

Rules & Regulation

INDIA PREDATOR LEAGUE 2024 – VALORANT

This document outlines the rules and regulations pertaining to The “INDIA PREDATOR LEAGUE 2024 - VALORANT”. Failing to adhere to these rules and regulations may result in disqualification and/or other penalization as determined by ACER INDIA management (including as may be set forth in these rules and regulations). Please note that ACER INDIA management has the authority to make final decisions that are not specifically delineated in these rules and regulations to preserve fair play and sportsmanship at its sole discretion.

1. Event Information

- Event Name: India Predator League 2024
- Dates: 17th September – 15th October 2023
- Registrations: 8th September – 16th September 2023
- Online Qualifiers: 17th September – 20th September 2023
- Online Playoffs: 25th September – 4th October 2023
- LAN Event: 15th October 2023
- Region: India Only. [All participants in the qualifiers must be residing in India and actively participating in the tournament; If any team members are found competing from outside India, the entire team will be instantly disqualified.]
- The teams should have minimum of 3 indian players in the active roster.

2. Tournament Overview

- The Valorant tournament is a 5v5 competition played on PC.
- The prize pool for the tournament is INR 6,50,000, with the prize split as below:
 - 1st Place: INR 3,50,000
 - 2nd Place: INR 2,00,000
 - 3rd Place: INR 1,00,000
- The top 2 teams from the online phases will be qualified for the LAN Event on 14th October 2023.
- All players should reside in India region to play the online phase of the tournament.

3. Tournament Format

- The tournament starts with the single elimination brackets where the top 8 teams move to the double elimination brackets.
- Top 2 teams from the double elimination brackets will qualify for the LAN Event on 14th October 2023.

4. Game Specific Rules

4.1. Game Rules

Match Creation

1. The admin will create the custom match lobby with the settings listed below in the "game settings" section of the rules.
2. Upon lobby creation, the admin will invite the opposing players.
3. Once all players are in the lobby and ready to play (use your match chat to communicate) the admin may start the match. Starting the match is purely on admins discretion.
4. Teams will play until one team accumulates 13 round wins. Report your match outcome on your match details page.

4.2. Game Settings

Use the following settings to set up your custom match/lobby. If a game is accidentally started (not everyone is in, wrong team, etc), players must quickly leave the current game so the match can be replayed. Games cannot be ended due to CHEATS being set to OFF in-game.

- Party Status: Close
- Map: *Please see your match details page for this information*
- Mode: Tournament
- Cheats: Off
- Default Servers: The server matchup will be only on Mumbai Server.

4.3. Match Hosting

All matches will be played using Custom Games (Tournament Mode) with only the tournament organizer to be allowed to enter the observer slot.

4.4. Usage of Pause Function

- Each team is allowed 5 mins of Technical Pause time.
- Each team can only use the in-game pause feature for tactical pause.

Acer India reserves the right to change, modify, or adapt all rules as deemed appropriate in order to uphold and maintain a spirit of overall fairness and good sportsmanship.

DISCONNECTIONS

Please note that all disconnection proof must be gathered and submitted in video form.

Screenshots and/or GIFS will not be accepted.

If a player disconnects from the game other than direct game malfunctions (client crash, servers crash, etc) the team will get a maximum of 10 mins of pause time. If the player is not able to reconnect in the given time, then the map will continue 4 v 5.

All disconnection claims will be handled on a case-by-case basis, meaning not all outcomes will result in the same outcome.

GENERAL RULES

1. If a player's account is banned for any reason by Acer India that said player cannot avoid that ban in any way to play in another Acer India tournament. If said player makes a secondary account and is playing in a Acer India tournament, said player and his/her team will be disqualified from the rest of the tournament. There will be no exceptions.
2. If any team fails to report an issue with another team and knows another team is doing something that can get them banned or disqualified from a tournament, the team that didn't report may risk forfeiture and no refund of credits.
3. If and when leadership of a team is given to another member of that team. That person gives up all privileges that a leader gets.
4. To join a tournament team, you may not join the team from a proxy IP address. If a player does so, you risk being forfeited.
5. Substitutes are allowed in our tournament. Once the tournament begins your roster is final. And once a team qualify for the Lan event and they have a player issue only 1 change from the locked roster will be allowed who has not registered for the same tournament.
6. Users may not share accounts, or any aliases linked to a designated player's account. Doing so can lead to a temporary ban from the site.
7. Any form of abuse of any staff member is prohibited. If a user does abuse a staff member, that user risks a temporary site ban and/or disqualification from the match that said user is participating in currently.

