VALORANT COLLEGE

2022-2023 College VALORANT Season
Official Rules

Introduction and Purpose

The College VALORANT Season ("College Season") is an annual competition between recognized college VALORANT teams. These Official Rules ("Rules") apply to each of the teams who have entered the 2023 College Season, including their players, team managers, staff members (collectively "Team Members"), and other employees.

These rules are designed to ensure fair play and a level playing field for all competitors. A standardized rule set benefits all players, coaches, organizers, and fans of the game. These rules apply only to official College Season play and not to other competitions, tournaments, or organized VALORANT play.

Teams that advance to the College Championship will be subject to additional rules relevant to live gameplay.

For questions, comments, or feedback around these rules, you may contact your designated College Season official via the [College Season Discord](#) server.

1. Competition Eligibility

1.1. School Association

All College Season teams and players must be associated with an accredited higher learning institution ("School") in the United States or Canada, including four-year colleges, two-year colleges, universities, and graduate schools. A list of accredited United States institutions can be found on the website of the [U.S. Department of Education](#). A list of accredited Canadian institutions can be found on the website of the [Canadian Information Centre for International Credentials](#).

1.1.1. Multiple Teams per School

Multiple teams per school are allowed to compete in College VALORANT.

In the event that multiple teams from the same school qualify for the College Championship, only the highest-ranked team will be eligible to compete in the College Championship.

1.1.2. Schools vs. Campuses

For the purpose of determining team and student eligibility, College Season officials default to treating individual campuses of a school as unique institutions. This means that they are each allowed their own College VAL teams, and their students are not permitted to play for other institutions. Campuses can be ruled as a unified school by written request from a school official or submission of official school materials to College Season officials.

1.2. Player Eligibility Rules

1.2.1. **Age**. In order to be eligible to compete in the College Season, players must be at least 17 years old at the time of competition. Players who turn 17 during the season are allowed to compete once they turn 17.

1.2.2. **Enrollment Status.** Players must be currently enrolled in a degree program lasting at least two years and in academic good standing at the school they are competing for as either a (a) full-time student, or (b) part time student that is a former full-time student within one academic year of their expected graduation, and was a full-time student for the majority of the time at their present institution. For the avoidance of doubt, students

on a sabbatical, "gap semester," or other kind of temporary leave of absence are not eligible to compete until their return to classes. Players must additionally be eligible to participate in school sanctioned club or competitive sports, as defined by the respective institution.

1.2.2.1. **Effect of Graduation.** If a player graduates before the start of Phase 1 of the Winter Tournament (see 3.4.4), they are not eligible to continue competing per rule 1.2.2.. If a player graduates or completes their degree program during or after Phase 1 of the Winter Tournament, and were on a team's roster during that tournament, that player will be considered in compliance with rule 1.2.2 for the entirety of the College Championship. For the purposes of this rule, "**graduation**" is defined as the calendar end of the student's final semester or term in which they are taking classes.

1.2.3. **Riot Disciplinary Status.** Players may not have any current disciplinary suspension from Riot-affiliated competitions. Suspensions from VCT or international leagues will be upheld by College Season officials.

1.2.4. **Eligible VAL Account.** Players must have a VALORANT account in good standing and eligible for Competitive games in order to compete. This same account must be used for all matches during official competition. Players may not have more than one account each listed on the roster.

1.2.5. **Sportsmanship Checks.** Upon registration, all players will have their VAL accounts reviewed to ensure that they uphold good conduct and sportsmanship in their games during the current school year. Players who do not do so may be subject to warnings or loss of eligibility at any point during the season.

1.2.6. **Account Bans.** If a player receives a ban due to in-game behavior or Terms of Service violations, that player is not eligible to participate in the season until the ban is lifted. If a player receives a permaban during the season, they are no longer eligible for the rest of the season. This rule applies to all accounts owned by a player, not just their registered account. College Season officials have the right to include or discount account bans on a case-by-case basis.

1.2.7. **Loss of Eligibility.** Teams are responsible for being aware of any player's loss of eligibility for any reason, and must take appropriate proactive action to change their roster or otherwise notify College Season officials of any such loss of eligibility.

1.2.8.   **One School Per Player.** Players are only allowed to compete for one school during the course of a single College Season.

1.2.8.1.   **Player Mobility.** Players may change rosters between tournaments.

1.3.   No Riot Employees

Players may not be employees of Riot Games Inc. or any of their respective affiliates during any point during any phase of the College Season.

2.   Team Management and Roster Rules

2.1.   Roster Size

Teams will be required to have at least five and no more than ten eligible players on their rosters at all times. There are no restrictions on designation of starter or substitute. These players are collectively referred to as the Active Roster.

