The document provides an overview of the rules and regulations that must be adhered to by all participants, League Operations Staff, and other relevant parties involved in the Singapore Qualifiers of the Asia Pacific Predator League 2024.

Failure to comply with these rules may result in penalties. It is important to note that the Tournament Organizer (TOs) has the final authority, and their decisions may not be explicitly supported or mentioned in this rulebook. In extreme cases, decisions may be made that deviate from this rulebook in order to maintain fair play, competitive integrity, and sportsmanship.

We aim to create an enjoyable competition for all participants, spectators, and staff. Our utmost priority is to maintain fairness and excitement throughout the event, and we will make every effort to achieve this goal.

Best of luck,

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1. Introduction

   This document will be the official rulebook for **Singapore Qualifiers** of the **Asia Pacific Predator League 2024 – Valorant** to create fair play in the tournament.

   The **Singapore Qualifiers** rules apply to (1) the players, (2) coach, (3) team manager, and (4) other representatives included in the Team.

   Ignorance of the rules and regulations will not be acceptable and will be given an appropriate penalty for non-compliance.

   The Tournament Organizer has full authority and will make the ultimate decision.

2. Structure, Schedule, Prize

   2.1    Definition of Terms
   ● **Match** – refers to a single game in Valorant that continues until one team reaches a score of 13 or wins 2 rounds during overtime.
   ● **Map Veto** – Teams will have to ban and select maps that will be played for the match.
   ● **Online Qualifiers** – A single elimination, best-of-1 (BO1) tournament format where teams will compete against one another to advance to the next round. The top teams proceed to the Online Qualifiers Finals.
   ● **Online Qualifiers Finals** – The top teams play in a single-elimination, best-of-3 (BO3) format to determine the winner.

   2.2    Schedule

   |  | Date | Start Time |
   | --- | --- | --- |
   | Online Qualifiers | October 14, 2023 | 1pm GMT+8 |
   | Online Qualifiers Finals | October 28, 2023 | 1pm GMT+8 |

   The tournament registration will be hosted on Planet9. Registration closes on October 11, 2023.

   2.3    Game Structure
   ● Format
     ▪ Online Qualifiers
       − Maximum of 32 teams
       − Single Elimination Format, Best-of-1 series
       − Top teams proceed to the Online Qualifiers Finals

     ▪ Online Qualifiers Finals
       − Top teams only
       − Single Elimination Format, Best-of-3 series
       − The winning team will be representing Singapore in the Asia Pacific Predator League 2024 – Valorant that will be held in the Philippines in January 2024.
   ● Tiebreakers

- If the event that teams tie during the Group Stages, such as elimination/advancement placements, the following tiebreakers will be used:
  - If the tie is over a position of significance and involves exactly two (2) teams, an additional BO1 match will be played between the tied teams.
  - If the tie is over a position of significance and involves three (3) teams, the following shall be used:
    - Compare the total Round Differential of all teams across all matches played.
    - BO1 Match will be played at the discretion of the Tournament Organizers.

### 2.4 Tournament Prize

- Claiming Process
  - The tournament prizes will be awarded to the Team Captain of each winning team.
  - All teams eligible for the Tournament Prize will be contacted via email by the Tournament Organizers. The email will contain the Prize Claiming Form, and the payment process will commence once the team responds and acknowledges receipt to the Tournament Organizers.
  - To the extent required by any Applicable Law, the Tournament Organizers may withhold from any payments under this Rulebook an amount equivalent to any applicable withholding tax.
- Account Transfer
  - The tournament prize will be sent out via bank transfer. It is crucial to provide accurate and complete information to ensure successful payment processing. Failure to provide sufficient payment details may result in delays or non-payment.

## 3. Team Eligibility

### 3.1 Team Members

- Each team is required to have and maintain the following during the entirety of the Tournament.
  - (5) Main Players (Required)
  - (1) Sub Player (Optional)
  - (1) Team Coach (Optional)
  - (1) Team Manager (Optional)
- In the absence of a Team Coach or Manager, the Team Captain will automatically be assigned as the main contact of the team.