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GAMEPLAY

1. Players who move their character outside of the normal boundaries of a map may forfeit the game. Moving outside of the normal boundaries of a map includes but is not limited to part of the character's body passing through what should be a non-permeable surface or object, and moving into any area from which your character registers shots on an opponent who is not able to register shots on your character.
2. Players may only use the default version of each weapon. Use of any weapon variant that has been statistically re-balanced or any other restricted item may result in a forfeit of the map/match.
3. If a Player finds that they are unable to Aim Down Sights (ADS) properly, they should notify a Tournament Official immediately. If the Tournament Official is able to confirm that this has occurred, they will determine whether the round/game should be restarted, the game win should be awarded to a team, and/or the conditions under which the round/game should be resumed.
4. After a Private Match has been created, only players on the (2) teams and Acer India Staff members may be invited/join. If a player that is not a registered member of one of the teams (ineligible player) joins a game, the game must be ended. If a player is found to have invited an ineligible player to a game, a forfeit may be issued for tourney disruption.
5. If a player lags out during the first 30 seconds the game should be ended and restarted for all game modes unless damage is inflicted by the opposing team prior to said time.
6. The team who lost the player should either leave the game, switch to spectator mode, or end the game if that team is the host. For Search and Destroy, the map should be resumed from the scores prior to the player losing connection to the private match lobby.
7. If a player lags out after the first 30 seconds and/or after the first kill (damage inflicted), the match must continue.
8. If a player disconnects from a Search and Destroy game, the current round must be completed. After that round has been completed, the game must be paused. Any form of cheating, using a glitch, abusing in-game mechanics, or unsportsmanlike behaviour may result in a forfeit of a game, match, or ban from Acer India.
9. Acer India reserves the right to broadcast any match. If Acer India chooses to broadcast a match, Acer India Staff members must be allowed into each game. If Acer India Staff members are unable to connect to a host, all other hosting options may be explored until a suitable host is found. Only Acer India Discord is allowed for this tournament communication.
10. If your team is competing in multiple Acer India tournaments at once and your team is in the finals of one of these tournaments, your team has 20 minutes from the scheduled match time to play the finals match or your team risks being reported as a no show which can lead to a forfeit of the finals match or being forced to playing man down.

11. Teams can only play one man down in a tournament match. Not having the required amount of players in the lobby at the time given by a referee will result in a forfeit of the map.

NO SHOW/MATCHES

Tournament matches are expected to be played at the scheduled match time. If an opposing team fails to show up after 5 minutes after the scheduled match time, you must report a no show to live support. We will then contact the opposing team to confirm the no show.

No Shows:

For best of 3 matches.

Teams will have 5 minutes from the no show report time (Refer to Rule #1) to join for map one or risk forfeit of that map. Once a team forfeits the first map, they will have an additional 10 minutes to show for the second map or risk forfeiting that map. Resulting in a forfeit of the match. Additional time may be given by tournament live support.

For best of 1 match

Teams will have 5 minutes from the no show report time (Refer to Rule #1) to join for map one or risk forfeit of that map/match. If you need additional clarification on this ruling, feel free to contact tournament live support. Additional time may be given by tournament live support.

If a team reports a loss for a match, they cannot then contact Live Support looking to get the match reverted/replayed. Matches are only reverted/replayed if a match being advanced is due to admin error.

Any claims for glitching, banned weapons, or cheating you must contact live support. Please have video proof ready when contacting live support.

Teams have up to 5 minutes between maps. Extra time may be given if live support feels it is necessary to extend the 5-minute time limit.

Hosting the wrong map will be a replay of the correct map.

Veto Process

Veto process is defined based on the map pool for best-of-1 and best-of-3 matches.