2.2.   Roster Listing

The Active Roster will be displayed on an official competition website, to be shared publicly with teams. The Active Roster on that website will be updated upon proper filing of documentation. Once an acquisition is confirmed, the acquisition will be placed on the website. The Active Roster on that website will be considered the most up to date roster that could be applied within a reasonable time. Roster eligibility is still at the discretion of College Season officials.

2.3.   Team Positions

All teams must be composed of at least 5 eligible players and 1 designated team manager. A team may additionally include 1-2 additional team staff members. Players, manager, and staff are collectively referred to as Team Members.

2.4.   Team Manager

Each team must designate a Team Manager, who may be but does not need to be a player on the Active Roster. The Manager will be the primary point of contact for all College Season officials, must be present in any official communications channels (e.g. Discord), and will also be the signatory authority for any documents which cause changes to the Active Roster, as outlined in Section 2.7 and 2.8. The manager must be identified before the start of the season, and a successor must be immediately identified if the Manager leaves the team (for any reason). The manager must be fully eligible in accordance with Sections 1.1 (School Association), 1.2.3 (Riot Disciplinary Status), 1.2.5 (Sportsmanship Checks), and 1.3 (No Riot Employees), but does not need to meet other eligibility criteria.

2.5.   Additional Staff

Teams are allowed to have any number of additional staff members serving any role without restriction. Additional staff members do not need to be declared to College Season officials and do not need to meet any eligibility requirements to

work with the team in any role or function.

2.6.   Manager Overrule

At the sole discretion of College Season officials, student team managers may be overruled or replaced due to negligence, malice, or other reasonable suspicion of malfeasance. In the event of a conflict between team management and players of a student-run team, College Season officials will allow for team members to replace their manager at their sole discretion. This rule does not apply to faculty, paid staff, or other school-appointed positions.

2.7.   Substitutions

Teams may freely field any five players from their active roster for the start of the match. Teams may freely substitute players between maps, but their opponents must be allowed at least 5 minutes between notification of substitution and start of the next map. For avoidance of doubt, 5 minutes starts from when the substituting team notifies their opponent of the change in writing.

2.8.   Roster Changes

Teams may not make roster changes after the start of a tournament, but are free to make as many changes as they see fit between tournaments. Rosters lock at the end of registration for each tournament.

2.8.1.   Championship Point Ownership. Championship Points will be owned by Teams who maintain three (3) of their five (5) Players who played in the preceding Championship Qualifier. For clarity, a Team who placed highly in the first Championship Qualifier will carry the Championship Points it has earned into the second Championship Qualifier only if the Team's full roster includes 3 of the 5 Players from the first Championship Qualifier.

2.9.   Name Restrictions

User Names and Team Names may not contain: vulgarities or obscenities; VAL agent derivatives or other similar character names; or derivatives of products or services that may create confusion. These restrictions will be applied solely at the discretion of College Season officials.

2.10. Name Approval

College Season officials reserve the right to modify Team Tags, Team Names, or User Names if they do not reflect the standards sought by the College Season

officials. A team or player will be notified by a College Season official if their name must be changed and be permitted to change to an acceptable name. Team Members are permitted to change their User Name during the season for any reason no more than once per round. If a team advances to the College Championship, they will not be allowed to change their User Name after a deadline imposed by College Season officials.

2.11.   Team Name

Teams must list their common school name first on all official registration materials. If desired, teams can include a team named after the school name. For example, "University of California, Irvine - UCI Esports" is an acceptable team name, but "UCI Esports" on its own is not. In the event that a team is not permitted to use their school's name, College Season officials may allow exemptions on a case-by-case basis.

2.12.   Sponsorships

College Season rules do not restrict any team's ability to acquire and represent sponsors. However, teams may not acquire "title sponsors". If the sponsor falls under the ensuing limited categories then the sponsorship may not be displayed by the players during the use or play of VAL, adjacent to VAL related material, the College Season, or any Riot-affiliated events. The College Season officials have the ability to update the category list at any time.

The following is a nonexclusive list of limited sponsor categories:

2.12.1.   Gambling Websites: defined as any website that aids or abets the wagering of funds on a sporting/esporting event and/or allows for the wagering of funds in casino games including poker.
2.12.2.   Non-"over-the-counter" drugs
2.12.3.   Account sharing/skin selling websites
2.12.4.   Firearms, handguns, or ammunition providers
2.12.5.   Websites displaying or related to pornographic imagery or products
2.12.6.   Tobacco, smoking, or vaping products
2.12.7.   Alcoholic beverages
2.12.8.   Cryptocurrencies, non-fungible tokens (NFTs), or cryptocurrency exchanges

3.   Competition Format

3.1.   Conference Designation

Regional competitions are based around VALORANT game servers. Teams may choose to enter one region at a time, regardless of their physical location. Teams may change which region's tournaments they enter, but all Championship Points will be forfeit upon making a new selection.

