



**VALORANT™**

**VALORANT Champions Tour  
Challengers Competition Rules**

## 1. BACKGROUND AND PURPOSE

Riot Games, Inc., the owner of the game VALORANT (“**Riot**”), has engaged [*Region Specific*] (“**Tournament Operator**”) to operate the VALORANT Challengers (“**Challengers**”) event in [*Region Specific*] (“**Region**”) as part of VALORANT Champions Tour. Riot has delegated to the Tournament Operator the responsibility for developing these rules, which will apply to Challengers and all of its games, matches and tournaments that are held in the Region (“**Challengers Rules**”).

These Challengers Rules apply to and are binding on: (1) the individual (natural person), entity and/or group (“**Owners**”) who registered a team to participate in a Challengers event (“**Team**”), and (2) to each Team’s players, managers, coaches, owners and other representatives. A Team’s players, managers, coaches, Owners and other representatives are referred to as the “**Team Members.**”

These Challengers Rules are in addition to, and not in lieu of, the VALORANT Champions Tour Global Competition Policy (“**Global Policy**”). In the event of a conflict between the Global Policy and these Challengers Rules, the provisions that are most protective of Riot (as determined by Riot in its sole discretion) will govern. Capitalized terms used herein and not otherwise defined herein shall have the meanings assigned to them in the Global Policy, unless the context shall otherwise require.

These Challengers Rules form a contract between a Team Member and the Tournament Operator and Riot is a third-party beneficiary of that contract.

**\*\*Each Team Member must read, understand, and agree to these Challengers Rules and the Global Policy before participating in any Challengers event.\*\***

### General Tournament Rules

1. VALORANT PARTICIPANTS are required to register their RIOT ID and must not change it during the tournament.
2. Participants must follow the schedule mentioned in the tournament admins. All tournament schedules will be communicated to participants by the tournament admins.
3. Participants who do not use their registered account/IGN can be denied participation in any of the online qualifiers by the tournament admins.
4. Participants may not use force outside the game to influence the outcome of the game. Severe punishments such as disqualification will be imposed and will also be banned from further tournaments run by the organizers.
5. Participants will be required to report their victories to the tournament admins on the communication platform.

6. Internet connection is the participant's personal responsibility. The organizers will not be held liable for any issues that arise from a participant's internet connection.
7. Roster changes after the registration period ends are prohibited. While there are cases where roster changes can be entertained, it will be handled on a case-to-case basis, and can merit further investigation from the tournament admins if needed.
8. The following are considered illegal and will be punished:
  - a. Creating/Exploiting Bugs.
  - b. Account Sharing/Piloting.
  - c. Deliberate Disconnection: Deliberately disconnecting for improper or unclear reasons is prohibited and will be punished.
  - d. Cheating: Using any kind of device or third-party program to cheat, or using any resembling means to cheat. Conspiring to cheat also falls under this category, and the involved parties will be dealt with accordingly.
9. Any dispute may be directed to the tournament admins through the tournament's communication platform. Credible evidence must be presented in order for the tournament admins to entertain the issue.
10. Team information cannot be changed after the registration.
11. All Teams who qualify to the playoffs must drop off any tournaments that they joined/qualified that will be played at the same timeline of the VALORANT Challengers Indonesia Playoffs.

### **Tournament Streams**

1. Teams that are found to be abusing the tournament streams will be disqualified immediately and will be denied tournament winnings for this action or any action that is abusive.
2. Teams will be asked to act gracefully when the game is streamed, no vulgar words, taunting or spamming is allowed. Any dispute should be directed to the tournament admins directly for any issues. Any team that is found not following this rule will be disqualified immediately regardless if the game is streamed or not.
3. Players cannot stream their tournament matches during the Tournament.
4. For coach / staff / management / streamers / content creators who would like to do a co-stream, has to fill a form that will be provided by the Tournament Operator
5. The co-streamers is not allowed to smoke (any kind of tobacco products / vaping), no vulgar words, no harsh words during the live stream

6. The co-streamers must submit their viewership data, as the required viewership data will be provided by the Tournament Operator
7. Co-streamers is allowed to eat and drink during the live stream but the brand of food and beverages should not be exposed
8. Co-streamers is encouraged to promote the Tournament Operator's social media accounts (Instagram and YouTube)
9. Co-streamers should informed the Tournament Operator maximum 3 days before doing the live stream

### **Conduct**

1. Participants must be responsible for their actions. Any participant that violates the player conduct will be penalized.
2. Participants are expected to respect their fellow participants and all the Tournament operator and staff. Participants shall not make any indecent, impolite or insulting actions or gestures towards the aforementioned parties.
3. Participants are prohibited from being vulgar and spamming, both in-game and on the communication platform.
4. Betting is strictly forbidden between participants and will not be tolerated.
5. Match fixing, or even colluding to match fixing will be considered as a disqualification if found out by the organizers.
6. Participants are advised to be humble and to be strict with each other on enforcing these rules for smooth flow of the tournament.
7. Any dispute may be directed to the tournament admins through the tournament's communication platform

### **Match Lobby Creation**

Tournament Officials will decide how the official Match lobby will be created. For Online Events, Tournament Officials will notify Team Captains of official accounts that will be used to host the Match.

