any attempt to communicate with players through **in-game text**, or other means will lead to disciplinary action and possibly disqualification from the

tournament at the discretion of the Tournament Organiser. Tournament referees will be assigned to each team to monitor voice channels and respective match thread.

- 7.9.4. Tech(nical) pauses must be indicated in-game in the All Chat or Party Chat location, any attempt to privately message an observer, caster or tournament referee will not be registered as a tech pause. Production or tournament referees assigned to your match will pause the match timer, **do not attempt to pause/unpause it yourself**. Any grievances relating to tech pauses must be recorded and presented to tournament organisers as soon as possible via #mod-mail if it cannot be resolved during the match.
- 7.9.5. Players are not permitted to communicate during a tech pause unless it is related to their technical issue. Strategic and tactical conversation is not allowed.
- 7.9.6. Players must continue playing the round out if a tech issue arises mid-round, any tech called during the round can only come into effect during the 'Buy Phase' after the round ends.
- 7.9.7. Issues that are considered to entail a tech pause includes:
 - Player disconnection(s)
 - Peripherals running out of battery
 - A PC shutdown/crash
 - Medical emergencies
 - Emergency toilet breaks
- 7.9.8. A tech pause may last for a **maximum of 15 minutes per team, per Match** and if the issue cannot be resolved then remaining players must continue playing unless under certain circumstances which will then be decided upon at the discretion of Tournament Referees. (Refer to **9.2.4**)
- 7.9.9. If player disconnections are frequent or if players are unable to load into the game, taking into consideration the opinions of both teams, tournament referees may decide on a remake of the lobby or reschedule should the occasion arise.
- 7.9.10. Round rollbacks will typically only be required should a player unintentionally disconnect from the game within 1 minute of the round starting, only if no damage has been taken by either team or no utility has been expended yet in the round. Refer to **13.4.1**)
- 7.9.11. For Matches involving more than one Map (i.e., a best-of-three or best-of-five Match), a Team may replace a player from their then-current Team with a substitute from their Roster in between Maps, provided that the Team informs

the opposing Team and receives approval from Tournament Referees of such substitution no later than five minutes after the conclusion of the previous game.

8. Post-Match Process

- 8.1.1. If a match was broadcasted, please wait for instructions from production in the event of a player interview. Please take a record of match results and upload to your match channel, should it be required in the future.

8.2. Results

- 8.2.1. Tournament Referees will confirm and record the Match result.

8.3. Between Maps

- 8.3.1. Tournament Referees will inform players of the remaining amount of time before the next Map in the Match, if applicable. For online events, the standard time for transitions between Maps is five (5) minutes from the time of the last Map's Round End until players are required for the next Map. The next Map, if applicable, will commence as soon as both Teams have confirmed to a Tournament Referees that all players are ready to play & if the production team is ready (if the Match is being broadcasted)

8.4. Between Matches

- 8.4.1. For online events, the standard time for transitions between Matches is ten (10) to fifteen (15) minutes from the time of the last Match's Round End until players are required for the next Match. The next Match, if applicable, will commence as soon as both Teams have confirmed to Tournament Referees that all players are ready to play and & if production team is ready (for broadcasted Matches) If all the players are not ready to play at the time designated to them by the Tournament Referees, the Team can be sanctioned for delay of Game.

8.5. Forfeit Matches

- 8.5.1. Matches won by forfeit will be reported by the minimum score it would take for one Team to win the Match (e.g. 1-0 for best-of-1 Matches, 2-0 for best-of-three Matches, 3-0 for best-of-five Matches). No other statistics will be recorded for forfeited Matches.