Region	Primary Game Server	Time Zone
North	US Central (Illinois)	Central
East	US East (N. Virginia)	Eastern
South	US Central (Texas)	Central
West	US West (N. California)	Pacific

Season Officials reserve the right to veto a Team's region selection at their sole discretion.

3.2.   Tournament Format

3.2.1.   Phase 1

In this phase, teams will compete in a Round Robin bracket, with group sizes being determined by the number of teams in that region's tournament.

For bracket sizes that have 16 groups, the top two teams from each group will qualify for Phase 2. For bracket sizes that have 32 or 64 groups, only the First Place team from each group will qualify for Phase 2.

The group sizes will be created according to the following schedule:

Teams	Groups	Max Teams per Group
1 - 64	16	4
64 - 80	16	5
81 - 96	16	6
97 - 128	32	4
129 - 160	32	5
161 - 192	32	6
193 - 256	64	4
257 - 320	64	5
321 - 384	64	6

3.2.1.1. **Phase 1 Seeding**. Teams will be seeded based on the Competitive Act Rank tier and division of the five highest-ranked members of the current Active Roster at the time of registration closing, or previous Act. Players removed from the roster before the seeding deadline or added after will not be included. Ties will be broken by the highest player division and tier, then 2nd highest player, through 5th player. If multiple teams have the exact same distribution of player ranks, the tie will be broken by highest individual player ranking, including RR.

Rank	Points	Rank	Points
Radiant	15	Diamond	4 - 6
Immortal	10 - 12	Platinum	1 - 3
Ascendant	7 - 9	Unranked-Gold	0

3.2.1.2. **Phase 1 Tiebreakers.** Teams that are tied at the end of Phase 1 will be subject to the following tiebreakers, in order:

3.2.1.2.1. **Match Record**. A 5-0 team beats a 4-1 team.

3.2.1.2.2. **Map Record**. A team with 0 Map losses beats a team with 1.

3.2.1.2.3. **Round Record**. A team with 0 Round losses beats a team with 1.

3.2.1.2.4. **Pre-Tournament Seed**. If teams are tied through all other metrics, any teams so tied will be ranked according to their pre-tournament seed.

3.2.2. **Phase 2**

This phase consists of a 64 or 32-team Mixed Elimination bracket, composed of all the winning teams from each Phase 1 group. The Round of 64 (if applicable), 32 and Round of 16 will be Single Elimination, while everything after will be Double Elimination. There will be no bracket reset for the Grand Final match, should the team from the Loser's Bracket defeat the team from the Winner's Bracket. All matches will be Best-of-3, with the exception of Winner/Loser/Grand Finals, which will be Best-of-5.

3.2.2.1. **Phase 2 Seeding**. Teams will be seeded according to their Phase 1 group number, with the Group 1 winner from Bracket A playing against the Group 64 winner from Bracket B in the first round, the Group 2 winner from Bracket A playing against the Group 63 winner from Bracket B, and so on.

3.2.3. **Effect of Championship Qualification**

Teams that have qualified for the College Championship are eligible to compete in additional tournaments throughout the season, but will not accrue any additional points. If a team that qualified for the College Championship is unwilling or unable to claim their spot for any reason, the team with the next highest Championship Point ranking from that region will qualify in their place. Should a team that has already qualified for the College Championship place 1st or 2nd in an additional tournament, the qualification will instead be awarded to the next team in the standings. If two or more teams are tied in the standings at that point, a series of tiebreaker matches would be played to determine who receives the qualification.

3.2.3.1.   Two Teams. One Best-of-3 match will be played between the teams.

3.2.3.2.   Three Teams. The second and third seeded teams, based on their Phase 2 seeds, will play a Best-of-3 match, and the winner will play the first seeded team in a Best-of-3 match.

3.2.3.3.   Four or More Teams. A single-elimination tournament bracket will be created, with teams seeded according to their Phase 2 seeds. Teams will play Best-of-3 matches until a winner is determined.

In the event that more than one team from a single school qualifies for the College Championship, only the highest-seeded team from that school will be eligible to compete.

3.2.4.   Scholarship Prizes

Scholarships will be awarded to the winning teams from each tournament. Team managers will be responsible for distributing the prize amounts to players on the team.

Scholarship prizes will be awarded according to the following schedule:

Place	Scholarship Amount
1	$3,000
2	$2,000
3	$1,500
4	$1,000
5 - 6	$750
7 - 8	$500

3.3.   College Championship Format

The College Championship will consist of a single 32-team Mixed Elimination bracket. The Round of 32 and Round of 16 will be Single Elimination, while the remainder of the bracket will be Double Elimination. Expanded format and rules will be released ahead of the College Championship.