### 3.2 Age

- No Player shall be considered eligible to participate in the Tournament before their 18th birthday, defined as having lived 18 full years.

### 3.3 Tournament Requirements

- PLANET9 Account
  - All participants must have their own PLANET9 accounts.
  - To create an account, please visit: https://www.planet9.gg/
- Proper player names with proper team tags

### 3.4 Safety Protocols

- For the safety of the participants, staff and everyone present during the tournament, everyone must follow the Tournament Organizer's safety instruction during the course of the tournament.
- Every participant must also present their vaccination cards during the registration period.
3.5 Nationality
- Every team must include at least three (3) Main Players who share the same nationality as the nation they represent, i.e. Singapore. The non-Singaporean players must be residing in the SEA region.
- Players may be required to provide additional documents, such as **passports**, **valid IDs**, or **birth certificates**, as proof of their nationality.

4. Team Names, Team Logos, and Player Names
    - No additional special characters will be allowed for team names, logos or player names.
    - Team Names, Logos, and Player names may not contain vulgarities or obscenities; inappropriate terms even in any language.
    5.1 Team Names & Logos
    - Teams are not allowed to have the same or similar name.
    - Must only contain English Characters, numbers, single space between words only (Minus sign, underline)
    - The verification of the images or the names of sponsors are now allowed to be shown in team logos.
    - Tournament Organizer reserves the final right to approve the team names and logos.

    5.2 Player names
    - Must only contain English characters, numbers, or single space between words only. Player Names cannot contain any sponsor name.

5. Sponsors
    5.1 Prohibited sponsors
    - Websites displaying or related to pornographic imagery or products
    - Firearms, handguns, or ammunition providers
    - Prohibited drugs
    - Tobacco or cigarettes, including e-cigarettes and vaping products
    - Account sharing/skin selling websites
    5.2 Sponsor Logos
    - Team/Player Uniforms may include sponsor logos. Sponsor logos are subject to approval by the Tournament Organizers. The Tournament Organizers reserves the right to reject the inclusion of any sponsor logo.

6. Active Roster & Substitution
    6.1 Single Team Exclusivity
    - A member of a team is only allowed to compete for one team they're currently representing.
    6.2 Substitutions

- A team may substitute for players in-between matches. The team must notify the Tournament Organizers and have the substitute approved no later than 2 mins after the end of a game.
- In the event of an emergency, each team will be given 30 mins to find an immediate substitute upon approval of the League Operations Team.
- In any case, the Head Coach, Team Manager or any player that is not currently participating in the tournament will be allowed to play in the absence of the substitute player.

7. Rule Violations and Punishments

7.1     Code of Conduct

- Every participant is expected to be respectful to the Tournament Organizer and staff, press/media, partners, and other participants. Teams are expected to represent their team to be always professional.
- Same applies to the behavior in-game, chat, comments and other media.
- Smoking, vaping, and drinking alcoholic beverages during the competition is strictly prohibited.
- Participants must not engage in harassment or hate speech in any form. This includes, but not limited to:
    - Hate speech, offensive behavior, verbal abuse, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion
    - Stalking or intimidation
    - Spamming, raiding, hijacking, or inciting disruption of streams or social media
    - Posting or threatening to post other people's personal information
    - Unwelcome sexualized comments, jokes, and advances
    - Advocating for, or encouraging, any of the above behavior
- Violation of this code of conduct will result in sanctions. Penalties may include disqualification, fines or banning from future Tournament Official's events.

7.2     Account Transfer and Piloting

- Participants are not allowed to use other accounts which are not officially registered for the tournament.
- Players are not allowed to pilot for other teams participating in the tournament.
- Any teams involved in the transaction will be penalized by the Tournament Organizer.