### **Online Matches**

For Online Matches , Players will be expected to complete setup, and confirm readiness at a time specified by Tournament Officials prior to each match. Players are responsible for ensuring the performance of their chosen setup, including computer hardware and peripherals, internet connection, DDOS protection and power. Issues with this setup are not an acceptable reason for lateness or pausing beyond a Team's allowance.

All matches are scheduled on a running time format.

**DISCLAIMER:**

1. Participation is at your own risk. Participants must follow the rules, use caution, and take care of one's own health. League Operations is not liable for any losses in relation to the event, directly or indirectly, for example in the case of a canceled event, electrical failure or similar. No person or persons shall hold League Operations liable.
2. Each participation is a binding contract to abide by the rules. League Operations reserves the right to disqualify or ban the participant for disregarding the rules.
3. League Operations reserve the right to make decisions that are not supported in this ruleset. In extreme cases, League Operations may change the rules or go against the ruleset to uphold the spirit of integrity and fair play.

## 2. Challengers Event Structure

### 2.1. Definitions of Terms

#### 2.1.1. “Round”

A Round is an instance of competition in a VALORANT map that is played until a winner is determined by one of the following methods, whichever occurs first:

- Spike detonation
- Spike defusal
- Team eliminated before planting or defusing the spike
- Round timer expired
- Team forfeit

#### 2.1.2. “Map”

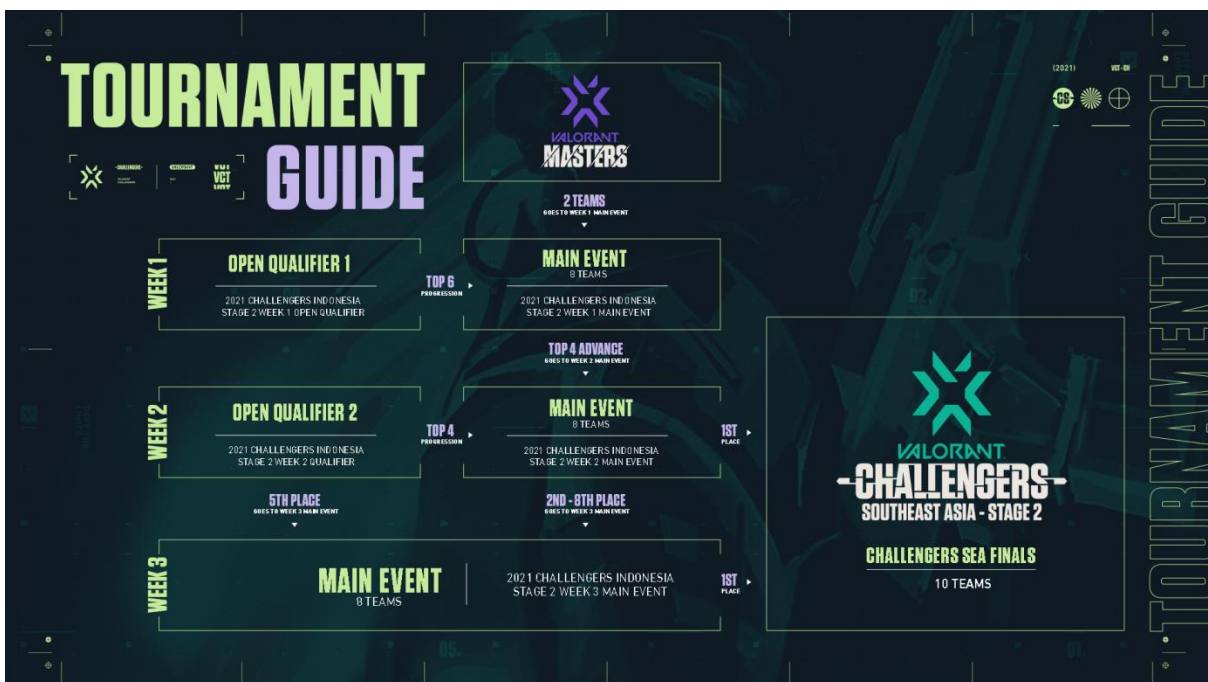
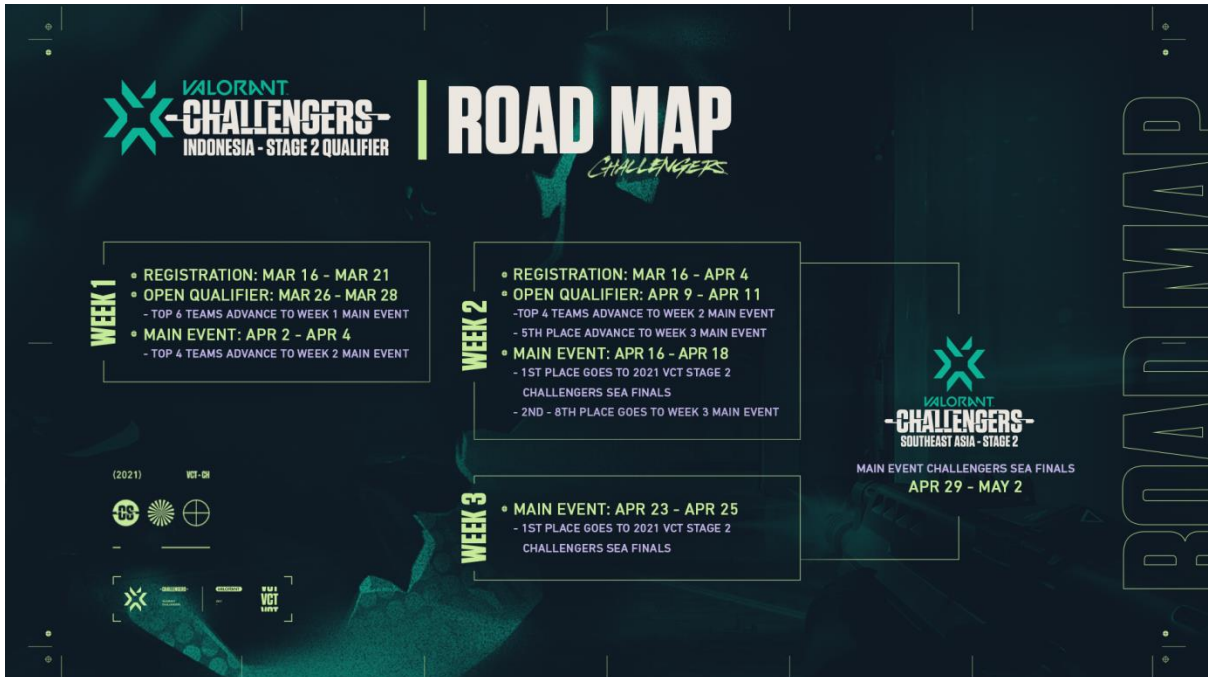
A Map means a set of Rounds that is played until one Team wins 13 Rounds, provided that a Map will continue past the 13-Round limit until a Team wins by a margin of at least two Rounds.

