Valorant Rules and Regulations

Victory Up High School Esports NZ rules and regulations apply to all individual game titles.

This rule set is for Valorant only.

Basics

1 game per round (per week)

Matchday- Tuesday

Time- 5pm (unless stated otherwise)

1. Eligibility

Available to all secondary school students.

Teachers and parents should be advised that Valorant is T Rating.

2. Match Day

One game will be played each week per each team, unless informed otherwise.

2.1 Schedule

The draw for the High School League will be released prior to the competition beginning.

2.1.1 Rescheduling Matches

Rescheduling of matches must take place 48 hours before match is to take place.

Teachers from the school who wishes to reschedule will contact the opposition school and come to an agreement on a date for the match to take place.

If the two schools cannot come to an agreement on a date to reschedule to, the team who initiates the reschedule will default the match and the points will be awarded to the opposition for that match.

2.1.2 Substitutions

Teams must register all substitutions for a team. These players/ subs are allowed to sub in between rounds in a best of match or can start a match in the place of a starting member.

2.1.2.1 Emergency Subs

The **registered team** including subs must play the match unless a team member cannot, for any reason, make the match on time or at all. Then the school is allowed to sub in another student from another school team, as an emergency sub.

Teams may substitute players from other teams from their own school on match day, provided they play the same game title, and the substitution is from the same school. If they cannot substitute players using this rule, they must reschedule the match or default the match from that round.

For the substitution, we must also consider players levels and ranks. An emergency substitutions rank or level of skill cannot be significantly higher than the player they are replacing.

2.1.3 Wildcard/Handicap Rule

If teams wish to agree to 4v5, 4v4 or start the match earlier than the scheduled time they may do so at the agreement of both teams.

If a team has over half the team members missing from any game day squad, they will default the match.

2.2 Pre-Match Set Up

2.2.1 Online

All matches played online will be run through the Victory Up website www.victory-up.com

2.2.2 Login

All teams playing in the tournament will sign in on the Victory Up website. Teams must check the league page on the Victory Up website no later than 30 minutes before match starts.

2.2.3 Home team/Opponent

Team Captains must stay in contact with the opponent right up to the match start time. The 'home' team is the team stated as 'Home' on the tournament schedule. The Home team is required to set up the match and invite their opponents.

2.2.4 Game Settings

All matches will be using the default settings for Standard Plant and Defuse. Which goes for 13 rounds.

One match of 13 rounds will complete the match for that week.

Custom game options settings:

- Mode- Standard
- Server- Sydney 1
- Allow cheats- Off.
- Tournament mode- ON
- Overtime win by 2- On
- Play Out All Rounds- Off
- Hide Match History- Off

2.2.5 Choosing map and sides.

Victory Up will inform all Valorant teams on the map that will be used each week.

This means a change to selecting Attack or Defend. Now, the Home Team of each Match will pick to Attack or Defend first. (the Team that creates the match.)

If the game started on the wrong map, the game must be restarted using the same settings and sides but the correct map.

2.2.6 Restrictions on Gameplay Elements

Restrictions may be added at any time before or during a match if there are known bugs with any items, champions, skins, runes, masteries, Summoner spells, or for any other reason as determined at the discretion of tournament admins.

2.2.7 Spectator Slot

Team coaches and Victory Up officials require a slot for spectating when the home team sets up the match. If the Spectator slot has not been set up by the home team, the match may be restarted, regardless of how far the match has progressed.

For broadcast matches home must select tournament mode for the match.

2.3 Start of Match.

2.3.1 Online

Once setup is complete it is time to begin the match. All matches must start at the allotted start time given to each team.

2.3.2 Location

All students/ players, when playing online, will do so from their school grounds, nominated location or from home. It is the responsibility of the schools themselves to provide a location capable of allowing students to compete if they wish for the students to play from school.

Live venues may become available before or during the season, where schools can compete weekly at a live LAN venue. Team managers/ schools will be informed if Venues become available.

3. During Match

Once the match begins, teams and officials fall under Riot games Community Code and Victory Up's code of conduct. Teams must also abide by its own school codes of conduct and rules, and the rules of this document.

3.1 Stoppage of Play

Team captains may pause a match timer in between rounds for a total time of 45 seconds and a total of two pauses for the match, if one of the following occurs

- A teammate disconnects and are reconnecting.
- The server experiences a significant amount of lag or high ping for all players.