7.3     Cheating

- Software Cheating, Scripting, and Macros
    - Any use of software that could be considered cheats is strictly forbidden. The Tournament Organizer reserves the right to specify what is considered a cheat.
    - The use of scripts and macros, config binds, or third-party tools is prohibited. Whenever more than one command is issued with a single bind, it is considered illegitimate.
    - All macro programs, including software macros and hardware implemented macros stored in on-board memory of the hardware, external to the game client are prohibited.
- Information Abuse
    - Communication during the matches with people not involved is strictly forbidden, same for using from external sources (e.g., streams, betting sites, live trackers)

- Punishment for Cheating
    - The result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and will be banned from all competitions.

8. Game Specific Rules
    8.1 Competitive Patch
    - All games must be played with the most up to date version of the game.
    - In any sudden patch update, participants will have 15 minutes to review the recent update.
    - New Agents
        - New Agents will be automatically restricted for two weeks from their release on Competitive queue. Example: Agent A was released on February 5, so Agent A will become eligible to be used in all Matches on February 19.
    - New Maps
        - New Maps will be automatically restricted for four weeks from their release on live queue. Example: Map A was released on February 5, so Map A will become eligible to be used in all Matches on March 5.
    8.2 Game Mode and Lobby Settings
    - Matches will be played in Tournament Mode via Custom Lobby.
        - Lobby Settings
            - Allow Cheats: Off
            - Tournament Mode: On
            - Overtime – Win by Two: On
            - Play out all rounds: Off
            - Hide Match History: Off
    8.3 Team Priority Selection
    - Coin flips will be conducted via Discord before a match starts.
    - The winner of the flip will have to choose if their team will be the First Priority Team or the Second Priority Team.
    - To settle any disagreement, coin flips will be conducted.
    8.4 Map Veto
    - The SG Qualifiers will be using the following tool for the Map Veto process: https://www.mapban.gg/en/ban/valorant/competitive
    - Once the priority team has been determined, the team captains of both teams, together with the Tournament Referee will undergo Map Veto or Map Selection Process.
        - For BO1 matches
            - First Priority Team removes two maps
            - Second Priority Team removes two maps
            - First Priority Team removes one map
            - Second Priority Team removes one map
            - Remaining map will be the selected map
            - First Priority Team select sides for selected map
        - For BO3 matches
            - First Priority Team removes one map
            - Second Priority Team removes one map

- − First Priority Team selects Map 1
- − Second Priority Team selects sides for Map 1
- − Second Priority Team selects Map 2
- − First Priority Team selects sides for Map 2
- − First Priority Team removes one map
- − Second Priority Team removes one map
- − Remaining map will be the Decider Map
- − First Priority Team selects sides for Decider Map
- ● Competitive Map Pool
  - − Ascent
  - − Bind
  - − Fracture
  - − Haven
  - − Lotus
  - − Pearl
  - − Split

9. Tournament Disputes & Match Protest
   - ● A protest is for problems that affect the match outcome; a protest may even be filed during a match for things like incorrect server settings and other related issues.
   - ● Protests are generally discussed after the end of a game or series. If the protest happens during the middle of a series, then the issue must be brought up immediately to the tournament administration before the start of the next game. Any protests that may alter the result of a series must be brought up immediately.
   - ● The parties involved must be able to state their case with regard to the issue. Any documentation or media they must prove their side must be presented during the discussion and not after the fact.
   - ● Each team may have up to two representatives to discuss the match protest. Depending on the severity of the situation, tournament administration may allow more people from each side to provide additional perspective.

10. Pauses & Disconnections
    - ● Before the start of any game, the team captain, coach or manager is responsible for ensuring that all participating players are satisfied with their settings, equipment and all other game-related conditions that may affect their performance.
    - ● Players can pause the match at any time but must signal a Tournament Referee immediately after the pause to identify the reason. If the participants did not state any reason for the pause, the team will receive sanctions.
    - 10.1　Technical Pause
    - ● A total of 5 minutes of technical pause time will be allocated to each team. However, it is important to note that during a technical pause, teams are not permitted to engage in discussions or strategizing.
    - ● Each match will have a maximum pause time of 10 minutes. If both teams have utilized their allocated technical pauses, the match will resume without further delay, regardless of the situation.