#### 2.1.3. “Match”

A Match means a set of Maps that are played until one Team wins a majority of the total maps (e.g., winning two maps out of three in a best-of-three series).

## 2.2. Challengers Competitive Format

All matches will be played Online, VCT Stage 2 – Challengers Indonesia will be divided into:



### 2.2.1. Challengers - Qualifiers

#### Week 1

Week 1 Open Qualifier : all teams in Indonesia may register their team in this phase by following all regulations on 2021 VCT Stage 2 - Challengers Indonesia Week 1 Open Qualifier. Top 4 teams will advance to Week 1 Main Event, and Extra Round for finding position 5 & 6 to complete team on Week 1 Main Event.

- Mode: 5 vs 5
- Format: Single Elimination
- Maximum slot : 64 Team
- Best Of Three (BO-3)
- 64 Teams -> 8 Teams Best Of Three (BO-3), Top 4 Teams will advance to week 1 main event
- Ekstra Ronde Best Of Three (BO-3) For finding Position 5 and 6 To Complete teams on week 1 main event.

#### Week 2

Week 2 Open Qualifier : all teams in Indonesia may register their team in this phase by following all regulations on 2021 VCT Stage 2 - Challengers Indonesia Week 2 Open Qualifier. And Extra Round for finding position 5 that will advance to Week 3 Main Event

Mode: 5 vs 5

- Format: Single Elimination
- Maximum slot : 64 Team
- Best Of Three (BO-3)
- 64 Teams -> 8 Teams Best Of Three (BO-3), Top 4 Teams will advance to week 2 main event
- Ekstra Ronde Best Of Three (BO-3) For finding Position 5 To Complete teams on week 3 main event.

### 2.2.2. Challengers - Main Event (Final Qualifiers)

#### Week 1

Main Event : 2 Teams Finalis from Sea Masters 1, will compete with 6 Teams from Week 1 Main Event. Top 4 Teams will advance to Week 2 Main Event.



