Official Challengers Rules

Introduction and Purpose

Riot Games Limited, a limited liability company registered in the Republic of Ireland, has established these rules for the competitive play of VALORANT in order to unify and standardize the rules used in competitive play. 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. The English version of these rules will supersede any translation.

This document lays out Riot's rules which all tournaments operating under the "VALORANT Challengers" or "Challengers" banner must include in their individual rulesets. This document is not to be used as a standalone rulebook, and each League may add new league specific rules in a separate document, as long as these are approved by Riot Games and do not conflict with these rules or the Global Policy.

These rules will apply to and be binding on each of (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". Standardized rules benefit all parties who are involved in the professional play of VALORANT, including the Team Managers, Team Members and Teams. Rules that impact all regions can be seen here: https://www.dropbox.com/sh/xfy0lbve0hdr0ju/AAABN1YgdJVDBltvUdIXs2qza?dl=0

Each Team Member must read, understand, and agree to these Challengers Rules, additional Challengers Region specific rules and the Global Policy before participating in any Challengers event.

1. Team Member Eligibility

To be eligible to compete in the League, each Player must satisfy all of the following:

1.1. Player Age

1.1.1. No player shall be considered eligible to participate in any Challengers Competition before their 16th birthday, defined as having lived 16 full years.

1.1.2. If a player is 16 years of age or older but under the age of majority in their country of residence before the start of the Official Competition, they may still compete in the Official Competition if (a) they meet the other eligibility criteria in these Challengers Rules and the Global Policy,and (b) a parent or legal guardian accepts these Challengers Rules and the Global Policy on behalf of the player, and consents to the player's participation in the Official Competition using a parental consent form provided by the Challengers Officials.

1.2. Residency & Representation

1.2.1. A Player can be an EMEA Resident and a Locally-Trained Representative ("LTR") simultaneously. Players that have not claimed LTR status in a Challengers Region will be considered a "Non-Representative".

1.2.2. Each Team will be required to have a minimum of three (3) LTRs and three (3) EMEA Residents on their starting roster at all times during any Challengers Season.

1.2.3. LTRs are defined as players who have fulfilled one or more of the following criteria:

1.2.3.1. The Player has legally resided and been primarily present in the competitive area of the Challengers for no less than 36 out of the last 60 months immediately prior to their participation in the first game of the applicable competition.

1.2.3.2. The Player has legally resided and been primarily present in the competitive area of the Challengers League for at least 36 months after their 13th birthday, defined as having lived 13 full years.

1.2.3.3. The Player has played in or was on the roster of a Challengers Team for the majority of applicable regular season matches in a Challengers League in no less than two of the last three splits immediately prior to their participation in the first game of the applicable competition.

1.2.3.4. Additionally, a split will count towards the LTR requirement for a player who has been on the roster of a Challengers Team for the majority of the split, even if the player has not been actively participating in the respective Challengers League, as long as they have not participated in any other Challengers League.

1.2.4. A Player may only claim LTR status for the Challengers region in which they are currently participating and may only be an LTR of a single Challengers region at one time. Upon joining another Challengers League, the Player will have to prove their LTR status for the respective Challengers League, otherwise they will be considered a Non-Representative.

1.2.5. A player will not be considered an LTR until they have claimed this status with the respective Challengers League.

1.2.6. Players are not required to claim LTR status and may choose to remain a Non-Representative despite being eligible.

1.2.7. Residents are defined as players that, at the time of registration to the Challengers League, are either:

1.2.7.1. A lawful permanent resident of a jurisdiction in the EMEA region for at least six (6) months.

1.2.7.2. A citizen or national of a country in the EMEA region.

1.2.8. A player may only be a Resident of a single Region at any point in time, regardless of whether that player has lawful resident status in multiple Regions. Any player who relocates to a new region, will remain a resident of their prior region until the one-year anniversary of their relocation.

1.2.9. Players may prove Residency and LTR eligibility by submitting documentary evidence of eligibility. There are two general categories of evidence: government-issued documentation (e.g., government benefits records, military/draft registration papers) and private documentation (e.g., school records, deeds, leases, homeowner association documents, utility bills, bank records/statements, tax returns, insurance documents, medical records & employment records).