3.3.1.   College Championship Qualification

The 1st and 2nd Place teams from the end of Phase 2 of each

tournament in each region will automatically advance to the College Championship. The remaining 30 teams from Phase 2 will receive Championship Points, which will accrue on their region's leaderboard. The Top 2 point earners from each region will qualify for the College Championship.

Points will be awarded according to the following schedule:

Place	Points Awarded
1	Auto-Qualify
2	Auto-Qualify
3	85
4	60
5 - 6	40
7 - 8	20
9 - 16	10
17 - 32	5

3.4.   Schedule

3.4.1.   Default Match Time. All Phase 1 and Phase 2 matches are scheduled for the 3:00pm Conference Time (see below) on the dates listed below. In the event that a Round of 64 is needed for Phase 2 of a tournament, then the Round of 64 will be scheduled for 11:00am Conference Time and the Round of 32 will be scheduled for 4:00pm Conference Time.

Phase 1 and Phase 2 matches may be rescheduled according to the windows outlined in Section 4.7. College Championship matches may not be rescheduled.

3.4.2.   Conference Time. Unless otherwise specified, each Conference will use the following time zones: West will use Pacific Time, North and South will use Central Time, and East will use Eastern Time.

3.4.3.   Fall Tournament
    3.4.3.1.   Registration: September 9 - October 7
    3.4.3.2.   Phase 1 - Rounds 1 & 2 - October 22 & 23

3.4.3.3.   Phase 1 - Rounds 3 & 4 - October 29 & 30

3.4.3.4.   Phase 1 - Rounds 5 & 6 - November 5 & 6

3.4.3.5.   Phase 2 - Rounds of 64 & 32 (Single Elim) - November 12

3.4.3.6.   Phase 2 - Round of 16 (Single Elim) - November 13

3.4.3.7.   Phase 2 - Double Elim Winner Round 1 - November 19

3.4.3.8.   Phase 2 - Double Elim Winner Round 2 & Loser Round 1 - November 20

3.4.3.9.   Phase 2 - Double Elim Winner Final & Loser Round 2 - December 3

3.4.3.10.   Phase 2 - Loser Round 3 - December 4

3.4.3.11.   Phase 2 - Loser Final - December 10

3.4.3.12.   Phase 2 - Grand Final - December 11

3.4.4.   Winter Tournament

3.4.4.1.   Registration: November 28 - January 6

3.4.4.2.   Phase 1 - Rounds 1 & 2 - January 21 & 22

3.4.4.3.   Phase 1 - Rounds 3 & 4 - January 28 & 29

Phase 1 - Rounds 5 & 6 - February 4 & 5

3.4.4.4.   Phase 2 - Rounds of 64 & 32 (Single Elim) - February 11

3.4.4.5.   Phase 2 - Round of 16 (Single Elim) - February 12

3.4.4.6.   Phase 2 - Double Elim Winner Round 1 - February 18

3.4.4.7.   Phase 2 - Double Elim Winner Round 2 & Loser Round 1 - February 19

3.4.4.8.   Phase 2 - Double Elim Winner Final & Loser Round 2 - February 25

3.4.4.9.   Phase 2 - Loser Round 3 - February 26

3.4.4.10.   Phase 2 - Loser Final - March 4

3.4.4.11.   Phase 2 - Grand Final - March 5

3.4.5.   Spring Tournament

3.4.5.1.   Registration: January 23 - February 27

3.4.5.2.   Phase 1 - Rounds 1 & 2 - March 11 & 12

3.4.5.3.   Phase 1 - Rounds 3 & 4 - March 18 & 19

3.4.5.4.   Phase 1 - Rounds 5 & 6 - March 25 & 26

3.4.5.5.   Phase 2 - Rounds of 64 & 32 (Single Elim) - April 1

3.4.5.6.   Phase 2 - Round of 16 (Single Elim) - April 2

3.4.5.7.   Phase 2 - Double Elim Winner Round 1 - April 15

3.4.5.8.   Phase 2 - Double Elim Winner Round 2 & Loser Round 1 - April 16

3.4.5.9.   Phase 2 - Double Elim Winner Final & Loser Round 2 - April 22

3.4.5.10.   Phase 2 - Loser Round 3 - April 23

3.4.5.11.   Phase 2 - Loser Final - April 29

3.4.5.12.   Phase 2 - Grand Final - April 30

3.4.6.   College Championship

3.4.6.1.   Round of 32 (Single Elim) - May 6

3.4.6.2.   Round of 16 (Single Elim) - May 7

3.4.6.3.   Double Elim Winner Round 1 - May 13

3.4.6.4.   Double Elim Winner Round 2 & Loser Round 1 - May 14

3.4.6.5.   Double Elim Winner Final & Loser Round 2 - May 20

3.4.6.6.   Loser Round 3 - May 21

3.4.6.7.   Loser Final - TBD

3.4.6.8.   Grand Final - TBD

3.5.   Changes to Schedule. College Season officials may, at their sole discretion, re-order the schedule of matches within a given day and/or change the date of a College Season match to a different date or otherwise modify the schedule of matches. In the event that the match schedule is modified, officials will notify all teams at the earliest convenience.