9. Pauses

9.1. Timeouts

- 9.1.1. Teams are allowed to call timeouts of sixty (60) seconds in duration (“**Tactical Timeouts**”) two times per map during the first 24 rounds of the map (“**Regulation**”), at any time not limited by half. The sixty second clock will begin via the in-game timeout system. 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.
- 9.1.2. Communication will be limited to players and coaches. All Timeouts must be taken within the first twenty (20) seconds of a Buy Phase. Any Timeout taken after twenty seconds will be deferred to the next round, unless the next round is after the end of the half or the end of regulation, in which case the Timeout will be spent with no additional time given. Players are not allowed to leave the Match Area at any time during a Timeout.
- 9.1.3. During a Timeout, players are prohibited from controlling their agent (i.e., players can not move or use utility during a Timeout)

9.2. Technical Pauses

- 9.2.1. If a player has a problem that prevents the player from continuing play, the player must notify their Tournament Referee and request a technical pause. The player must announce the reason when requesting a technical pause, and the Tournament Referee (or production staff) will pause the game if the reason is determined to be valid. Player’s are not allowed to initiate a technical pause in-game on their own. (Refer to **7.9.4**)
- 9.2.2. If a player uses the in-game tactical timeout function to initiate a technical pause, the player’s Team may be sanctioned for delay of game. Players are not allowed to leave the Match Area at any time during a technical pause.
- 9.2.3. Any form of communication including but not limited to text and voice communication between players and coaches is forbidden during a technical pause. (Refer to **7.9.5**).
- 9.2.4. If the Team is unable to field a full five (5) players, the team shall forfeit the Match unless a Tournament Referee, in his/her discretion, determines that victory in the Match shall be awarded to one of the Teams or that play may continue with either/or Team continuing without a full five (5) players.

9.3. Player Emergency Pause

9.3.1. Player Emergency Protocol.

Teams will be granted a maximum of one (1) pause for an emergency situation (“**Player Emergency Pause**”) per map in a Match for a maximum aggregate total of ten (10) minutes across the Match. If a Team requires more than ten (10) minutes of Player Emergency Pauses, then the players using the Player Emergency Pause will become ineligible to continue play.

If the Team is unable to field a full five (5) players, the team shall forfeit the Match unless a Tournament Referee, in his/her discretion, determines that victory in the Match shall be awarded to one of the Teams. Teams that misuse the Player Emergency Pause for non-emergencies will be sanctioned.

9.3.2. Illness, Injury, or Disability.

Minor player illness, injury, or disability is not an acceptable reason for a Player Emergency Pause. Players may inform their Tournament Referee prior to the start of a Match to reserve the right to use the Player Emergency Pause. Tournament Referees may grant a Player Emergency Pause during the Match in order to evaluate the issue and to determine whether the player is ready, willing, and able to continue playing.

10. Additional Rules for Online Events

10.1. Coaching Slot in the VALORANT Client

In order to secure and protect the competitive integrity of online events in this tournament from misuse of the coaching slot privilege granted to Teams during these events, Tournament Referees have the right to prohibit access to the coaching slot, audit any in-client communications of a player or a coach in an online event, and mandate additional rules and processes for monitoring a player or coach's adherence to this Tournament Rulebook for online events hosted by Wave OCE.

10.2. Match Communications

10.2.1. Players and coaches in an ongoing match of an online event shall only communicate with the other players and coaches in the same ongoing match, and Tournament Referees.

10.2.2. Any unauthorised communication with anyone other than the players and coaches in the ongoing match and Tournament Referees is prohibited. Players and coaches must obtain authorization from a Tournament Referee before engaging in any communication with anyone outside of the ongoing match.

10.2.3. Allowed Match Communications

The following types of communications will be allowed in an ongoing match of an on event:

- Voice or chat communication between players on the same Team.
- Voice or chat communication between the coach and the players on the same Team as advised in **3.6.2**.
- Any communications with Tournament Referees.

- Any communications that have been expressly authorized by a Tournament Referee

10.2.4. Prohibited Match Communications

The following types of communications are prohibited in an ongoing match of an online event without authorisation by a Tournament Referee:

- Any communication with anyone outside of the ongoing Match of the online event.
- Any communication between a coach and the players on the same Team not permitted as advised in 3.6.2.

10.2.5. Match Communication Authorization

Players and coaches are obligated to obtain authorisation from Tournament Referees prior to engaging in any type of communication with anyone that is not an allowed match communication.

10.2.6. Unauthorized Match Communication

A Player or coach in an ongoing Match of an online event that breaches these match communication rules will be subject to Disciplinary Action.