Minors may also have a parent or guardian prove Residency or LTR status on their behalf by first, providing documentary evidence of the parent- /guardian-child relationship (e.g., a birth certificate) and second,submitting documentary evidence belonging to the parent/guardian, as outlined above.

1.3. Work Eligibility

1.3.1. Each Player must submit proof, prior to being added to a Team's Challengers Roster, that they will be work-eligible in their respective jurisdiction and/or Challengers host country/countries.

1.4. Player & Team Eligibility

1.4.1. All Players may only compete in one Challengers League at a time.

1.4.2. Players may not be registered on a VCT and Challengers roster at the same time.

1.4.3. Players competing in a Challengers League are ineligible to compete in a VALORANT Regional Circuit (VRC) event.

1.5. Team Member Vetting

1.5.1. As part of the Team Member registration process, Teams must submit the username and Riot ID for their main and up to one secondary (smurf) VALORANT account used in the last 3 months, for each member of the Team, to Challengers Officials. Failure to do so may result in penalties.

1.5.2. The vetting process will consist of anti-cheat and behavior checks across the submitted accounts and determine whether or not they are in line with the standards we expect from Players in Challengers.

1.5.3. Challengers Officials will inform Teams of their Players' behavior check results upon completion.

1.5.4. If a Player fails the anti-cheat and/or behavior check, a report containing information on why the Player did not pass vetting will be compiled. Challengers Officials may share this report with the Team upon receiving written permission from the Player.

1.5.5. Players that fail the checks may also be subject to penalties depending on the severity of the case. At minimum, players will receive increased monitoring and be expected to demonstrate improved behavior during the next round of checks.

1.5.6. Players that pass the check may still be subject to official sanctions such as warnings, suspensions and/or fines based on the specific results.

1.6. Ranking Requirement

1.6.1. All players on a Team's roster must have held a ranking for VALORANT of Ascendant 1 or above at the time of registration, or during the preceding Act, for any Official Competition.

1.7. No Riot Employees

1.7.1. Team Owners and Team employees may not be employees of Riot Games Limited. ("RGL") or the Challengers entity or any of their respective affiliates. "Affiliate" is defined as any person or other entity which owns or controls, is under the ownership or control of, or is under common ownership or control, with the named Riot entities above. "Control" shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

2. Ownership

2.1. Ownership Restrictions

2.1.1. The VCT Concurrent Ownership Policy prohibits an owner or operator of a VALORANT team from having ownership or control of, or undue influence over, more than one team that competes in an Official Competition.

2.1.2. The VCT Concurrent Ownership Policy applies to all Challengers Leagues. The full policy can be found here - https://www.dropbox.com/sh/xfy0lbve0hdr0ju/AAAPkQWHEh7D7iNtNGx63IyGa/Rules%20and%20Policies%202022?dl=0&preview=VCT+Concurrent+Ownership+Policy+(Dec.+2020).pdf

2.1.3.   An Organization or Team may only own one Challengers Team across all Challengers Leagues.

2.1.4.   Organizations or Teams are only allowed to participate in one Challengers League per split. Any changes can only take effect between splits and must follow the procedures and timeline outlined by the relevant Challengers Officials.

2.2.   Recognition of Ownership

2.2.1.   The League shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple Team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the Challengers League. Any person that petitions for ownership into Challengers can be denied admission at the sole discretion of the League. Team Owners agree that they will not contest any final determination of the League in connection therewith.

2.2.2.   If an Owner is found to have any financial interest or benefit or any level of influence in another Team, the Owner will be required to immediately divest said interest in one of the two Teams and may be subject to punishment by the League.

2.2.3.   Ownership of a Team competing in a Challengers League should be clearly indicated by the starting lineup or Organization to Challengers officials.

3.   Roster Rules

3.1.   Starters & Substitutes

3.1.1.   Each Team must maintain, at all times during the Challengers Season, five players in the Team's starting lineup ("Starters"). A Team has the option of adding two additional players to act as substitutes ("Substitutes").