- If the team wishes to pause, at least one player must let the Tournament Referees know through Discord. Once paused, the player must tell our Tournament Referees the reason for the pause. If the pause is unreasonable or if a referee reports no indication of any real issue, Tournament Organizer reserves the right to penalize the player and/or team according for the disruption caused.
- Only acceptable reasons are as follows:
  - Network Issues
    - Full or partial loss of control due to lag
    - Heavy lag that causes input delays
      - o  Players are only allowed to pause due to an increase in ms up to 50ms.
  - Equipment Issues
  - VAL Error Codes
    - For a complete list of definition and solutions: [https://support-valorant.riotgames.com/hc/en-us/articles/360045619633-Error-Codes-in-VALORANT](https://support-valorant.riotgames.com/hc/en-us/articles/360045619633-Error-Codes-in-VALORANT)
  - Server Error

10.2    Tactical Pause
- Teams are allowed to use (2) tactical timeouts per map.
- Tactical Pauses can be called via in-game pause system.
- Timeouts must be called only during Buy Phase.
- Bug Abuse
  - Intentional use of any bugs, glitches, or errors in the game can be assessed with penalties up to and including default losses. It is up to the Tournament Referees' discretion whether the use of said bugs influenced the matches, and whether they will force a rematch.

11.  Game of Record, Remakes & Round Rollback
- A Game of Record ("GOR") refers to a game where all ten players have loaded, and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as "official" from that point onward. Game restarts will be allowed only under limited conditions and with a new draft.
  - Examples of conditions which establish GOR:
    - Once the first buy phase has ended and line-of-sight is established between players on opposing teams.
    - Setting foot, establishing vision or targeting a skill shot ability at the opponent's side.
    - First blood or Kill has been established.

11.1    Remakes and Round Rollback
- Game remake
  - Game restart or remakes will only be done at the discretion of the Tournament Referees. Game remake will only be acceptable with these following reasons:
    - If a referee determines that technical difficulties will not allow for the game to resume as normal.
    - If the game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics.

- − If a referee determines that there are environmental conditions that are not conducive to fairness.
- − If one or multiple players crash before "Game of Record" and cannot get back in before the allowed technical pause time has been exceeded.
  - ▪ If a remake is required **before the establishment of the "Game of Record"**, the match will undergo a lobby remake with the same map and agents picked by the players.
  - ▪ It is the responsibility of any team member, particularly the team captain, to save their team's statistics or scoreboard after each round.
- 11.2 Round Rollback
  - ▪ Tournament Organizers may perform a Round Rollback feature within the game when a bug or any error is made during an existing match.
  - ▪ Round Rollback may only be applied for the matches created by the Tournament Organizers.

12. Spirit of the rules
   - ● It should be remembered that it is always the Tournament Organizer that has the last call, and that decisions that are not specifically supported or detailed in this rulebook, or even go against this rulebook may be taken in extreme cases to preserve fair play and sportsmanship.
   - ● All decisions regarding the interpretation of these rules from the Tournament Organizer will be final.
   - ● Rule changes may be amended, modified or supplemented by the Tournament Organizer from time to time, to ensure fair play and the integrity of the tournament.

# Appendix A -Tournament Format and Group Stage Seeding

**Tournament Format:**
The Online Qualifiers format will be a single elimination. All matches will be best-of-1 series.

The Online Qualifiers Finals format will be a single elimination. All matches will be a best-of-3 series.

# Appendix B – Prize Pool

| Placement | Prize Distribution |
|---|---|
| 1st Place | $2,000 SGD Cash + Predator Gaming Chair X x 5 |
| 2nd Place | $1,000 SGD Cash + Predator Gaming Chair Fabric (Blue) x 5 |
| 3rd Place | $500 SGD Cash + Predator Gaming Chair Fabric (Blue) x 5 |