



# Acer Predator League



# Valorant Rulebook



## 1. INTRODUCTION

### 1.1 General Rules

**1.1.1** All teams are required to read the tournament rules and regulations. Participation in our tournament signifies that the team agrees to abide by all the rules and regulations.

**1.1.2** Any team that violates the rules will be disqualified from the tournament.

**1.1.3** By joining any tournaments organized by **Acer**, all teams and participants will allow **Acer** to use their team logos, participant photos, interview videos, etc.

**1.1.4** Winners may be obligated to participate in promotional activities for **Acer**'s products upon request. Unless the team has a conflicting sponsorship, they are required to engage in promotional activities as directed by **Acer** for the duration of the contract, which extends until the end of the season finale.



## 2.1 Registration

**2.1.1** Registration starts on 27/August/2023 at 08:00 PM (GMT+6)

**2.1.2** Registration will close as soon as all **128 slots** are filled.

**2.1.3** The registration will be done on a first-come, first-serve basis.

## 2.2 Schedule:

Match	Day
Round of 128	7/9/23
Round of 64	8/9/23
Round of 32	9/9/23
Round of 16	10/9/23
Upper Bracket Round 1	11/9/23
Upper Bracket Round 2	12/9/23
Lower Bracket Round 1	13/9/23
Lower Bracket Round 2	14/9/23
Playoffs	28/9/23 to 06/10/23
Lan Finale	11/10/23 to 12/10/23



## **2.3 Punctuality**

**2.3.1** All Teams and Players must be ready to play no later than 15 minutes before the coin toss.

**2.3.2** If a team can't able join the lobbyw within 15 min after creating, that team needs to walk over.

## **2.4 Match Postponement or Cancellation**

**2.4.1** Matches will begin as scheduled and briefed unless prior notice is given by the match admins regarding postponement or cancellation.

## **2.5 Lateness**

**2.5.1** Teams that are late more than 15 min from the designated time of the match, are considered to be walkovers. If the roster is not full before the match, then that team will need to walk over since starting a Match with 4v5 or 3v5 is not allowed.



## 3. GAME RULES

### 3.1 Map Pool:

1. Ascent
2. Breeze
3. Haven
4. Sunset
5. Bind
6. Lotus
7. Split

**3.2** In the game's settings, the party status will be closed with tournament mode being used. All matches should be played using custom games where only the match officials will be allowed to join the observers' slots.

**3.3** Allow Cheats and Play out all rounds will remain turned off.

**3.4** All players must have Moss running during their match time. If a player can't provide the Moss file when asked, the player along with their team will be disqualified.

**3.5** The default server(s) for every match will be Singapore. Max Player Ping Limit: **40-130. 9 Ping** Players Not Allowed.

**3.6** Overtime: Win by two will be enabled.

**3.7** All of the five playing members **must** remain present in a designated Discord voice channel during their match times. Failure to comply will lead to disqualifications.

**3.8** If the roster is not full before the match, then that team will need to walk over. [Starting a Match with 4v5 or 3v5 not allowed]

**3.9** A team may not change its team name without the consultation of the organizers. IGN change is not allowed



**3.10** If you have any complaint regarding a player, you will have to record and submit it to organizers.

**3.11** Each team can choose to claim **02 pauses** for each map — **1 technical pause** for a maximum of **300** seconds and **1 tactical pause** for a maximum of **90** seconds.

## 4. TOURNAMENT FORMAT

### 4.1 Bracket Format

#### 4.1.1 Bo3 Format

### 4.2 Game Format for Bo3 matches:

**4.2.1** The coin toss will determine the map selector & side selector teams as the winner will get to choose either. Map Selector Will be **Team A** & Side Selector Will be **Team B**.

**4.2.2** Map selector team bans the first map from the map pool.

**4.2.3** Side selector team bans the second map from the map pool.

**4.2.4** Map selector team picks the first map from the map pool.

**4.2.5** Side selector team chooses a side on which they will start on the first map.

**4.2.6** Side selector team picks the second map from the map pool.

**4.2.7** Map selector team chooses the side on which they will start on the second map.

**4.2.8** The remaining maps will be used as the 3rd map if the series goes three games.

**4.2.9** Coin Flip decides the Side of the last map.



## 5. CODE OF CONDUCT

### 5.1 General

**5.1.1** Players must act in a respectful manner toward other competitors and tournament organizers at all times in order to preserve a healthy and fair esports environment.

### 5.2 Sportsmanship & Good Spirit

**5.2.1** In or around the match, participants may not use language that is obscene, filthy, vulgar, insulting, threatening, abusive, libelous, defamatory, or otherwise objectionable or offensive.

**5.2.2** Participants are not allowed to use this type of language during any public-facing events, such as interviews.

**5.2.3** Participants and their guests (if any) must treat all individuals attending a match with respect.

**5.2.4** Abuse of tournament admins, other participants, or audience members will not be tolerated.

### 5.3 Discrimination & Denigration

**5.3.1** Competitors are forbidden from using language or acts that are derogatory or discriminating because of someone's race, ethnicity, national origin, social origin, gender, language, religion, political opinion, socioeconomic status, birth status, sexual orientation, or any other factor.

**5.3.2** Offenders may be immediately disqualified, have up to half of their monetary winnings forfeited, or both of the above.



## **5.4 Concluding the Competition**

**5.4.1** Upon initiating participation in a Competition, Teams and Competitors shall continue to participate in the Competition to its conclusion.

**5.4.2** Teams and competitors may not decline to take part in the competition for any reason, including, but not limited to, disapproval of a decision made by tournament authorities, a charge against the tournament's competitive integrity, or poor playing conditions.

**5.4.3** Offenders may have to forfeit the entirety of their monetary winnings from Valorant events, be banned from future Esports events, or both of the above.

## **6. COMPETITIVE INTEGRITY MEASURES**

### **6.1 General**

**6.1.1** To ensure competitive integrity, players will be required to follow the steps that will be provided by the tournament admins.

**6.1.2** These steps may include:

- a) Monitoring of device activities during matches.
- b) Recording and live streaming of a player's POV.

### **6.2 Dispute Resolution:**

**6.2.1** To be able to provide evidence to an admin, it is crucial to record any situations that happen and take pictures of any successes.

In the event of any issue, administrators will handle it any way they see fit if there isn't enough clear evidence to base a judgement on (ex: by requiring a re-match).

**6.2.2** All decisions made by the organizers are irrevocable.





## 7. Prize Pool

Rank	Amount in BDT
1	250,000
2	100,000
3	40,000
4-16	65,000
Total	455,000

## 7. DISCLAIMER

### 7.1 Finality of Decisions

**7.1.1** Only tournament organizers, whose decisions are final, have the authority to interpret these regulations, determine participant eligibility, schedule the tournament, and determine the consequences of misconduct.

**7.1.2** To maintain fair play and the tournament's integrity, tournament administrators may periodically update, modify, or supplement these regulations without prior notification.