Note: Travel accommodations will only be covered for one substitute. Challengers Official have the right to disqualify any Team with an incomplete roster.

3.2.   Minimum Roster Requirements

3.2.1.   All Starters, and any Substitute who replaces a Starter, must be eligible to participate in Challengers competition. Teams must comply with the minimum roster requirement at all times during the Challengers competition. If at any point a Team's roster falls below five players, that Team may be disqualified or otherwise sanctioned, unless given permission to drop below the minimum roster by Challengers Officials, at their sole discretion.

3.2.2.   If a Team earns the right to progress to another stage of the Challengers competition (e.g. Challengers Ascension) the right is contingent on the Team retaining a minimum of three players that were on their Roster and played at least one official Challengers match during the qualification process.

3.3.   Multiple Teams

3.3.1.   A Team Member will not be allowed to compete for more than one Team simultaneously and cannot be listed on the Roster of more than one Team.

3.3.2. A Team Member cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the League in writing.

3.4. Submission of the Roster & Team Registration

3.4.1. Before the start of the Challengers competition, each Team must register its roster (including all Starters, any substitutes and coaches) using the tools and forms provided by Riot or the Challengers Officials. Except as set forth in Section 3.4.2, no changes to a Team's roster will be permitted after a Team's registration has been processed without the prior approval of the Challengers Officials (including for changes due to sickness, visa issues, etc.)

3.4.2. All Challengers Team Rosters, including LTR status, will be tracked and shared with all Challengers League Officials via an internal player database. For the avoidance of doubt, this is not the "Global Contract Database" that is in place for the VCT and will not provide the poaching and tampering protections that the GCD offers.

3.5. Roster Changes

3.5.1. A Team may complete trades involving players on other Teams, sign new players or free agents or otherwise change the players on its roster during any time outside of the Roster Lock Periods, using the tools and forms provided by Riot or the Challengers Officials.

3.5.2. The Roster Lock Periods will change from year to year and will be communicated to Teams by Challengers Officials. Unless otherwise agreed to by the Challengers Officials, the addition or removal of a player from the Team's roster at any time during the Roster Lock Periods is a violation of these rules and the Global Policy.

3.5.3. In the case of extenuating circumstances, such as temporary visa issues, a competitive suspension or a medical emergency the roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of the League.

3.5.4. Any Team Member who is dropped from a Team's Roster may not rejoin that Team's Roster until a minimum of three weeks have elapsed after the effective date of the Team Member's prior removal from the Team's Roster.

3.6. Substitutions

3.6.1. Any substitution must result in the Team having an eligible Roster or Starting Roster.

3.6.2. 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.

3.6.3. 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. The lobby will need to be remade, and the game manually reverted to the previous game state.

3.6.4. 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. Challengers Officials will determine if an incident qualifies as an emergency. Any substitute must be an eligible member of the Team roster.

3.6.5. For any offline stages (if applicable), teams must have at least one designated substitute present at all times.

3.7. Coaches

3.7.1. 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).

3.7.2. If a Team has a coach designated as the Main Coach, then that Main Coach may be present for every Match in which the Team participates.

   3.7.2.1. For live, in-person tournaments ("LAN Events"), the Team's designated Main Coach may be on site throughout each such Match.

   3.7.2.2. For online tournaments ("Online Events"), the Team's designated Main Coach may be connected to the voice communication system in the lobby and will only be allowed to talk to 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).

3.7.3. The Team's designated Main Coach is only permitted to be in the Match Area during Agent and Map selection, Timeouts, Half-Times, in between regulation and overtime, and in between Maps. For the purposes of online competition, any room in which the player competes will be considered part of the Match Area.

3.7.4. At the Challengers Officials's sole discretion, up to two (2) other coaches and/or Team personnel may be provided with a means to communicate with the main coach during the Match. The other coaches and/or Team personnel may only communicate with the Main Coach using the means provided by the Challengers Officials.

3.7.5. The other coaches and/or Team personnel are not permitted to be in the Match Area, and may not communicate with the Players during a Match unless authorized by the Challengers Officials.