10.3. Ongoing Match Points of View

10.3.1. Players and coaches in an ongoing match shall only view the Point of View (“**POV**”) afforded to that player or coach by the VALORANT client being used for the online event.

10.3.2. Allowed POV

- Players in a player slot of the VALORANT client are allowed to view the POV afforded to that player slot by the VALORANT client.
- Players on the same Team are allowed to observe each other's monitors showing the POV afforded to those players by the VALORANT client.
- Coaches in a coach slot of the VALORANT client are allowed to view the POVs afforded to that coach slot by the VALORANT client.

10.3.3. Prohibited POV

- Players and coaches in an ongoing match are prohibited from using any broadcast, stream, or other method for presenting video or audio

content of the ongoing Match outside of the POV afforded to that player or coach by the VALORANT client.

- A player or coach that views a prohibited POV without authorization by a Tournament Referee shall be subject to Disciplinary Action.

10.4. Player and Coach Monitoring

Tournament Referees of the online event shall have the right to implement a monitoring and auditing process to protect the integrity of the online event. Players and coaches shall comply with the monitoring and auditing process, and any other requirements raised by the Tournament Referees for implementing that monitoring and auditing process.

Players and coaches that do not comply with the requirements set forth by the Tournament Referees shall not be permitted to participate in any matches of the online event. Tournament Referees have the right to deny players and coaches access to the player or coach slots of a match of the online event if those players or coaches fail to adhere to the requirements set forth by the Tournament Organiser.

10.4.1. Client Communication Auditing

Tournament Referees and Riot have the right to audit any voice or chat communication within the VALORANT client of any player or coach in the online event. Tournament Referees and Riot may view the all chat, team chat, and whisper logs of any player or coach in the online event.

10.4.2. Voice Communication Systems

Players and coaches are prohibited from using any voice or chat communication system outside of the native voice and chat communication systems of the VALORANT client without authorisation of Tournament Referees.

Tournament Referees have the right to monitor any voice or chat communication system being used by the players and coaches of an ongoing match. Tournament Referees have the right to audit any voice or chat communications of players and coaches that occur during an ongoing match.

10.4.3. Screen Capture Monitoring

Tournament Referees have the right to implement requirements for players and coaches to use a screen capture program specified by the Tournament Referees to record the player's or coach's screen, voice comms and/or display output during an ongoing match.

10.4.4. Camera Capture Monitoring

Tournament Referees have the right to implement requirements for players and coaches to use a physical camera device to capture a specified point of view of the players, coaches, and their surroundings.

All players participating in Playoffs may be requested to implement player cameras for the purpose of production broadcasting to capture their face and upper torso with no obstruction of view between the participant and camera. This includes hats, hoodies, sunglasses and or other material. Peripheral glasses, and/or items related to medical requirements will be allowed.

Players who do not implement player cameras may substitute their player camera for a static image to be used for the purpose of production broadcasting.

10.4.5. Screen Capture and Camera Data Storage Requirements

Players and coaches must store any data resulting from the screen capture monitoring and/or the camera capture monitoring requirements for a minimum of two (2) weeks after the end of the online event.

10.4.6. Screen Capture and Camera Data Auditing

Tournament Referees have the right to request and audit the screen capture and camera data at any time during the online event and for two (2) weeks after the end of the online event.

Any player or coach that refuses, or is unable to furnish the requested data for auditing purposes will be subject to Disciplinary Action.

11. Bugs

11.1. Types of Bugs

A bug is an error, flaw, or fault in the Game that produces an incorrect, unintended, or unexpected result. Bug classification will be communicated via the Esports Bug List shared with each patch.

11.1.1. Play Through Bug

A “**Play Through Bug**” is defined as a bug that does not significantly alter the competitive integrity of the game. This may mean that there are mitigation steps available or the impact has been deemed insufficient to warrant a disable or remake.

11.1.2. Major Bugs

A “**Major Bug**” is defined as a bug that has the potential to significantly impact a player’s ability to compete in the game, significantly alters game stats or gameplay mechanics, and has no reasonable mitigation steps. The determination of impact will be at the discretion of Tournament Referees.