- **Best of 1 match:**
 - Ban: Team A
 - Ban: Team B
 - Ban: Team A
 - Ban: Team B
 - Ban: Team A
 - Ban: Team B
 - Decider (Team A picks side)

- **Best of 3 matches:**
 - Ban: Team A
 - Ban: Team B
 - Pick: Team A
 - Pick: Team B
 - Ban: Team A
 - Ban: Team B
 - Decider
 - Team B picks side for Map 1
 - Team A picks side for Map 2
 - Team A picks side for Map 3

4.5 OVERTIME

In Overtime wins the game. All overtime scenarios must be played out and the teams cannot mutually agree to end the game in a draw. If the 'draw' vote does get passed, both teams are at a risk of instant disqualification and forfeiting any prize money earned till now. Acer India admin will make the final decision in this circumstance and the verdict will generally be 'case-specific' meaning 2 similar scenarios might not have the same verdict.

4.6 Agents

- Brimstone
- Breach
- Jett
- Viper
- Sage
- Cypher
- Omen
- Phoenix
- Raze
- Reyna
- Sova
- Killjoy
- Skye
- Your
- Astra
- Kay/O
- Chamber
- Neon
- Deadlock
- Gecko

4.7 Maps

- Ascent
- Breeze
- Haven
- Bind
- Split
- Lotus
- Sunset

5. Tournament Matches

5.1. Live Matches

Live Matches refer to broadcasted matches by the Acer India which will be streamed on Acer India Youtube.

5.2. Spoiling the Outcome of Matches

5.2.1. Match Start

5.2.1.1. Punctuality

All matches should start at the given time. Reschedule of stream games is not allowed. For the non-stream games if a reschedule is agreed upon by both parties the new match timing must be informed to the respective admin 4 hours prior to the initial match time.

Reschedules are allowed completely on the admin's discretion and Acer India hold the rights to allow or disallow a match reschedule.

All Participants should be ready 30 minutes before the scheduled time for each match.

If you notice at any point, you will be late for any match, please inform a tournament admin 4 hours prior to the game time. In case the team doesn't show up or respond 5 mins prior to the game time the team risks getting disqualified.

5.2.1.2. No-show of Participants

Tournament matches are expected to be played at the scheduled match time. If an opposing team fails to show up after 5 minutes after the scheduled match time, you must report a no show to live support. We will then contact the opposing team to confirm the no show.

No Shows:

For best of 3 matches.

Teams will have 5 minutes from the no show report time (Refer to Rule #1) to join for map one or risk forfeit of that map. Once a team forfeits the first map, they will have an additional 10 minutes to show for the second map or risk forfeiting that map. Resulting in a forfeit of the match. Additional time may be given by tournament live support.

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If a team reports a loss for a match, they cannot then contact Live Support looking to get the match reverted/replayed. Matches are only reverted/replayed if a match being advanced is due to admin error.

Any claims for glitching, banned weapons, or cheating you must contact live support. Please have video proof ready when contacting live support.

Teams have up to 5 minutes between maps. Extra time may be given if live support feels it is necessary to extend the 5-minute time limit.

Hosting the wrong map will be a replay of the correct map.

5.2.1.3. Requesting for a Lobby Remake

In the event of LAG, the player(s) experiencing these network issues need to send a screenshot of high pings faced and will be allowed 1 re-host. Teams can only ask for a rehost if they have ping issues or the game has been started with the wrong map/settings.

5.2.1.4. Rematches

Rematches are strictly prohibited.

5.2.1.5 Account Sharing

- Players are strictly forbidden from sharing any details of their accounts with any other competitor or member of the public for any reason.
- These rules are designed to ensure fair play, sportsmanship, and a positive tournament experience for all participants. Participants are expected to follow these rules, and any violations may result in penalties or disqualification from the tournament, as determined by Acer India and its organizers.