## Week 2

Main Event : Top 4 Teams from Week 1 Main Event will compete with 4 Teams from Week 2 Open Qualifier. 1st Place will advance to Challengers Sea Finals.

2nd-7th Place from Week 2 Main Event and 5th place from Open Qualifier 2 will advance to Main Event Week 3.

## Week 3

Main Event : 2nd-7th Place from Week 2 Main Event and 5th place from Open Qualifier 2 will compete on Main Event Week 3. 1st Place will advance to Challengers Sea Finals.

- Mode: 5 vs 5
- Format: Single Elimination
- 8 Tim
- Semifinal Best Of Three (BO-3)
- Bronze Match Best Of Three (BO-3)
- Final Match Best Of Five (B0-5)

### 2.3. Challengers Competition Schedule

#### 2.3.1. Challengers – Open Qualifiers

Open Qualifier 1: 26 – 28 March 2021

Open Qualifier 2: 09 – 11 April 2021

#### 2.3.2. Challengers - Main Event

Main Event 1: 02 – 04 April 2021

Main Event 2: 16– 18 April 2021

Main Event 3: 23 – 25 April 2021

## 3. Team Member Eligibility

Note: Certain regions may have eligibility guidelines beyond those already set forth in the Global Policy (e.g., players in X region may only compete for cash prizes in esports if they are above 18 years of age).

### 3.1. Player Age

No player shall be considered eligible to participate in any Match comprising Challengers event before his or her 16th birthday, defined as having lived 16 full years.

**3.2. Players must have a minimum history/ Lifetime rank of Diamond 3 or higher.**

**3.3. Players are not allowed to participate with more than 1 team.**

**3.4. Players must use their real names as stated on their identity (KTP, SIM, Student Card).**

**3.5. The registered nickname cannot be changed until the tournament ends.**

**3.6. Registered VALORANT nicknames must use the Riot ID #Tagline format (eg:Trixie # 7766), formats other than those described are invalid.**

**3.7 Players must sign the Player Eligibility and Release Form sent by the organizer**

## **4. Roster Rules**

**ALL PLAYERS MUST SIGN THE RIOT PLAYER ELIGIBILITY AND RELEASE FORM SENT BY THE ORGANIZER.**

Any player that does not sign this form will not be eligible.

### **4.1. Starting Lineups**

Teams must set their starting roster for their first Match of the day from the roster submitted to the Tournament Operator pursuant to Section 3.4 of the Global Policy (as modified by any roster changes made pursuant to Section 3.5 of the Global Policy) as follows:

- Tuesday at 6:00PM local time for Friday Matches.

For each Match in a Challengers event following the Online Qualifiers, the Team must designate five (5) Starters which shall constitute the Team's "**Starting Roster.**" Rosters are considered public at the submission deadline.

#### **4.1.2 Minimum Roster Requirement.**

All Starters, and any Substitute who replaces a Starter, must be eligible to participate in all Official Competitions. Teams must comply with the minimum roster requirement at all times during any Official Competition. If at any point a Team's roster falls below five players, that Team may be disqualified or otherwise sanctioned

### **4.2. Roster Lock**

Teams are not allowed to drop or add players if they're qualified to the next Main Event during VCT Stage 2 - Challengers Indonesia.

#### **4.3. Interregional Movement Policy Roster Restrictions**

Teams must have at least three of the players on its Starting Roster be Residents of the Team's home Region as defined in Section 2 of the Global Policy.

#### **4.4. Emergency Substitutions**

In the event of an emergency at any point during a Match, a Team will be given up to ten minutes to produce an eligible Substitute on-site. If a replacement cannot be found then the Team will forfeit. Tournament Officials will determine if an incident qualifies as an emergency. Any substitute must be a member of the Team roster.

#### **4.5. Coaches**

Teams may have one coach. If a Team has a coach, then that coach may be present for every Match in which the Team participates. For live, in-person tournaments held as part of a Challengers event ("**LAN Events**"), at least one of a Team's designated coaches may be on site throughout each such Match. For online tournaments held as part of a Challengers event ("**Online Events**"), at least one of a Team's designated coaches may be connected to the voice communication system in the lobby and will only be allowed to talk to players and others during the Agent and Map selection process for each Match, timeouts, half-times and in between Maps (if applicable). Coaches are only permitted to be on stage during Agent and Map selection, Timeouts, Half-Times, and in between Maps. For the purposes of online competition, the gaming room will be considered the stage.

## **5. General Regulation**

### **5.1. Technical Meeting**

- Team representatives are expected to attend the technical meeting which will be held 4 days before the match starts:

TM Week 1 Open Qualifier : 22 March 2021

TM Week 1 Main Event : 29 March 2021

TM Week 2 Open Qualifier	:	5 April 2021
TM Week 2 Main Event	:	12 April 2021
TM Week 3 Main Event	:	19 April 2021

- Technical Meeting will be held at Discord 2021 VCT Stage 2 – Challengers Indonesia. Discord link: <https://discord.gg/rAk6pv4gcs>
- Shuffle of brackets/order of matches, reading and discussion of rules will be carried out during the Technical Meeting.
- Teams that are not present at the Technical Meeting are deemed to have known and approved the Regulation of Valorant Challengers Indonesia - Stage 01.