11.1.3. Unknown Bugs

An “**Unknown Bug**” is defined as a bug that is not on the Esports Bug List shared with the current patch.

11.1.4. Game Breaking Bugs

A “**Game Breaking Bug**” is defined as a bug whose occurrence undermines the competitive integrity of a round as a whole, and causes the outcome of the round to become undeterminable. Any bugs that fall within this category will be explicitly listed in the Esports Bug List shared with each patch.

11.2. Use of Round Rollback for Bugs

- 11.2.1. Round Rollbacks will not be available in the event a bug occurs during the duration of the game.

12. Exploit Adjudication

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.

12.1. Agent Specific Exploits

Non-limiting examples of “Agent Specific Exploits” are detailed in the Esports Bug List. Any use of a bug or exploit specifically listed in the Esports Bug List, or covered under a blanket prohibition will be considered a violation of these rules.

12.1.1. 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 Tournament Referee to provide an unfair competitive advantage will also be considered banned exploits.

12.1.2. 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 Tournament Referee to provide an unfair competitive advantage will also be considered banned exploits.

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 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 KAY/O's ZERO/POINT ability with Tournament Referees prior to usage if the Team is unsure whether that usage complies with this special exception rule.

12.1.3. Agent Character Model Boosting

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

12.2. Assessment of Penalties

When assessing the appropriate penalty, Tournament Referees shall take into account the past punishments for the same or similar situation, exploit classification, prior communication, impact, and intent. The following questions and assessments shall be considered by Tournament Referees in each category to apply appropriate penalties.

12.2.1. Exploit Classification

- Is the exploit on the Esports Bug List, and how is it classified?
- If the exploit isn't in the Esports Bug List, is it similar enough to another that a reasonable person would assume that the classification would be the same?
- If the exploit isn't in the Esports Bug List and isn't similar to another known exploit, Tournament Referees should use the other criteria to help inform any action.

12.2.2. Prior Communication

- Has the Esports Bug List been shared with the team and/or player?
- Was the Esports Bug List for the patch version designated by the Tournament Referees for the event shared within a reasonable timeframe for them to inform themselves and make necessary adjustments?
- If the Esports Bug List hasn't been communicated at all or in a reasonable timeframe, this should be a mitigating factor.

12.2.3. Impact

- What impact did the exploit have on the round and/or outcome of the map - e.g., Damage dealt, info gained (vision, sound etc.), prevented opponents actions (bomb defusal/plant).
- What impact could this exploit have on the perception of the sport? Could it bring the sport into disrepute?

12.2.4. Intent

- How hard is it to use the exploit accidentally? Does it require a specific set of actions that don't occur in the normal course of play?
- Has the player or Team received penalties for the same exploit in the past?

- Did the player or Team discuss usage in voice comms?
- Did the player or Team notify a referee immediately after the exploit had occurred?

12.3. Types of Penalties

The following list of penalties is a non-exhaustive list. Tournament Referees may, at their sole discretion, issue other types of Disciplinary Actions such as Suspensions on a case-by-case basis.

12.3.1. Warning

Tournament Referees may issue warnings for a low impact first offense in order to prevent widespread usage of low impact exploits.

Warnings may be issued for unintended bugs that did not give a competitive advantage, or bugs deemed small enough to not have a significant impact on the competitive integrity of the Match.

12.3.2. Map Forfeit Loss

Tournament Referees may issue a forfeit loss for a map of the Match in the following scenarios:

- An exploit had a significant impact on the outcome of a map or provided a significant unintended competitive advantage, but the map has concluded and round rollback and/or remake is not possible.
- Second offenses for low impact exploits where round rollback and/or remake is not possible.
- Second offenses for high impact exploits while the map is still being played, and a round loss has already been applied.
- Egregious cases that warrant an immediate escalated penalty, as determined at the sole discretion of the Tournament Referees.