4.   Match Process

4.1.   Competitive Patch & Server

College Season will be played on the dedicated North America live server region, based on Conference. As such, the current live patch will be used for all competitive play. The College Championship may be played on a Tournament Shard server, and may have its patch restricted per College Season officials discretion. The server regions for each Conference are outlined in Section 3.1.

4.2.   Overtime

In the event that a Map goes into overtime, and a team is unable to win the Map by securing two consecutive Round wins over their opponent, the first team that wins 25 rounds will be declared the winner.

4.3.   New & Reworked Agents

Agents who have not been available on the live service for more than 14 days before the beginning of the scheduled round will be automatically prohibited from use. Agents that have undergone Gameplay Updates will be subject to College Season officials' discretion.

Example: Agent A was released Wednesday, January 1, so Agent A becomes eligible to be used in all College Season matches on or after Tuesday, January 15.

Agents that would become eligible for competitive play in the middle of a Phase 1 round of a tournament will not be available for selection until the next round begins. Agents that are released during Phase 2 of tournaments & College Championship will not be available until the following season.

4.4. New Maps

New Maps will be automatically restricted for four weeks from their release on the Competitive queue. _Example_: Map A was released on February 5, so Map A will become eligible to be used in all Matches on March 5.

Maps that would become eligible for competitive play in the middle of a Phase 1 round of a tournament will not be available for selection until the next round begins. Maps that are released during Phase 2 of tournaments & College Championship will not be available until the following tournament or season.

4.5. Setup & Player Responsibilities for Online Matches

All players will be expected to be ready to join the game lobby at the time specified by the College Season officials. Readiness includes, but is not limited to, five rostered players having joined the game lobby, completed client patching, and configuration of in-game settings.

4.6. Schedule Adjustments by Officials

College Season officials, in their sole discretion, have the right to adjust the match schedule at any time to preserve the pacing of the tournament or to remedy such circumstances as may detract from the viewer experience.

4.7. Match Reschedules

For Phase 1 matches, teams may agree to reschedule their matches to a different time, such that the match begins before the Phase 1 deadline of each tournament.

For Phase 2 matches that are not being broadcast, teams may agree to reschedule their Saturday matches to a time earlier in the Phase. Sunday matches may also be rescheduled, but must be completed no later than 10pm Conference Time on the Sunday that they are scheduled.

Rescheduling will occur via the reschedule function on the tournament website. Once completed, the match time listed on the platform will change according to the agreed-upon reschedule time. If teams agree on a reschedule, the agreed-upon time is considered the official match time for the purpose of

lateness or forfeits. If teams cannot agree on a different time, the match must be played at the default scheduled time. College Season officials reserve the right to uphold or reject reschedule requests at their sole discretion.

To avoid misuse of the reschedule process, any reschedule requests that are accepted with less than 24 hours before the proposed reschedule time must be confirmed a second time by the rescheduling team before becoming official, or College Season officials may invalidate the reschedule request.

4.8. Lateness Penalties

A team will automatically forfeit their match if they are not ready to play within 15 minutes from their official or agreed-upon match time, or within 10 minutes of the start of additional maps (e.g. maps 2 or 3 in a best of three series). Intentionally delaying the lobby or game start will still subject the team to penalties.

4.9. Pause Process

Teams or players may pause the game for any reason during the pre-round countdown by using the Pause Match Timer cheat in the Cheats Menu. After a pause, the pausing team must use /all to share the reason for the pause and the estimated time to unpause. When a team is ready to unpause, at least one player from both teams must declare their readiness in /all chat (e.g. "ready" or "r") before the pausing team is allowed to disable the Pause Match Timer cheat and resume the game.

4.10. Pause Allowance

Teams may pause the game for a maximum of 10 minutes over the course of a single game. Pausing beyond allowance time will be considered unfair play and penalties will be applied at the discretion of tournament officials.

4.11. 4v5 Play

Teams are required to field a full team of five players to be considered ready to start any match. If a player disconnects from the lobby or agent select, the team is no longer ready to play, and lateness time begins. If a player disconnects from the game, the game may continue as 4v5 or be paused per Section 4.10.