## 5.2. Force Major

- If a force majeure occurs, aka the tournament cannot be held or resumed due to an unavoidable event such as server maintenance or interference that is not from the organizer, then the match or tournament must be postponed until the problem that occurs is resolved.
- The provisions for force majeure are determined by the committee as the organizer.
- The committee has the right to determine when to continue the tournament if a force majeure occurs.

## 5.3 Match

- League Ops has the right to join any match, and the League Ops will contact the Team Captain via Discord 10 minutes before the match (Open Qualifier).
- During the game all players are required to be on cam video call (quarter final) which will be monitored by League Ops, it is prohibited to turn off Video Call during the match, if the video call is interrupted, will be given 5 minutes to rejoin, if within 5 minutes do not rejoin video call, the player team will be get sanctions/ warning.
- All players are prohibited from "**ingame chat**" if there is no urgent matter. And if this is done by one of the players, the team that does this will be issued a warning 2.
- All fraud and actions prohibited in this rule can be reported to the organizing committee by using ingame screenshots that can be given through the discord channel.

# 6. Match Process

## 6.1. Changes to Schedule

Tournament Officials may, at their sole discretion, re-order the schedule of Matches within a given day and/or change the date of a Match to a different date or otherwise

modify the schedule of Matches. In the event that the Tournament Officials modify a Match schedule, they will notify all Teams as soon as possible.

## 6.2. Role of Referees

### 6.2.1. Head Referee.

The “**Head Referee**” is a Tournament Official who is responsible for the judgments on every Match-related issue, question and situation which occurs before, during, and immediately following Match play. Their oversight includes, but is not limited to:

- Checking the Team’s lineup before a Match.
- Checking and monitoring player peripherals and Match Areas, if applicable.
- Announcing the beginning of the Match.
- Ordering pause/resume during play.
- Issuing sanctions and disciplinary action in response to rule violations during the Match.
- Making all Match-related determinations under these Challengers Rules and the Global Policy, including with regard to pauses and stoppages of play.
- Confirming the end of the Match and its results.

### 6.2.2. Referee Responsibilities

“**Referees**” are Tournament Officials who work on behalf of the Tournament Operator and are subject to the direction, review and oversight of the Head Referee. Referees are responsible for:

- Admitting or denying access to the Match Areas, if applicable.
- Carrying out security protocols directed by the Head Referee and other Tournament Officials, and/or in support of these Challengers Rules or the Global Policy.
- Administering the player checklist and enforcing these Challengers Rules and the Global Policy, including directing players to take or refrain from taking any action.
- Communicating with players about any issues experienced, in-game and out.
- Upon request, explaining any bug exploits.

### 6.2.3. Finality of Judgment

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the event, and penalties for misconduct, lie solely

with the Head Referee, the decisions of which are final. Head Referee decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

### 6.3. Competitive Patches

Matches will be played on the patch version designated by the Tournament Officials.

#### 6.3.1. 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.

Agent:

- Jett
- Raze
- Breach
- Omen
- Brimstone
- Phoenix
- Sage
- Sova
- Viper
- Cypher
- Reyna
- Killjoy
- Skye
- Yoru
- Astra

#### 6.3.2. 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.

- **Map:**
  - ASCENT
  - SPLIT

- HAVEN
- BIND
- ICE BOX

### **6.3.3. Additional Restrictions**

Additional Restrictions (e.g. disabling certain weapons) may be added by Riot representatives at any time before or during a match, if there are known bugs with any items, Agents, skins, or abilities.

## **6.4. Pre-Match Setup**

### **6.4.1. Player Accounts.**

Players will use their own online accounts and Riot IDs during play of Challengers events. Players must use their team tag in front of their name for consistency. Example: *G2 Mixwell*

### **6.4.2. Setup Time.**

At LAN Events, players will have designated blocks of time prior to their Match time to ensure they are fully prepared. Tournament Officials will inform players and Teams of their scheduled setup time and duration as part of their Match schedule. Tournament Officials may change the schedule at any time. Setup time is considered to have begun once players enter the Match Area, at which point they are not allowed to leave without permission of the on-site Tournament Official or Referee and accompaniment by another Tournament Official. Setup is comprised of the following:

- Ensuring the quality of all Riot-provided equipment.
- Connecting and calibrating peripherals.
- Ensuring proper function of voice chat system.
- Selecting skins.
- Adjusting in-game settings
- Limited in-game warm-up.