12.3.3. Match Forfeit Loss

Tournament Referees may issue a forfeit loss for a Match when the actions of the Team Personnel of one of the participating Teams has irreversibly undermined the competitive integrity of the Match, including, but not limited to, cheating and match fixing. Tournament Referees may issue a forfeit loss for a Match where one of the Teams used an exploit that would have resulted in a map forfeit loss, but was not caught until the Match had already concluded, and no reasonable mitigation steps are available.

12.4. Finality of Judgment on Bug and Exploit Adjudication

Tournament Referees have the right to assess and make final calls on all exploit decisions. All decisions regarding the interpretation of this lie solely with the Tournament Referees; such decisions are final, cannot be appealed, and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

13. Crashes and Interruptions of Gameplay

13.1. Discontinuity of Gameplay

If a Match is interrupted for reasons beyond the control of the players (e.g., server crash, mass internet outage, mass power outage, DDOS, etc.), Tournament Referees may restore the round using the in-game round restore feature to the beginning of the most recent round.

13.2. Individual Player Gameplay Interruptions

Matches will not be stopped and rounds will not be restored or replayed in cases where the issue is clearly a player's fault (e.g., mis-buying a weapon, alt-tabbing, turning off monitor, etc.)

13.3. Transient Interruptions

Rounds will not be replayed due to issues that cause a short-term interruption in gameplay that does not persist for the remainder of the round (e.g., alt-tab, client minimization, transient packet loss, transient networking issues, etc.). If multiple players experience transient interruptions to gameplay in the same round for reasons beyond their control, Tournament Referees may, at their discretion, determine that a discontinuity of gameplay has occurred

13.4. Crash/Interruption of Gameplay

If a round of a Match has an issue that causes an interruption to gameplay that prevents individual players from playing out the round (e.g., client crash, computer crash, individual internet outage, individual power outage, etc.), Tournament Referees may restore the round using the in-game round restore feature to the beginning of the most recent round in the following scenario:

- 13.4.1. All of the following conditions are met: (a) issue occurred during the first minute of the round, (b) issue occurred before any damage was caused to any player's agent by the opposing Team, and (c) the Tournament Referee was immediately notified. Interruptions to gameplay that occur after a player's agent has been eliminated from the round will not be considered.

14. Riot Games Esports Global Code of Conduct

14.1. General Provisions

14.1.1. Code of Conduct.

Each team entity shall comply with and ensure that all players, coaches, trainers, team managers, team owners, and other team representatives, and any other esports professional registered with Riot (the foregoing collectively, “Esports Professionals”) of the team entity complies with the Riot Games Esports Global Code of Conduct. Each team acknowledges and agrees that a breach of, or failure to comply with the Riot Games Esports Global Code of Conduct by any Esports Professional shall be deemed a breach of, or failure to comply with the Riot Games Esports Global Code of Conduct by the team entity, in each instance even in cases where the team entity was not, itself, at fault.

The Riot Games Esports Global Code of Conduct can be found [here](#).

14.1.2. Disciplinary Action.

Riot Games, its affiliates, Tournament Operator (collectively, “Tournament Organiser”) shall be entitled to undertake such disciplinary procedures as it determines in relation to any breach of, or failure to comply with, these Rules, Riot Games Esports Global Code of Conduct and any other rules by the team or Esports Professionals, and to impose such fines, suspensions, disqualifications and other disciplinary actions (or combinations thereof) as the Tournament Organiser determines in its sole discretion (collectively, “Disciplinary Actions”); and such Disciplinary Actions (i) may be publicly disclosed by Riot as determined in its sole discretion, (ii) are reasonable and necessary in order to maintain the competitive integrity of the Tournament Organiser or the goodwill associated with the Game and the Tournament Organiser, and (iii) are dealt with in compliance with the Riot Games Esports Global Code of Conduct and all relevant rules.

14.2. Team Personnel Behaviour Regulations

14.2.1. Scope of Application

Tournament Referees, event security, team handler staff, and other competition staff working in an official capacity, hold a position of trust, and play a critical role in the operation of the competition. Therefore, any unprofessional or hostile behaviour toward competition staff, or refusal to comply with reasonable instructions from competition staff will result in Disciplinary Action.

Team Personnel behaviour regulations apply during any interactions between Team Personnel and any staff working in an official capacity for this tournament.

