Rules & Regulation

PREDATOR LEAGUE INDIA 2026 – VALORANT

This document outlines the rules and regulations pertaining to The “PREDATOR LEAGUE INDIA 2026 - 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: Predator League India 2026
- Registrations: 15th August – 30th August 2026
- Online Qualifiers: 1st September – 5th September 2026
- Online Playoffs: 6th September – 9th September 2026
- LAN Final: 11th October 2026
- Region: India Only. [All participants in the qualifiers must be residing in India, except that one foreign team member per team is allowed. If more than one team member is found competing from outside India, the entire team will be instantly disqualified.]

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 4,00,000
  2nd Place: INR 2,00,000
  INTEL MVP : INR 50,000

3. Tournament Format

Phase 1 | Online Qualifiers : All the registered teams will compete in Single Elimination format where top 16 teams will qualify for the Phase 2.

Phase 2 | Online Playoffs : Top 16 teams qualified from Phase 1 complete in Double Elimination Format where top 2 will qualify for the Lan Finals.

Phase 3 | Indian Lan Finals : Top 2 teams Qualified from the Phase 2 will play BO3 Finals to be the Champion of Acer Predator League India 2026.

4. Game Specific Rules

4.1. Game Rules

- The admin will create the custom match lobby with the settings listed below in the "game settings" section of the rules.
- Upon lobby creation, the admin will invite the teams.
- 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.

4.2. Game Settings

Use the following settings to set up your custom match/lobby.

Lobby Settings

- Allow Cheats: Off
- Tournament Mode: On
- Overtime – Win by Two: On
- Play out all rounds: Off
- Hide Match History: 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 organiser 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.

5. DISCONNECTIONS

- 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.

6. GENERAL RULES

- 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 an Acer India tournament, said player and his/her team will be disqualified from the rest of the tournament. There will be no exceptions.

- 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.

- 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.

- 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.

- Substitutes are allowed in our tournament. Once the tournament begins your roster is final. And once a team qualifies 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.

- 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.

- 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

7.GAME SPECIFIC RULES

- 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 the 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.

- 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 immediately.

- The parties involved must be able to state their case about the issue.

- 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.

- 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 "official" from that point onward. Game restarts will be allowed only under limited conditions and with a new agent selected.
  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 Damage/Blood or Kill has been established.

- Game Remake
  - Game restart or remakes will only be done at the discretion of the Tournament Referees. Game restart 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.

  - If a player clicks on "Leave Match" from the Menu no rehosts request will be accepted and the game will continue with existing players.

- 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.

8. Cheating

- Software/Hardware Cheating, Scripting not allowed and will be punishable by instant disqualification.
- Any use of software that could be considered cheating is strictly forbidden. The Tournament Organizer reserves the right to specify what is considered a cheat.
- The use of scripts and or third-party tools is prohibited. Whenever more than one command is issued with a single bind, it is considered illegitimate.

Information Abuse

- Communication during matches with people not involved is strictly forbidden, same for use 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. Map Veto

- 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

- Haven
- Corrode
- Bind
- Icebox
- Sunset
- Ascent
- Lotus
  * Any changes for the map pool due to game patch updates will be informed to the teams prior to their game.

9. 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.

10. 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.

11. 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 2026.

- Discord ID and the Player ID of the coach is to be provided before the teams first match starts and it cannot be changed for the entire tournament.

- Only Tournament Officials, official broadcasters, anyone authorised 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.

12. Prize Money

- The prize money for each team will be cleared within 60 days after the completion of the tournament.

  Note: All prize money is subject to Tax Deducted at Source (TDS) as per prevailing income tax regulations. A deduction of 31.2% will be applied to the total prize amount before disbursement.

13. Match Procedures

- Each team is required to report with their playing lineup on discord 30 minutes prior to the game time.
- Map veto will be carried out on mapban.gg for all the games.
- Each team is allowed a maximum of 5 mins of break between 2 maps.

10. 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 Tournament Organizers from time to time, to ensure fair play and the integrity of the tournament.

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.