If a team has another reason for the pause, they must note it down and inform the opposition team of the reason.

The opposition must be informed of all instances where a pause is going to happen.

Only the team captains may pause the match unless they are the ones who have disconnected from the match.

3.1.2 An Unintentional Disconnection

- A hardware or software malfunction (e.g., monitor power or peripheral disability or game glitch).
- Loss of connection
- Player illness or injury during the match must be reported to Victory Up. The decision will be made whether to continue the match or restart the match with a substitute.
- If both teams agree to finish the match in a handicap situation i.e., 4v5... then they can do so after informing Victory Up support.

3.1.2.1 Actions with unintentional disconnection during match

1. If an unintentional disconnection occurs, the match is to be paused as soon as the round ends if the disconnected player has not returned. The pause will be initiated by the teammates of the player who disconnected. They are to inform the opposition. The disconnected player will then have 10 minutes to re-join before the match is to be restarted with or without reconnection.
2. If multiple players unintentionally disconnect within the first round of a match, the match is to be restarted with the same picks and bans and map. If players suspect foul play they are to immediately inform the admin who will make a ruling as per the code of conduct and rules.
3. If the player cannot reconnect within the 10-minute pause allowance the match is continue with the remaining players of that team.
4. Players cannot be subbed in during a match online. At the live venue this may happen depending on the manner of the substitution.

3.1.2.2 Intentional Disconnections

1. If a player intentionally disconnects and has no intention of returning to the match, the team must play on without that player. No restart will occur with a substitution once the match has begun.
2. If a player leaves the match during a best of 3 or 5 scenario and has no intention of returning and no substitution is available, the opposition may ask to win the match by default. They will inform the admin who will make the final ruling.
3. If a player leaves intentionally during a match with no intention of returning and without a valid reason, the school TIC will be informed, and a warning will be issued to that team.

3.2 Resuming the Game.

If the match must continue after an unintentional disconnection, then both teams must be ready before the match continues/ restarts.

4. Method of Victory

Victory is achieved according to the standard rules of the standard non-ranked mode. Method of victory include:

- First team to win 13 rounds.

- A team surrenders- which is available after 4 rounds.
- If the match is tied 12-12, sudden death occurs. The winner of the next match wins the match.
- If Over-time is active, a team must win by 2 rounds if the match is tied, or the losing team is behind by only 1 round when a team reaches 13. Teams will be informed prior to the match is overtime is to be activated.

5. Results

Victory Up will collate results each week. Results will also be posted on Victory Up sports website as part of the tournament ladder. Victory Up will upload results with the new ladder standings 48 Hours after Match Day. Each division and region will have its own table.

5.1 Online Match Results

Victory Up will record results and match outcomes through their website www.victory-up.com

Entering Results using your 'Team Manager Profile'

- Select game you just played in 'My Tournaments".
- Select win or loss.
- Send screenshot by clicking on 'select file'.
- Start the next match if required or select submit results.

5.2 Types of Matches/ Points scoring

Best out of one

The points system for best out of one game to make up the match. Teams will earn points in the following manner:

- The winning team will be awarded 3 points.
- The losing team will be awarded 0 points.

Best out of three

The Points system based on best out of three games to make up the match. Teams will earn points in the following manner:

- The winning team, which is the team that wins two out of the three games, will be awarded 3 points.
- The losing team will receive either 1 point or 0 points.
- For the losing team to be awarded one point, they must force a third game in the match. The third game only happens if neither team manages to win both of the first two games.

6. Broadcast

Two matches a week will be broadcast. Participants will be sent an information form asking simple questions about themselves and Esports in general. These questions will help the broadcast and commentators talk about the teams or participants involved in the match.

Students do not have to answer questions if they do not want the information broadcast on the stream. Any questions they do ask will be taken as permission to be used by Victory Up and the broadcast team.

5.1 Broadcast Times

Times of the broadcast may change during the season depending on availability of teams and the schedule. The below will be the default times that the broadcast will happen.

First Broadcast- 5:00pm. Teams and lobby will be setup by 4.30pm.

Second Broadcast- 6:00pm. Teams and lobby will be setup by 5.30 pm.

Teams will be contacted by Victory Up and passed onto the broadcast Team.

Teams starting at 6.00pm will be asked if they can make themselves available for this broadcast.