4.12. Player Equipment Responsibility

All players are responsible for ensuring the performance of their chosen setup,

including computer hardware, peripherals, internet connection, and power. A problem with player equipment is not an acceptable reason for lateness or pausing beyond a team's allowance, regardless of the root cause of the problem.

4.13.   Spectators, Streaming, and Recording Matches

Spectators are permitted in official matches via Lobby Spectating only for the purposes of streaming or recording official matches. Spectators may not actively communicate with players on either team while the game is in play.

Outside of the Loser's Final and Grand Final matches of a tournament, all matches may be streamed online. Live streamers must use a stream delay of at least three minutes. Any online spectator viewing the game with less than three minutes of spectator client delay is considered unfair play, and will subject their associated team with penalties at the sole discretion of College Season officials per Section 7.5. There are no restrictions regarding people watching the players competing in person without the use of a third-party streamer.

Players participating in official matches may stream the match from their perspective, but must use three minutes of stream delay.

Rebroadcasts, VOD reviews, and other additional content using official match footage are allowed to be posted after the match is completed with no restrictions.

4.14.   Game Settings

Players are required to have Blood and Bodies turned off for tournament matches.

4.15.   Lobby Creation

The team captain from the higher-seeded team of the matchup must add the team captain from the lower-seeded team to their in-game friends list. They will then create a Custom Game lobby and invite the other team captain. Each team captain is responsible for inviting the rest of their teams to the lobby.

4.16.   Lobby Settings

4.16.1.   Mode: Standard
4.16.2.   Options
    4.16.2.1.   Allow Cheats: Off
    4.16.2.2.   Tournament Mode: On
    4.16.2.3.   Overtime: Win By Two: On

     4.16.2.4.   Play Out All Rounds: Off

     4.16.2.5.   Hide Match History: Off

  4.16.3.   Server: Unless both teams agree to play on a different server, the region's Primary Game Server (see 3.1) must be used.

4.17. Score Reporting

After each Match, the winning team is responsible for reporting the score on the tournament platform, and providing a screenshot of the post-match scoreboard with the report.

4.17.1. Definition of Game Terms

4.17.1.1. "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:

4.17.1.1.1.   Spike detonation

4.17.1.1.2.   Spike defusal

4.17.1.1.3.   Team eliminated before planting or defusing the spike

4.17.1.1.4.   Round timer expired

4.17.1.1.5.   Team forfeit

4.17.1.2. "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, or wins a total of 25 rounds, whichever comes first.

4.17.1.3. "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).

4.18. Coaches

Teams may have one coach that is designated as the main coach that is allowed to communicate with the Team's Players during the Agent and Map selection process for each Match, timeouts, half-times, in between regulation and overtime, and in between Maps (if applicable). Additional coaches may observe the game

via the use of "Coach Slots" in the Custom Game lobby.

4.19.   Map Pool

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

4.20.   Map Selection Process

Once both teams are in the lobby and confirm they are ready to begin play, the
map selection process will begin. Under no circumstances may a map be played
twice in one Match unless all other available maps have been played.

4.20.1.   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. When instructed in the Map Selection Process, the Team must
ban a map and cannot choose to skip the map ban. Team A starts the
process and the map for the Match will be selected according to the
following procedure:

4.20.1.1.   Team A bans one Map

4.20.1.2.   Team B bans one Map

4.20.1.3.   Team A picks Map 1

4.20.1.4.   Team B picks side for Map 1

4.20.1.5.   Team B picks Map 2

4.20.1.6.   Team A picks side for Map 2

4.20.1.7.   Team A bans one Map

4.20.1.8.   Team B bans one Map

4.20.1.9.   Map 3 is only Map remaining

4.20.1.10.   Team A picks side for Map 3

4.20.2.   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. When instructed in the Map Selection Process, the Team must

ban a map and cannot choose to skip the map ban. Team A starts the process and the map for the Match will be selected according to the following procedure:

4.20.2.1.	Team A bans one Map
4.20.2.2.	Team B bans one Map
4.20.2.3.	Team A picks Map 1
4.20.2.4.	Team B picks side for Map 1
4.20.2.5.	Team B picks Map 2
4.20.2.6.	Team A picks side for Map 2
4.20.2.7.	Team A picks Map 3
4.20.2.8.	Team B picks side for Map 3
4.20.2.9.	Team B picks Map 4
4.20.2.10.	Team A picks side for Map 4
4.20.2.11.	Map 5 is only Map remaining
4.20.2.12.	Team B picks side for Map 5

In the Grand Finals, the Team entering the Grand Finals from the Winners Bracket will decide if they are either Team A or Team B. The Map Selection Process will remain the same as the above, with the exception of the Map bans, which will both be determined by the Winners Bracket Team.

