



Predator League Oceania Qualifier VALORANT Competition Ruleset

Last Updated: October 31, 2025

1. Team Information

1.1. Age Eligibility

1.1.1. To compete, players must be at least 16 years old to be eligible to join the tournament.

1.2. Residency Eligibility

1.2.1. To compete, players must reside within Australia or New Zealand to be eligible to join the tournament.

1.3. Team Roster

1.3.1. All teams must have at least 5 players on their team roster. Each team is allowed up to 2 substitutes on their roster and up to 1 coach on their roster.

1.4. Residency Eligibility

1.4.1. To compete, players must reside within Australia or New Zealand to be eligible to join the tournament.

1.5. Verification

1.5.1. Tournament Officials reserve the right to request legal proof to verify a player's age, residency or compliance with other eligibility requirements in this Ruleset and any applicable Supplementary Rules. All matters relating to the determination of a player's eligibility to participate, shall, for

purposes of the Official Competition, be resolved by the Tournament Officials in their sole discretion.

2. Game-Play Requirements

2.1. Information

2.1.1. Matches must be played on the Standard mode, with 2 round overtime. A match is completed when a winner is determined. Cheats are to be off. Tournament mode is to be on. Match history enabled (enabled by default).

2.2. Match Start Time

2.2.1. A team will have an extra 10 minutes past the starting time to get the minimum five required users into the match lobby. The match must commence within 10 minutes of the match starting time. Failure to join will result in a forfeit. If both teams do not have a full roster in 10 minutes, the team with the least rostered player present forfeits the match.

2.3. Broadcast

2.3.1. All final games in the groups stage on day 1 will be broadcasted and are not to start without permission from the tournament organisers.

2.3.2. All games in the playoffs stage on day 2 will be broadcasted and are not to start without permission from the tournament organisers.

2.3.3. Matches may operate on a rolling schedule.

2.4. Minimum users / No Show / Forfeit

2.4.1. Teams must have a minimum of five eligible users in the lobby at the designated time of your match. If not, then the team who does not have 5 players will forfeit the matches. In the event of a No Show / Forfeit, teams are required to provide sufficient proof (screenshot of empty lobby).

2.4.2. Matches must be entered as one / zero wins against the forfeiting team. The forfeiting team will be listed as a "Loss" for the match.

2.4.3. Round rollback will not be permitted if a team accidentally utilises the match forfeit feature. The forfeit will stand.

2.5. Global Chat

2.5.1. Teams can use global chat while dead or alive during a live match for constructive purposes (i.e. communicating to match official or other team concerning an issue). Misuse of the global chat is not allowed. Team chat is allowed at any time for any reason.

2.6. Player Connections

2.6.1. Player connections are solely the responsibility of the individual.

2.6.2. If a player(s) disconnects during a match, a technical pause will be initiated from the time of disconnection (refer to rule 2.7.2).

2.6.3. All users must have less than one hundred and fifty milliseconds (150ms) of ping time to the server. If three of your users have more than 150ms then the match server may be changed upon contact to a match official. Once a match has started, the server will not be changed without explicit direction from a match official.

2.6.4. Match officials reserve the right to eject any player from a server or overturn a match result if their connection has a serious impact on the game, it is your sole responsibility to make sure your connection is acceptable to the server, congestion is not an acceptable reason for warping or lagging.

2.7. Match Pausing

2.7.1. Timeouts are only available when the game has Tournament mode active in the pre-game lobby settings. (refer to rule 2.1)

2.7.2. Matches may be paused for technical reasons. Each team can pause for a total of 10 minutes, per match. Teams must specify the reason for the pause. Strategic and tactical communication is not allowed between players. The players are permitted to talk only about their technical issue. Coaches cannot communicate during this time.

2.7.3. Teams are allowed to call Tactical Timeouts (60 seconds) twice time per map. Tactical Timeouts must be called via the in-game pause system. In the event of overtime, each team will be granted an additional Timeout.

2.7.4. Technical pauses must be communicated in ALL CHAT and must specify the type of pause and the reason for this pause taking place. Tactical pauses are done using the in-game system.

2.7.5. Misuse of the pause system is strictly forbidden; penalties may include but are not limited to round loss and/or a match overturn depending on the severity.