### **6.4.3. Technical Failure of Equipment.**

If a player encounters any equipment problems during any phase of the setup process, player must notify a Referee or Tournament Official immediately.

### **6.4.4. Timelines of Match Start.**

It is expected that players will resolve any issues with the setup process within the allotted time and that the Match will begin at the scheduled time.

Sanctions for tardiness may be assessed at the discretion of Tournament Officials.

#### **6.4.5. Player Ready State.**

For LAN Events, no fewer than five minutes before the Match is scheduled to begin, a Referee will confirm with each player that their setup is complete. Once all ten players in a Match have confirmed completion of setup, players may not enter a warm-up Match.

#### **6.4.6. Match Lobby Creation.**

Other than with respect to Online Qualifier matches, all Matches that are part of a Challengers event will be played in Match lobbies hosted by the Tournament Operator. Tournament Officials will decide how the official Match lobby will be created. For Online Events, Tournament Officials will notify Team Captains of official accounts that will be used to host the Match. For LAN Events, players will be directed by a Referee to join a Match lobby as soon as testing has been completed.

#### **6.4.7. Online Matches.**

For Online Matches that are part of a Challengers event Players will be expected to complete setup, as outlined in Section 6.5.2, and confirm readiness at a time specified by Tournament Officials prior to each match. Players are responsible for ensuring the performance of their chosen setup, including computer hardware and peripherals, internet connection, DDOS protection and power. Issues with this setup are not an acceptable reason for lateness or pausing beyond a Team's allowance.

#### **6.4.8. Pre-Match Obligations.**

Players will be informed of any pre-Match obligations, including, but not limited to, media appearances, interviews, or further discussion of any Match matters.

#### **6.4.9. Media Obligations.**

Teams will be required to make available to the media for a minimum of 15 minutes at least one player who is intended to Start any Match that day. If a player has started at least 2 Matches throughout Challengers, the player will be required to have made him or herself available to media at least once during the Event. A Team may not make available the same player for media for 4 consecutive Match days.

### **6.5. Match Setup and Play Restrictions**



### **6.5.1. Lobby Settings.**

The official Match lobby will be set to “Tournament” mode with “Overtime: Win by Two” turned on.

### **6.5.2. Server Selection.**

Prior to each Match, the Tournament Official will select the server which is as close to equidistant from the teams as possible.

### **6.5.3. Start of Map Selection Process.**

Once all ten players have reported to the official Match lobby, a Referee or Tournament Official will request confirmation that both Teams are ready for the map selection process. Once both Teams confirm readiness, a Referee or Tournament Official will instruct the room owner to start the map selection process outlined in this Section 6.6. Under no circumstances may a map be played twice in one Match unless all other available maps have been played. The Tournament Operator may modify the Map Selection Process prior to an event but must provide advance notice in writing to all participants and Riot Games before doing so.

### **6.5.4. Map Pool.**

The map pool consists of Bind, Haven, Split, Ascent, and Icebox. Any additional maps released on live will be added to the Challenger map pool in accordance with Rule 7.4.2.

### **6.5.5. Map Selection Process for Best-of-One Matches.**

The better-seeded team will decide if they are either Team A or Team B. If the tournament in question has no predetermined seeding, the “better-seeded team” for purposes of this Section will be determined at random. Team A starts the process and the map for the Match will be selected according to the following procedure:

- Team A removes two maps.
- Team B selects from the remaining maps, with the sides for each Team on such map to be determined by coin flip.

### **6.5.6. Map Selection Process for Best-of-Three Matches.**

The better-seeded team will decide if they are either Team A or Team B. If the tournament in question has no predetermined seeding, the “better-seeded

team” for purposes of this Section will be determined at random. 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 B picks map 1
- Team A picks side for map 1
- Team A picks map 2
- Team B picks side for map 2 remaining map becomes map 3
- Team A picks side for map 3

#### **6.5.7. Map Selection Process for Best-of-Five Matches.**

The better-seeded team will decide if they are either Team A or Team B. If the tournament in question has no predetermined seeding, the “better-seeded team” for purposes of this Section will be determined at random. Team A starts the process and the map for the Match will be selected according to the following procedure:

- Team A selects the map for the first map of the best-of-five Match.
- Team B selects the side of the map they will start on for the first map, and selects the map for the second map of the best-of-five Match.
- Team A selects the side of the map they will start on for the second map, and selects the map for the third map of the best-of-five Match.
- Team B selects the side of the map they will start on for the third map, and selects the map for the fourth map of the best-of-five Match, if required.
- Team A selects the side of the map they will start on for the fourth map, if required.
- The remaining map in the pool will be the fifth map of the best-of-five Match, if required. Team B selects the side of the map they will start on for the fifth map.