4.21.   Agent Selection Process

Once Agent Select has started, Players will have 85 seconds to pick their Agent, with both Teams picking simultaneously. If a Player picks an Agent by mistake during this phase, the Player must quit the game via Alt+F4. Their team must then immediately notify their opponent of the intended selection using the lobby chat. 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 the other team after the timer has expired, the Agent Select process will not be restarted and the Player will be required to play through.

4.22.   Match Start After Agent Selection

A Match will start immediately after the Agent/Map Selection process is complete, unless otherwise stated by a Tournament Official. 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."

4.23.   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.

4.24.   Slow Client Load

If a game crashes, disconnects, 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.

4.25.   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.

5.   Game Rules

5.1.   Directed Pause

College Season officials may order the pause of a match or execute a pause command at any time for any reason, at their sole discretion.

5.2.   Game Restart

If a game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics, or the external environmental conditions at a live event become untenable, then a restart may occur.

Certain circumstances must be met before a restart may occur. College Season officials must determine that the bug is critical and verifiable. For the bug to be considered critical, the bug must significantly damage a player's ability to compete in the game situation. The determination of whether the bug has damaged a player's ability to compete is up to the sole discretion of the College Season officials. In order for a bug to be considered verifiable, the bug must be

conclusively present and not possibly attributable to player error. The spectator must then be able to replay the instance in question and verify the bug.

If a player believes they have experienced a critical bug, they must pause the game and alert a referee in a timely fashion. If it is believed that a player is attempting to delay reporting of a bug to wait for a possible restart at a more advantageous time, then a restart will no longer be granted.

If College Season officials determine that the bug is critical and verifiable and that the player followed the pause protocol, then the disadvantaged team will be presented with the option for a restart. If the team accepts, the Map will immediately be restarted.

If a team is winning with a Round score differential of +4 or higher when the technical difficulty occurs, the game will be restarted at the last half. Teams will retain their Round scores from the beginning of the half. If the technical difficulty occurs before the Switch, then the Map will be fully replayed.

If a team is offered a restart and declines, then the team will be ineligible to request a restart on the bug that caused the potential restart for the remainder of the match. However, College Season officials reserve the right at all times to force a Map restart if the game environment reaches a level of instability that compromises the competitive integrity of the game. This section is applicable if the pause is directed as per Section 5.1, and does not limit the ability of a College Season official to institute a restart.

5.2.1.   **Controlled Environment**. Agent selection will be preserved in the event of a restart of a Map that has not started the Active Phase of the first round.

5.2.2.   **Player Confirmation of Settings**. Each team captain shall verify that every player on their team has finalized their intended game settings (including controls and GUI settings) before the game is started.

5.3.   Awarded Game Victory

In the event of a technical difficulty which would lead to a partial or full restart, but there are significant constraints that make it impossible to restart the game in the sole discretion of College Season officials, officials may instead award a game victory to a team.

5.4.   Mid-Match Break

Teams are entitled to a break of at least 10 minutes between games of a match.

Teams can agree to a longer or shorter break, but if no agreement can be reached, lateness time will begin counting at 10 minutes exactly. Teams are subject to lateness penalties per Section 5.6 if they are not ready to begin after the break time ends.

5.5. 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-one matches, 2-0 for best-of-three matches, 3-0 for best-of-five matches). No other statistics will be recorded for forfeited matches.

6. Team Member Conduct

6.1. Code of Conduct

All players and team managers must read and accept the official RSAA Code of Conduct as part of the registration process prior to competing in any matches or engaging in any official season activity. The Code of Conduct is viewable on the RSAA website, the College Season website, and the College Season Discord. Teams are responsible for ensuring that anyone associated or affiliated with their team in a formal or informal capacity abides by the Code of Conduct.

6.2. Reporting Violations

Conduct violations of any kind may be reported to any College Season official by Discord or email, or by submission of the online reporting form.

6.3. Competition Conduct

6.3.1. **Unfair Play**. The following actions will be considered unfair play and will be subject to penalties at the discretion of College Season officials.

6.3.1.1. **Collusion**. Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

6.3.1.1.1. Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.

6.3.1.1.2. Pre-arranging to split scholarship money and/or any other form of compensation.

6.3.1.1.3. Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.

6.3.1.1.4. Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

6.3.1.2. **Hacking**. Hacking is defined as any modification of the VALORANT game client by any player, team or person acting on behalf of a player or a team.

6.3.1.3. **Exploiting**. Exploiting is defined as intentionally using any in-game bug or any feature not working as intended, at the sole discretion of College Season officials, to seek an advantage.

6.3.1.4. **Ringing**. Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

6.3.1.5. **Cheating Device**. The use of any kind of cheating device and/or cheat program (e.g. scripting).