   Note: For Open Qualifiers, the use of "Coach Slots" will be determined by the Challengers Officials and communicated to Teams in advance of the tournament. For Challengers matches, Coach Slots will be permitted. (Coach Slots Current Functionality: Coaches can spectate Tournament Mode games and are locked to observing the team chosen in the custom game lobby.)

3.7.6. In the event of an emergency, the Team can designate an interim Main Coach. Whether or not an event qualifies as an emergency is determined at the sole discretion of the Challengers Officials. The interim Main Coach can be a Team Manager.

3.8. Player Names

3.8.1. A player's official nickname (Tournament Handle) or Riot ID will be selected at the time of registration and may not be changed at any time without the prior written approval of Challengers Officials.

3.8.2. Tournament Handles may not exceed 11 characters, including spaces, and may use upper-case letters, lower-case letters, digits, underscores, or single spaces between words only.

3.8.3. Tournament Handles must be unique globally. In the event of a conflict, Challengers officials will notify Teams and request submission of a new name.

3.8.4. A Tournament Handle may not include any word or phrase in any language that is offensive, toxic or hurtful.

3.8.5. A Tournament Handle may not include all or part of a corporate name or make use of the trademarks or other intellectual property of Riot, VALORANT or any third party without the prior written approval of Challengers Officials. In order to secure such approval, a player must provide a license agreement, sponsorship agreement or other documentary evidence to Challengers Officials sufficient to demonstrate to the satisfaction of the Challengers Officials that the player is properly licensed to use such third party's intellectual property. Notwithstanding any approval that may be provided by the Challengers Officials, the entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of a third party in or as part of a player's name or Riot ID shall be with the player.

3.8.6. Challengers Officials reserve the right to reject any Tournament Handle or Riot ID selected by a player for any reason and to require the player to select an alternate name that complies with these rules and the Global Policy.

3.9. Team Tags (Tricodes)

3.9.1. Teams will be permitted a team tag of 2-4 characters to be added to the front of each Player's Tournament Handle on the Tournament Realm. These team tags must be a combination of uppercase letters and/or digits, and they must be unique globally.

4. Competition Format

4.1. Challengers League Format

4.1.1. The Competition format for each Challengers League will be outlined in the additional Challengers Region specific rules provided by local Challengers Tournament Operators.

4.2. Challengers Ascension (TBC)

4.2.1. Details on the Challengers Ascension will be added at a later date.

5. Competition Schedule

5.1. Date Ranges

5.1.1. Will be shared with all TOs in a separate document.

6. Prize Money

6.1. Challengers Ascension Prize Money (TBC)

Placement	Prize (€)
TBC	TBC
Total	**TBC**

7. Travel & Expenses

7.1. LAN Events

7.1.1. For up to five (5) Starters, one (1) Substitute, one (1) Coach OR Team Manager per Team who have earned the right to participate in LAN Events held as part of a Challengers League, the Challengers 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.

7.1.2. Players who qualify to compete in any LAN Events held as part of a Challengers League must have all necessary visas, passports or other travel documents for travel to the city where the LAN Events are held, and agree to comply with any COVID-19 guidelines provided by the Challengers Officials. Players under the age of majority under applicable law may be required to travel with a parent or legal guardian. In such cases, the Challengers Officials 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.

8. Sponsors

8.1.1. Teams and Team Members are encouraged to develop relationships with sponsors and advertisers, subject to the restrictions set forth in these Challengers rules and the Global Policy that are designed to avoid sponsor conflicts and preserve the integrity of competition and the reputation of the Challengers Leagues, VALORANT and Riot.

8.1.2. Neither a Team nor any Team Member shall enter into any sponsorship, endorsement, advertising or related agreement, for any VALORANT line of business, with any person or entity that is determined by Riot or the Challengers Officials to conduct business within any product or service category that is on the Prohibited Sponsorship Categories List (Appendix 1).