### **6.5.8. Start of Agent Selection Process.**

Once Agent Select has started, Players will have X seconds to pick their Agent, with both Teams picking simultaneously. If a Player picks an Agent by mistake during this phase, the Player must notify a Tournament Official of their intended selection before the Agent Select timer expires. In this case the Agent Select process will be restarted with the same Picks up until the mistake occurred, after which the Player must choose their intended Agent. In the case the Player notifies a Tournament Official after the timer has expired, the Agent Select process will not be restarted and the Player will be required to play through.

### **6.5.9. Match Start After Agent and Map Selection.**

A Match will start immediately after the Agent/Map Selection process is complete, unless otherwise stated by a Tournament Official. At this point, Teams must remove any printed materials from the Match Area (if applicable), including any notes written by Team Members. Players are not allowed to quit a Map during the time between the completion of picks/bans and Map launch, also known as “Free Time.”

### **6.5.10. Controlled Match Start.**

In the event of an error in Match start or a decision by Tournament Officials to separate the pick/ban process from Match start, a Tournament Official may start the Match in a controlled manner and all maps will be selected in accordance with the previous valid completed pick/ban process.

### **6.5.11. Slow Client Load.**

If a game crash, disconnect, or any other failure occurs which interrupts the loading process and prevents a player from joining a Match upon Match start, the Match must be immediately paused until all ten players are connected to the Match.

### **6.5.12. Restrictions on Gameplay Elements.**

Restrictions may be added at any time before or during a Match, if there are known or suspected bugs with any Agents, skins or maps, or for any other reason as determined at the discretion of Tournament Officials.

### **6.5.13. Substitutions during Tournament Play.**

For Matches involving more than one Map (i.e., a best-of-three or best-of-five Match), a Team may replace their then-current Starters with Substitutes in between Maps, provided that the Team informs the opposing Team and

receives approval from the Referees of such substitution no later than five minutes after the conclusion of the previous game. In the event that a Player disconnects during a map and is unable to return within the allocated pause time, the Team will be permitted to replace them with a Substitute from their Roster. Any substitutions must result in the Team having an eligible Roster or Starting Lineup.

## 7. Pauses and Crashes

### 7.1. Timeouts (Tactical Pauses)

- Teams are allowed to call Timeouts of 30 seconds in duration one time per map. Timeouts can be called via the in-game pause system. Pause can only be done during the Buying Phase.

### 7.2. Technical Pauses

- If a player has a problem that prevents him from playing on, he is allowed to use the pause function. The player has to announce the reason before or immediately after he paused the match. During a technical pause, headsets have to stay on. Unless a Tournament Official instructs the player otherwise any form of communication including but not limited to text and voice communication between players and coaches is forbidden during a technical pause. The Tournament Official can pause the game if for some reason the player pausing does not work.

### 7.3. Crashes

- If a match is interrupted for reasons beyond the control of the Players (e.g. server or player crash), the Tournament Official will restore the round using the in-game round restore feature, but in some scenarios may decide to replay the round or even a whole match.
- If the issue takes place during the first minute of the round, before any damage has occurred and the opponent or referee has been immediately notified, the round will be restored.
- If the issue takes place during a round and after the damage has been made and the outcome of the round can still be determined (e.g. a single player has dropped but others remain), then the round will not be replayed or restored.
- The round will continue to be played and will count. Special exceptions can be made if the damage dealt was ruled insignificant e.g. accidental teammate damage dealt at the start of the round or damage dealt to the opposing side by the team that was affected by the crash.

- If the issue takes place during the round, after damage has occurred and the outcome of the round cannot be determined (e.g. due to server crash), the match will be restored to the beginning of the round.
- If the issue takes place during the round, after damage has occurred and the outcome of the round is obvious (e.g. one team is saving with 10 seconds remaining), but it cannot be continued due to for example a server crash, then the round can be awarded.
- The matches will not be stopped and/or rounds will not be restored or replayed in cases where it is clearly a participant's fault (e.g. mis-buying a weapon).

## 8. Post-Match Process

### 8.1. Post-Match Process

#### 8.1.1. Results.

Tournament Officials will confirm and record the Match result.

#### 8.1.2. Tech Notes.

Players will identify any technical issues with Tournament Officials.

#### 8.1.3. Break Time.

#### 8.1.4. Between Maps.

Tournament Officials will inform players of the remaining amount of time before the next Map in the Match, if applicable. For online events, the standard time for transition in between Maps is eight (8) to ten (10) minutes from the time of the last Map's Round until players are required in their seats for the next Map. For offline events, the standard time for transition in between Maps is five (5) to ten (10) minutes from the time of the last Map's Round until players are required in their seats for the next Map. The next Map, if applicable, will commence as soon as both Teams have confirmed to a Referee or Tournament Official that all players are ready to play and, at LAN Events, in their seats.