6. India Predator League 2024 specific Ruleset

6.1. Media Obligations

- Each team will be required to send the player pictures. The specification of the player pictures needed will be provided through a separate PPT. Failing to provide player pictures before the start of the season could lead to the team forfeiting their slot.
- Any player participating for the tournament can be called for a live interview or a pre-recorded interview. If the player fails to be present at the required time, 1% of the team's prize money will be deducted as penalty per such instance.
- It is the team owner/manager/captain's responsibility to make sure the players needed for the interview must be present at the assigned time. In case of any emergency, owner/manager/captains must inform Acer India well in advance.

6.2. Player Webcams

- All teams that have qualified to the group stages must have 5 players always on webcams during their matches, failing to do so will lead to a 1% of the team's prize money deducted as a penalty per webcam per match.
- If a team cannot provide webcams for their players, they can use a mobile device instead as the webcam source.

6.3. Match Forfeit

- If a team decides to forfeit their match under any circumstances, 25% of the team's prize money will be deducted as penalty per such instance.
- In case of 2 or more forfeits in a "Tournament", the team can face a permanent ban from the Acer India Events. The decision for such will solely be taken by Acer India management.

6.4. Reporting Time

- Each team captain must be present 30 minutes prior to the match start timing for the map veto process. Failing to do so will lead to 1% of the team's prize money deducted as penalty per such instance.
- All players of the team must be present in the lobby at least 15 minutes prior to the match start timing. Failing to do so will lead to 1% of the team's prize money deducted as penalty per such instance.

6.5. Prize Money

- The prize money for each team will be cleared within 60 days after the completion of the tournament.
- Note: Basik Marketing Private Limited can deduct taxes of 31.2% (applicable TDS rate under section 194B of the Indian Income tax Act, 1961) from all Prize Money Winners at the time of payments.

6.6 Coaches

- If a Team has a coach, then that coach may be present for every Match lobby in which the Team participates in India Predator League 2024.
- Discord ID and the Player ID of the coach is to be provided pre hand and it cannot be changed for the entire tournament.
- Along with Player cams, coach cams are also required.
- Only Tournament Officials, official broadcasters, anyone authorized by Acer India and the registered players + coaches of that particular match are allowed to be inside the lobby.
- Players and Coaches are bound to use our Voice channels on discord/TeamSpeak. Coaches are supposed to be in the same voice channel and remain muted after the agent selection phase finishes. They can only unmute themselves during the tactical timeout, and after the game ends.
- After the Veto, a maximum of 30 minutes of time period shall be provided for all the players and the coaches to join their prerequisite VC in discord/TeamSpeak.
- If the Players are unable to join the VC within the given time period coaches shall not be allowed in the Match Lobby and their assigned VC in discord/TeamSpeak.
- If the coach does not join the voice channel, he will not be allowed to join the lobby.
- If the coach unmutes himself anytime apart from during the tactical timeout, he will not be allowed to join the lobby and the voice channel for the rest of the tournament.
- Coaches are forbidden to speak during a technical pause
- An admin will be in your team VC during the match in discord/TeamSpeak.
- Coaches are only allowed to communicate with players during the Agent and Map selection process for each Match, tactical timeouts of any team and half-times.

7.Match Procedures

7.1. Lineup

- Each team is required to report with their playing lineup on discord 30 minutes prior to the game time.

7.2. Map Veto

- Map veto will be carried out on mapban.gg for all the games.

7.3. Breaks between Maps

- Each team is allowed a maximum of 5 mins of break between 2 maps.

7.4. Match Result

- The winning captain needs to post a screenshot of the end game scoreboard on discord on the '#post-game-ss' channel. A match's result will not be official and recorded till the screenshot is posted by the winning captain.

8. Match Protests

8.1. Definition

- A protest can be raised during a match for incorrect server settings/incorrect game settings/incorrect map. A protest can also be raised if an enemy player has pings higher than 140 ms.

8.2. Contents of a Match Protest

- The protest must contain detailed information with evidence describing the problem with all proofs attached in screenshots/video format. The protest should officially be communicated to your match admin only. The official mode of communication for the protest will be discord.

8.3. People in a Match Protest

- In team matches, only the Team Captain can raise a protest.

8.4. Behaviour in Match Protests

- Insulting/misbehaving with the admin or the enemy team during the protest will lead to the protest being immediately dismissed and the team in question will face instant disqualification or prize money forfeit or both.