8.1.3. A Team or Team Member shall have the right, subject to Riot or the Challengers Officials prior written approval on a case-by-case basis, to enter into a sponsorship, endorsement, advertising or related agreement, for any of the Team's VALORANT

esports line of business, with any person or entity that is determined by Riot or the Challengers to conduct business within any product or service category that is on the Internationally Prohibited Sponsorship Categories List (Appendix 2); provided, however, that any such business within the Internationally Prohibited Sponsorship Categories List shall only be promoted or otherwise displayed at regional or local events (and not international events). Teams interested in pursuing a regional sponsorship on the Internationally Prohibited Sponsorship Categories List should contact Challengers Officials for more information on the approval process, including lists of certain pre-approved sponsors on the Internationally Prohibited Sponsorship Categories List.

8.1.4. Additionally, a Team Member shall not enter into any sponsorship, endorsement, advertising or related agreement, for any line of business (even unrelated to VALORANT), with any person or entity that is determined by Riot or the Challengers Officials to conduct business within any product or service category that is on the Prohibited Sponsorship Categories List (Appendix 1)

8.1.5. Challengers Leagues may implement additional restrictions on sponsorship acquisition as defined in the supplemental Challengers rules. Teams are obliged to notify the League of the intended acquisition of a new sponsor before the acquisition is finalized. If the sponsorship is classified as a Prohibited Sponsorship, then the sponsorship may not be displayed by the Team or Players during the use or play of VALORANT, adjacent to VALORANT related material, the VCT, Challengers Leagues, Challengers Ascension, or any other Riot-affiliated event.

8.1.6. No person or entity may hold the naming rights to more than one Challengers Team at a time. A sponsor which holds naming rights to a Team may not sponsor other Teams in the Challengers League in any capacity. No person or entity acting as an owner, partial or total, or as a corporate officer for one Organization may sponsor a Team of a different Organization through themselves, a direct connection, another Organization they represent, or a proxy.

8.1.7. Teams cannot have multiple brand names in their Team name unless they comply with the naming restrictions set forth in the Team Name Sponsor Integration Policy.

8.2. Compliance with Brand Guidelines
8.2.1. All sponsorship, endorsement, advertising or related agreements that a Team or Team Member enters into, and all underlying transactions or actions taken pursuant to those agreements shall:

8.2.1.1. Comply with the terms of the then-current VALORANT Branding and Style Guide [link]

8.2.1.2. Not have any exclusivity or other provision that is binding on Riot, the Challengers League or any other person or entity (other than the Team or Team Member who is entering into the agreement).

8.3. Decisions Relating to the Prohibited Sponsorship List
8.3.1. Riot may make changes to the Prohibited Sponsorship List. It is the Team and Team Members' responsibility to review the Prohibited Sponsorship List for updates or

changes.

8.3.2. Riot or the Challengers Officials may, in its sole judgment, reject or terminate the right of a Team or Team Member to display an advertisement or sponsorship in any of the categories on the Prohibited Sponsorship List.

8.4. Unauthorized Use of Trademarks

8.4.1. Nothing in these Challengers Rules or the Global Policy grants, by implication, waiver, estoppel or otherwise, to a Team or Team Member any right or license to use the name VALORANT, or any other trademark, trade name or logo owned by or licensed to Riot or its affiliates.

8.4.2. Any unauthorized use by a Team or a Team Member of a trademark, trade name or logo owned by or licensed to Riot or its affiliates is prohibited and will be considered in breach of this rule.

8.4.3. A Team or a Team Member may not endorse or sponsor any product or service in a way that could cause people to believe that the product or service has been endorsed or approved by Riot, the Challengers Officials or any of their respective affiliates.

9. Uniforms & Apparel

9.1. Official Uniforms

9.1.1. If a Team has adopted an official uniform for use in Official Competitions, then Team Members shall, during all public-facing Official Competitions (including Live Events, publicly-streamed Online Events and all Media Events), wear that official Team uniform.

9.1.2. If a Team has not adopted an official uniform, then Team Members shall wear apparel that is appropriate (i.e.,no shorts or hats) for the event, subject to approval by Challengers Officials.