2.8. Player Substitutions

2.8.1. Teams are allowed to make substitutions of their eligible players at any point between maps. The player coming in must wait until the player they are replacing has left the lobby, having more than five players (excluding coaches) in a lobby at any time is strictly forbidden. Players who were not registered as a substitute is unable to substitute.

2.9. Users Leaving Early

2.9.1. All users are expected to remain in the server until the conclusion of the final round of the match. If an entire team leaves the server prior to conclusion of the match, any remaining rounds will be forfeited, including the current unfinished round.

2.9.2. If teams wish to lodge a dispute over the fairness of a game due to either server lag / roster issues / potential cheaters they must remain in the game and lodge the dispute afterwards.

2.9.3. Breaking this rule will result in disqualification of the match.

3. Map Picks and Bans

3.1. Teams in the tournament will be using a Veto system to decide maps with seeding deciding sides. Team captains will have to contact each other to coordinate Veto via Discord or in-game or on the tournament website. The following veto systems listed are used for Valorant. "Team A" is the higher seeded team.

3.2. Veto System Best of One

The better-seeded team will decide if they are either Team A or Team B. Team A starts the process and the map for the Match will be selected according to the following procedure:

- Team A bans 1 map
- Team B bans 1 map
- Team A bans 1 map
- Team B bans 1 map
- Team A bans 1 map
- Team B bans 1 map
- Only remaining map is the one to be played
- Team A picks side

3.3. Veto System Best of Three

The better-seeded team will decide if they are either Team A or Team B. Team A starts the process and the map for the Match will be selected according to the following procedure:

- Team A bans 1 map
- Team B bans 1 map
- Team A picks map 1
- Team B picks side for map 1
- Team B picks map 2
- Team A picks side for map 2
- Team A bans 1 map
- Team B bans 1 map
- Only remaining map will be played as map 3
- Team A picks side for map 3

3.4. Tournament organisers reserve the right to restart the veto process for whatever reason if they deem necessary.

3.5. Map Pool: Abyss, Bind, Corrode, Haven, Pearl, Split, Sunset.

4. Match Environment

4.1. Graphical Settings

4.1.1. If a player is found using any 3rd party/other applications/opengl32 files which alter the graphics in any way, it will result in team disqualification.

4.2. Outside Applications

4.2.1. Using outside applications to manipulate, change or alter Valorant gaming environment is a major offence and will result in disqualification.

5. Exploits

5.1. Map and Agent Exploits

5.1.1. The use of any map exploits or glitches is strictly forbidden. This includes and is not limited to: jumping to or standing on invisible (or unreasonably tiny) ledges, walls, or rooftops, and clipping.

5.1.2. The use of any agent exploits or glitches is strictly prohibited.

- 5.1.3. The use of exploits may lead to team disqualification and/or other disciplinary actions.
- 5.2. Illegal Boosting
 - 5.2.1. Boosting one user to an intended spot created by the map maker is allowed and encouraged. However, any form of boosting which results in clipping at any time during its process is not allowed.
- 5.3. Illegal Bomb Plants
 - 5.3.1. It is illegal to plant the bomb in places where it is impossible to defuse the bomb. This includes places where an entity will block the bomb or interrupt defuse attempts. Other illegal bomb plants include:
 - 5.3.1.1. Floating Bomb Plant - The bomb must be planted on a flat surface, physically touching the ground or an intended entity within the bombsites specified plant zone. It is not acceptable to plant the bomb on an object that can be moved or manipulated within the games. The match officials will determine if a situation falls into the category of an illegal bomb plant.
- 5.4. Illegal Defuses
 - 5.4.1. At least half of the bomb must be in view to be considered a legal defuse. It is illegal to complete a defuse through any solid object or entity if less than half of the bomb can be seen by the defuser.
- 5.5. Cheats / Hacking
 - 5.5.1. Cheats / Hacking includes any unauthorised manipulation of server configurations and server variables, client configurations and client variables, models, skins, entities, textures, weapon, sounds, or anything else that subverts the rules. Hacking includes but is not limited to wall hacks, aim bots / auto aimers, speed hacks, ESP, or any other third-party program which alters the game in a way that the game developer did not intend for.
- 5.6. All other forms of cheating, including but not limited to the exploitation of bugs, glitches, or any use of unauthorized programs, are strictly prohibited, even if not specifically stated in this rulebook.
- 6. Server and player crashes
 - 6.1. Server Setup
 - 6.1.1. All matches must be played on the in-game Valorant servers.
 - 6.2. Server crashes
 - 6.2.1. If a match is interrupted for reasons beyond the player's control (e.g. server crash, DDOS, mass internet/power outage, etc.), Tournament Organisers may remake the lobby to the previously completed round.
 - 6.3. Player dropouts
 - 6.3.1. Refer to section 2.6
 - 6.4. Server Problems
 - 6.4.1. Should an issue arise regarding widespread connection problems to the server (e.g. lag) and match official acknowledges this, then the tournament may be paused, cancelled, rescheduled or continued.