#### 8.1.5. Between Matches.

For online events, the standard time for transition in between Matches is eight (8) to ten (10) minutes from the time of the last Match's Round until players are required in their seats for the next Match. For offline events, the standard time for transition in between Match is 10 to 15 minutes from the time of the last Match's Round until players are required in their seats for the next Match. The next Match, if applicable, will commence as soon as both Teams have

confirmed to a Referee or Tournament Official that all players are ready to play and, at LAN Events, in their seats.

If all the players are not ready to play and in their seats (if applicable) at the time designated to them by the Referees or Tournament Officials, the Team can be sanctioned for delay of Game.

#### **8.1.6. Post-Match Obligations.**

Players will be informed of any post-Match obligations, including, but not limited to, media appearances, interviews, or further discussion of any Match matters.

#### **8.1.7. Media Obligations.**

Teams will be required to make available to the media for a minimum of 15 minutes at least one player that started any Match that day. If a player has started at least 2 Matches throughout Challengers, the player will be required to have made him or herself available to media at least once during the Event. A Team may not make available the same player for media for 4 consecutive Match days.

#### **8.1.8. Results of Forfeiture.**

Matches won by forfeit will be reported by the minimum score it would take for one Team to win the Match (e.g. 1-0 for best-of-1 Matches, 2-0 for best-of-three Matches, 3-0 for best-of-five Matches). No other statistics will be recorded for forfeited Matches.

## **9. Prizes**

### **9.1. Prize Money**

Week 1 Main Event : 1st Rp. 15.000.000,-  
2nd Rp. 10.000.000,-  
3rd Rp. 7.000.000,-  
4th Rp. 5.000.000,-  
5th Rp. 2.000.000, -  
6th – 8th Rp. 1.000.000,-

Week 2 Main Event: 1st Rp. 30.000.000,- + Ticket to Masters + Trophy  
2nd Rp. 15.000.000,-  
3rd Rp. 10.000.000,-  
4th Rp. 4.000.000,-  
5th – 8th Rp. 1.000.000 -

Week 3 Main Event: 1st Rp. 30.000.000,- + Ticket to Master + Trophy  
2nd Rp. 15.000.000,-  
3rd Rp. 10.000.000,-  
4th Rp. 4.000.000,-  
5th – 8th Rp. 1.000.000,-

## 10. Travel and Expenses

For up to five (5) Starters, one (1) Substitute, one (1) Coach, and one (1) Team Manager per Team who have earned the right to participate in LAN Events held as part of a Challengers event, the Tournament Operator will provide (a) reasonable travel, accommodation and meals while they compete at such LAN Events or (b) provide reimbursement for reasonable travel, accommodation and meals while they compete at such LAN Events. Players who qualify to compete in any LAN Events held as part of a Challengers event must have all necessary visas, passports or other travel documents for travel to the city where the LAN Events held as part of the Challengers event are held. such cases, Players under the age of majority under applicable law may be required to travel with a parent or legal guardian. In the Tournament Operator may also provide a single parent or guardian for each player under the age of majority with reasonable travel, accommodation and meals or reimbursement for the foregoing while such player competes at the LAN Event.

## 11. Communication with the Tournament Operator

Team Members can contact the Tournament Operator at Discord (<https://discord.gg/rAk6pv4gcs>) for all communication and support.

## 12. Interpretation and Construction

### 12.1. Tournament Operator's Right of Interpretation

Any matters relating to a Challengers event that are not covered by these Challengers Rules or the Global Policy will be subject to an interpretation made by the Tournament Operator and provided to the Teams from time to time in the form of an update to, or interpretation of, these Challengers Rules or the Global Policy. All decisions made by the Tournament Operator and Tournament Officials in regard to interpretations of these Challengers Rules and the Global Policy are final and binding.

### **12.2. Business Judgment**

Whenever these Challengers Rules or the Global Policy grant, confer or reserve to Riot or the Tournament Operator the right to take action, refrain from taking action, grant or withhold consent or grant or withhold approval or make any other determination, unless the provision specifically states otherwise, each of Riot and the Tournament Operator will have the right to engage in such activity in its sole discretion based on its own business judgment, taking into consideration its assessment of the best interests of Riot and the Tournament Operator and the short and long term interests of the Official Competitions, the Challengers events, VALORANT and the businesses and activities of the affiliates and group companies of Riot and the Tournament Operator. Neither a Team nor a Team Member will have any claim or cause of action based on an assertion that Riot, the Tournament Operator or any Tournament Official has unreasonably withheld or delayed any consent, approval, determination or other requested action under these Challengers Rules or the Global Policy.

### **12.3. Language**

The original Challengers Rules have been written in the English language. In the event of an unintentional conflict in interpretation between the English version and such translation, the English version will control.

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