**New Zealand Tertiary Esports Clash**
**Valorant 2025 Ruleset**

For any questions or queries, please contact **Sam Johnson** via email at
sam.johnson@waikato.ac.nz

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# 1. Eligibility

- All participants must be currently enrolled students at their respective universities.
- Players must register using a valid university email or provide proof of enrolment upon request.
- Each team must have a minimum of 5 players and may register up to 2 substitutes.
- Alumni from 2023 and 2024 are allowed to compete

# 2. Competition Format

- **Match Format:** Best of 3 (Bo3) for group stage and best of 3 (Bo3) for semifinals and finals.

- **Bracket Format:** Swiss bracket
- **Map Pool:** The maps available at a given event will be the current selection of maps available in Competitive queues at the time.
  The current maps are as follows:
    - Ascent
    - Icebox
    - Haven
    - Lotus
    - Sunset
    - Pearl
    - Split
- **Map Selection (Bo3 Example):**
    - Team A bans one map
    - Team B bans one map
    - Team A picks Map 1 (Team B chooses side)
    - Team B picks Map 2 (Team A chooses side)
    - Remaining map is Map 3 (coin toss decides side)

# 3. Match Rules

- **Game Mode:** Standard Competitive (5v5, First to 13)
- **Overtime:** Valorant's in-game overtime rules apply (2-round OT with side swap, continues until one team wins both)
- **Pause Rules:**
    - Technical Timeouts: Max 10 minutes per team per series.
    - Tactical Pauses: One 1-minute pause per map per team.
- **Server Settings:**
    - **Mode:** Standard
    - **Region:** Oceania
    - **Allow Cheats:** Off
    - **Tournament Mode:** On
    - **Overtime Win by 2:** On
    - **Play All Rounds:** Off
    - **Hide Match History:** Off

# 4. Scheduling and Check-In

- Games must be organised and played before Sunday 8pm each week. Team captains are in charge of organising a game time with the opposing team. Teams are expected to make reasonable effort to communicate in a timely manner and to provide at least two reasonable times of availability per week.
- Match brackets will be provided weekly on Monday morning.
- No-shows will result in a forfeit after 15 minutes unless a delay is approved in advance.

# 5. Player and Team Conduct

- All players must follow Riot's Code of Conduct.
- **Name Format:** Players must use their registered in-game names.
- **Cheating/Exploiting:** Any use of third-party software, radar hacks, macros, or unauthorized overlays will result in immediate disqualification. Please report any suspected cheating to Sam
- **Collusion** Any team found working with an opponent to manipulate match outcomes will be disqualified.
- All players must uphold the integrity and respect of the tournament. Any behaviour that negatively affects the competition will be penalized.

# 6. Broadcasting and Streaming

- Official matches may be streamed on university or students channels.
- Player/team streams must have a **minimum 2-minute delay** and receive admin approval.
- All participants consent to being recorded and featured in promotional material.

# 7. Disputes and Technical Issues

- **Proof Required:** Score disputes must include screenshots or match footage.
- **Disconnection Policy:**
  - Restart only allowed if disconnect happens before first kill in round 1.
  - Post-start, matches continue unless paused via tech timeout.
- **Final Rulings:** Admin decisions are final and binding.

# 8. Spirit of the Rules

## 8.1 Finality of Decisions

Tournament admins have the final say in all rulings and disputes.

## 8.2 Rule Changes

Rules may be adjusted at any time to maintain fair play and tournament integrity.

# 9. Privacy

## 9.1 Data Protection

By participating, players agree to share necessary information with the University of Waikato for event administration. All data will be deleted after two years.

## 9.2 Photos/Videos Usage

Media submitted or taken during the event may be used for promotional purposes and shared with event sponsors.

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# 10. Student Protection

## 10.1 Overview

The safety and well-being of all participants are a priority. Any concerns should be reported immediately.

## 10.2 Reporting a Breach

All student protection concerns should be reported to Sam Johnson at **sam.johnson@waikato.ac.nz**. If the concern involves Sam, contact Nicola Clayden at **nicola.clayden@waikato.ac.nz**.

## 10.3 Investigation Process

1. Receive complaint and provide support.
2. Isolate the accused party if necessary.
3. Conduct a fair investigation.
4. Determine and implement a resolution.
5. Review competition procedures to prevent future risks.

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For further inquiries, contact **sam.johnson@waikato.ac.nz** or reach out on Discord (Fury).