6.4.2. The tournament organiser requests that users attempt to play out their game for as long as possible before the widespread connection problems affect the game - if the problems persist, then file a dispute as stated.

6.4.3. If both teams do not agree that there is widespread connection issue at play, then the match is to be played out, and teams may dispute post-match. The match officials will review all relevant evidence to determine whether there were significant widespread connection issues.

7. Coaches and Managers

7.1. Coaches

7.1.1. The use of coaches is allowed; coaches are not allowed to play within matches unless a match official allows it.

7.1.2. Coaches are only permitted to speak during Agent and Map selection, Tactical Timeouts, during half-time buy phase, first overtime buy phase and in between maps.

7.1.3. Coaches are not permitted to communicate with their team during Technical Pauses and during Regulation gameplay.

7.1.4. Coaches must be muted in the team voice chat during phases when they are not permitted to communicate with their team.

7.1.5. Coaches must be present in the coach slot in-game and cannot have a POV streamed to them.

7.1.6. Coaches must record their POV with video and audio if they are present in the coaching slot, if a match is disputed it is expected that the teams coach can provide evidence in their defence.

7.1.7. In the event a rostered player is unable to be present, coaches are permitted to replace a player in the server, however, players are not permitted to replace the coach role.

7.2. Managers

7.2.1. The use of managers in all competitions is allowed; managers however are not considered active members of the roster and will not be allowed in the server. Managers have the same responsibilities and abilities as team captains.

8. Winning Team

8.1. The winning team agrees to participate in media interviews, press briefings, streaming sessions, sponsor events, photo or video shoots, charitable events, house tours, webcasts, podcasts, chats and other media events that Acer or the Tournament Operator organize in connection with the marketing and promotion of the Official Competition, provided that these Media Events do not unduly interfere with a player's game preparation or participation. The reasonable and pre-approved expenses incurred by a player in travel to and from a Media Event will be borne by the Tournament Operator or Acer. The Tournament Operator shall have the right to disqualify any player or Team that fails to attend and participate fully in any scheduled Media Event.

8.2. Travel accommodations will only be covered for 5 players and 1 coach.
Tournament Officials have the right to disqualify any Team with an incomplete roster.

8.3. Neither the Team nor any player nor coach shall enter into any sponsorship, endorsement, advertising or related agreement, for any VALORANT line of business, with any person or entity that is determined by Acer or the Tournament Officials to conduct business within any product or service category that is on the Prohibited Sponsorship Categories List below.

8.3.1. PC Original Equipment Manufacturers (OEMs) such as Dell, HP, Lenovo or other similar brands

8.3.2. Prescription drugs

8.3.3. Firearms, ammunition or firearm accessories

8.3.4. Pornography or pornographic products

8.3.5. Tobacco products and related paraphernalia

8.3.6. Companies related to betting and gambling (including bookmakers and betting sites)

8.3.7. Alcohol products (including non-alcoholic beverages marketed by alcohol companies)

8.3.8. Intoxicants whose sale or use is regulated

8.3.9. Sellers or marketplaces for counterfeit or illegal virtual goods

8.3.10. Political campaigns or political action committees

8.3.11. Charities that endorse religious or political positions

8.3.12. Disreputable charities (by way of example, reputable charities include Red Cross, Stand-Up to Cancer and other similar mainstream charities)

8.3.13. Cryptocurrencies or other unregulated financial instruments or markets

9. Discretionary Authority

9.1. This Tournament Rulebook may be amended from time to time.

9.2. In the event of a conflict or situation that is not specifically addressed in this rulebook, the Tournament Organisers reserve the right to interpret, modify, or enforce any necessary measures deemed appropriate. The Tournament Organiser's decision will be equitable, transparent and fair, and the decision to be final and binding on all participants.

9.3. This provision is intended to cover any unforeseen circumstances and ensure the smooth and equitable operations of the tournament.