6.3.1.6. **Official Discretion**. Any other further act, failure to act, or behavior which, in the sole judgment of College Season officials, violates these Rules and/or the standards of integrity established by College Season for competitive game play.

6.3.2. **Profanity and Hate Speech**. A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. This rule additionally applies to public social media, live streaming, or player comms during live events such as the College Championship.

6.3.3. **Disruptive Behavior / Insults**. A Team Member may not take any action or perform any gesture directed at an opposing Team Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

6.3.4.   Abusive Behavior. Abuse of College Season officials, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's computer, body or property, will result in penalties. Team Members and their guests (if any) must treat all individuals attending a match with respect.

6.4.   Unprofessional Behavior

6.4.1.   Responsibility Under Code. Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

6.4.2.   Harassment. Harassment is forbidden. Harassment is defined as systematic, hostile, and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

6.4.3.   Sexual Harassment. Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

6.4.4.   Discrimination and Denigration. Team Members may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

6.4.5.   Statements Regarding College Season, Riot Games, and VALORANT. Team Members may not give, make, issue, authorize, or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of College Season, Riot Games or its affiliates, or VALORANT, as determined in the sole and absolute discretion of College Season.

6.4.6.   Player Behavior Investigation. If College Season officials or Riot determines that a Team or Team Member has violated the [VALORANT Community Code](#), the VAL Terms of Service, or other rules of VAL, College Season officials may assign penalties at their sole discretion.

6.4.7.   **Cooperation with Investigation**. If a College Season official contacts a Team Member to discuss an investigation, the Team Member is obligated to tell the truth. If a Team Member lies to a College Season official, creating obstruction of the investigation then the Team is subject to punishment.

6.4.8.   **Ban Evasion**. A team may not attempt to roster or start a player that is not eligible due to disciplinary action (see 1.2.3), or account bans (see 1.2.6) by use of a smurf or alternate account.

6.4.9.   **Criminal Activity**. A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

6.4.10.   **Moral Turpitude**. A Team Member may not engage in any activity which is deemed by College Season officials to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

6.4.11.   **Confidentiality**. A Team Member may not disclose any confidential information provided by College Season officials or any affiliate of Riot Games, by any method of communication, including all social media channels.

6.4.12.   **Bribery**. No Team Member may offer any gift or reward to a player, coach, manager, College Season official, Riot Games employee, or person connected with or employed by another College Season team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

6.4.13.   **Non-Compliance**. No Team Member may refuse or fail to apply the instructions or decisions of College Season officials.

6.4.14.   **Match-Fixing**. No Team Member may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.

6.4.15.   **Document or Miscellaneous Requests**. Documentation or other reasonable items may be required at various times throughout the College Season as requested by College Season officials. Penalties may be imposed if the documentation or items requested are not received and/or completed at the required time or do not meet the standards set by the College Season.

6.5.   Association with Gambling

No Team Member may take part, either directly or indirectly, in betting or gambling on any results of any NA College VALORANT competition or match.

6.6.   Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that College Season officials believe, in their and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the College Season.

6.7.   Penalties

Upon discovery of any Team Member committing any violations of the rules listed above, the College Season may, without limitation of its authority under Section 6.3, issue the following penalties:

6.7.1.   Verbal Warning
6.7.2.   Loss of Team A/Team B Selection for Current or Future Map
6.7.3.   Loss of Map Ban(s) for Current or Future Match
6.7.4.   Scholarship/Prize Forfeiture
6.7.5.   Map Forfeiture
6.7.6.   Match Forfeiture
6.7.7.   Player Suspension
6.7.8.   Team Disqualification

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in the College Season. It should be noted that penalties may not always be imposed in a successive manner. College Season officials, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by College Season officials.

Penalties that state a listed amount of time for discipline will only apply to competition months. Competition months are defined as the months in which professional VALORANT competitions are taking place (i.e. January through October).

6.8.   Cross-League Penalties

College Season officials reserve the right to honor penalties incurred in other

Riot-sanctioned competitions, such as the NA VCT, and vice versa.

6.9.   Right to Publish

College Season officials shall have the right to publish a declaration stating that a Team Member has been penalized. Any Team Members and/or team which may be referenced in such declaration hereby waive any right of legal action against the VALORANT Champions Tour, LLC, Riot Games, Inc., partner conferences, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

7.   Spirit of the Rules

7.1.   Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the College Season, and penalties for misconduct, lie solely with College Season officials, the decisions of which are final. College Season 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.

7.2.   Rule Changes

These Rules may be amended, modified or supplemented by College Season officials, from time to time, in order to ensure fair play and the integrity of College Season.

7.3.   Best Interests of the College Season

College Season officials at all times may act with the necessary authority to preserve the best interests of the College Season. This power is not constrained by any lack of specific language in this document. College Season officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the College Season.