9.1.3. Additionally, if a Team has adopted an official uniform for Official Competitions, then that uniform shall be designed and manufactured by each Team at its own expense and must meet the minimum requirements of this Appendix 3. The Challengers Officials will review and has the right to propose modifications to all Team uniforms

9.1.4. Team Members may wear apparel with multiple logos, patches or promotional language. Riot and the Challengers each reserves the right at all times to impose a ban on apparel that does not meet the Leagues minimum aesthetic standards or that is objectionable or offensive, including any apparel that:

9.1.4.1. Contains any false, unsubstantiated or unwarranted claims for any product or service or testimonials, that Riot or the Challengers, in its sole and absolute discretion, considers unethical

9.1.4.2. Advertises any brand whose business falls within the Prohibited Sponsorship Categories list.

9.1.4.3.   Contains any information or material that violates the Code of Conduct in Section 12.

9.1.5.   The Challengers Officials may provide players with Official Competition themed apparel before the start of an Official Competition. These Official Competition uniforms are primarily to be used for interviews and related Media Events during non-match periods. In addition, if the Team does not have an official uniform or the uniform of any Team does not conform to relevant design requirements of the Challengers Officials, such Team may temporarily wear the Official Competition-themed apparel during a game, and the relevant Team shall be provided with a grace period to modify its uniform design.

9.1.6.   Outerwear, including hoodies and jackets may only be worn onstage if they are official Team gear, have official Team branding on the front, are the same colors as all other outerwear being worn on stage by the Team and only use official Team colors represented on the Team's approved jersey. A jersey with a hood can be considered a jersey and not outerwear.

9.1.7.   A Player may not cover their face or attempt to conceal their identity from Challengers Officials. Challengers Officials must be able to distinguish the identity of each Player at all times and may instruct Players to remove any material that inhibits the identification of Players or is a distraction to other Players or Challengers Officials.

9.1.8.   The League reserves the right to refuse entry or continued participation in the Match to any Team Member who does not comply with the apparel rules.

9.1.9.   Headphones must be placed directly on a Player's ears, and must remain there for the duration of the Game. Players shall not obstruct the placement of headphones by any method. This includes placing any item, excluding glasses, between the headphones and the Player's ears (e.g. Hats).

10.   Match Area

The "Match Area" is comprised of the area immediately surrounding any competition PCs used during Match play at a LAN or Online Event. During Match play, the presence of Team Members in the Match Area is restricted solely to the Starters of the Teams in play.

10.1.   Team Managers
10.1.1.   Managers may be in the Match Area during the Match prep process, but must leave prior to the Agent and Map Selection phase and may not return until after the end of the Match.

10.2.   Coach Match Area Access
10.2.1.   Coaches for Teams participating in a given day's Matches will be granted Match Area access and will be allowed to communicate with their Team during the pick/ban map selection process. No other Team staff will be permitted in the Match Area during this time without the express permission of Challengers Officials.

10.2.2.   All coaches will exit the Match Area to a designated position promptly after the pick/ban map selection process ends. For the purposes of online competition, any

room in which the player competes will be considered part of the Match Area.

10.3. Wireless Devices

10.3.1. Wireless devices, including mobile phones, tablets, and smart watches are not allowed in the Match Area while the players are involved in active play, including during the pick/ban map selection phase, pauses, remakes, and between Maps of multi-Map Matches.

10.3.2. At LAN events, Challengers Officials will collect such devices from players in the Match Area and return them after the end of the Match. For Online Matches, Players must leave their devices away from the Match Area. This rule also applies to notes and notepads.

10.4. Food and Drink Restrictions

10.4.1. No food is allowed in the Match Area. Drinks are permitted in the Match Area only in approved re-sealable containers.

10.4.2. At LAN events, Challengers Officials will provide such containers to players upon request.

11. Match Process

11.1. Changes to Schedule

11.1.1. Challengers 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 Challengers Officials modify a Match schedule, they will notify all Teams as soon as possible.

11.2. Punctuality

11.2.1. Team Members participating in an official match are required to be fully ready in the respective Game Lobby no later than the time specified by Challengers Officials in the supplementary Challengers rules.