14.2.2. Unprofessional or Hostile Behaviour

The following behaviours will be considered a breach of these Team Personnel behaviour regulations.

- Unprofessional Behaviour: Any behaviour that impedes the smooth running of the competition, or impedes competition staff from performing in their official capacity at the competition.
- Hostile Behaviour: Any behaviour that is considered or can be considered as aggressive or rude. For example, such behaviour includes, but is not limited to, yelling at competition staff, being belligerent with competition staff, or refusing to cooperate with competition staff.
- Non-compliance with Instructions: Players, coaches, and other Team Personnel must comply with instructions from Tournament Referees. Reasonable discussion regarding an instruction is allowed. However, Team Personnel must cooperate with Tournament Referees in the execution of those instructions.

14.2.3. Excluded Behaviour

Behaviours that are generally considered unethical in nature or breaches of the Code of Conduct (Section 17), or other Riot esports regulations shall not be additionally sanctioned under these Team Personnel behaviour regulations.

14.3. Investigation by the Tournament Organiser

14.3.1. Riot, the Tournament Organiser, and Tournament Referees will have the right to monitor compliance with this Tournament Rulebook and investigate possible breaches. By agreeing to this Tournament Rulebook, the Team Personnel agree to cooperate with Riot, the Tournament Organiser, and Tournament Referees in any internal or external investigation conducted relating to a suspected breach.

14.3.2. Team Personnel have a duty to tell the truth in connection with any investigation conducted by or for Riot and the Tournament Organiser and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.

14.3.3. Riot and the Tournament Organiser shall have the right to publish a declaration stating that Team Personnel and/or a Team have been penalised. Any Team Personnel and/or Team that may be referenced in such declaration hereby waive any right of legal action against the Tournament Organiser, Riot, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.

14.4. Finality of decisions

All decisions made by Riot, the Tournament Organiser, and Tournament Referees in regard to (a) violations of this Tournament Rulebook and the appropriate Disciplinary Action (or combination of Disciplinary Actions) are final and binding.

15. Dispute Resolution

15.1. Finality of Certain Decisions

The decisions of Riot, the Tournament Organiser, and/or the Tournament Referees are final and binding and shall not give rise to any claim for monetary damages or any other remedies. Appeals may be submitted for review through the #mod-mail ticket system in the tournament discord server. Appeals will be reviewed by the tournament organiser, tournament referees, head of game day and/or the head referee. In the event of disagreement, the final decision will be made by the head of game day.

16. General Provisions

16.1. Amendments to the Tournament Rulebook

16.1.1. This Tournament Rulebook may be amended, modified, updated or supplemented by the Tournament Organiser and Riot from time to time. Riot and the Tournament Organiser may discuss material proposed amendments, modifications, updates or supplements to this Tournament Rulebook with Teams, it being understood that the Riot and the Tournament Organiser retain the authority to amend, modify, update or supplement this Tournament Rulebook without engaging in any such discussions

16.2. Language

16.2.1. The original Tournament Rulebook has been written in the English language. In the event of an unintentional conflict in interpretation between the English version and such translation, the English version will control.

16.3. Discretionary Authority

16.3.1. In the event that a situation or circumstance arises that is not expressly addressed by this Tournament Rulebook, the Tournament Organiser reserves the right to have sole discretion in interpreting, modifying, or enforcing any necessary measures deemed appropriate. All decisions made under this clause shall be final and binding on all participants. The Tournament Organiser's judgement, in these matters, shall be exercised in a fair, transparent, and reasonable manner, with due regard for the spirit and intent of the competition. This provision is intended to cover unforeseen situations and ensure the smooth and equitable operation of the tournament.

16.4. Key Individuals

Name	Role	Contact
Wave OCE	Tournament Organiser	info@oce.valorantoce.gg
tjbruce17594	Organiser Head of Production	#mod-mail
Atlas	Organiser Lead Producer	#mod-mail
Kmannamk	Major Sponsor	Discord: kmannamk
June	Tournament Operations Head of Game Day	#mod-mail
Yuizon	Head Referee	#mod-mail

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