11.2.2. If a Team is not fully ready at the specified times, penalties may be applied.

11.2.3. If a Team or any of their Players does not show up at the specified time for any of their Matches, due to unforeseen circumstances, Teams must inform Challengers Officials immediately. Challengers Officials may postpone, suspend or cancel the Game or Match at their sole discretion.

11.2.4. If a Match is postponed, it will be rescheduled to a date within the same or the following week, unless another agreement can be found among Teams and Challengers Officials. The exact Match date will be communicated by Challengers Officials at the earliest convenience.

11.3. Competition Patches

11.3.1. Matches during the season will be played on the respective patch available on the Live Server, once a sufficient testing period has occurred. Changes to the competitive patch and champion availability will be at the sole discretion of the League. A patch schedule will be provided for each competition as part of the

supplemental Challengers rules.

11.3.2.   New Agents - will be automatically restricted for two weeks from their release on the Competitive queue. Example: Agent A was released on February 5, so Agent A will become eligible to be used in all Matches on February 19.

11.3.3.   New Maps - will be automatically restricted for four weeks from their release on the 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.

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

11.4.   Player Accounts

11.4.1.   Players will be provided with Tournament Realm Accounts by the League. It is the Players' responsibility to configure their account to their preferences. The TMNT account name will be set to the Player's Official Tournament Handle as approved by the League.

11.4.2.   In the event that Tournament Realms are unavailable, Players will use their main "Live" account as provided during the registration process. It is the Players' responsibility to configure their primary "Live" account to their preferences, including setting the Riot ID to their Official Tournament Handle. If a player cannot change their name, they must contact a Challengers Official for support.

11.5.   Pre-Match Setup

11.5.1.   Players will have designated blocks of time prior to their Match time to ensure they are fully prepared. Challengers Officials will inform players and Teams of their scheduled setup time and duration as part of their Match schedule.

11.5.2.   Challengers 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 a Challengers Official.

11.5.3.   Setup consists of the following:
   11.5.3.1.   Confirm Tournament Realm account name accuracy
   11.5.3.2.   Ensuring the working function of all equipment, network connection and DDOS protection.
   11.5.3.3.   Connecting and calibrating peripherals.
   11.5.3.4.   Ensuring proper function of voice chat system.
   11.5.3.5.   Selecting skins.
   11.5.3.6.   Adjusting in-game settings
   11.5.3.7.   Limited in-game warm-up.

11.5.4.   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.

11.5.5.   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.

11.6. Player Ready State & Lobby Creation

11.6.1. 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 Challengers Officials.

11.6.2. At the specified time 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 or leave the match area.

11.6.3. 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 a Challengers Official. Challengers Officials will decide how the official Match lobby will be created and players will be directed by a Referee to join a Match lobby as soon as testing has been completed.

11.7. Media Obligations.

11.7.1. 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 in the Challengers, the player will be required to have made themselves available to the media at least once during the Event.

11.7.2. A Team may not make available the same player to the media for 4 consecutive Match days.

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

11.8. Lobby Setup & Play Restrictions

11.8.1. Lobby Settings - The official Match lobby will be set to "Tournament" mode with "Overtime: Win by Two" turned on.

11.8.2. Server Selection - Prior to each Match, the Challengers Official will select the server which is as close to equidistant from the teams as possible. Each Challengers will have a designated "default" server location in the event that an equidistant option does not exist.

11.9. Map Selection Process

11.9.1. At a time specified by Challengers Officials prior to the start of a match, the map selection process will be conducted. Under no circumstances may a map be played twice in one Match unless all other available maps have been played. When instructed in the Map Selection Process, the Team must ban a map and cannot choose to skip the map ban.

11.9.2. The Challengers may modify the Map Selection Process for the competition but must provide advance notice in writing to all participants and receive approval from Riot Games before doing so. Modified map selection processes will be outlined in

the Challengers supplementary rules.

11.9.3. The map pool consists of Bind, Haven, Ascent, Breeze, Icebox, Fracture and Pearl. Any additional maps released may be added to the map pool, any changes will be communicated to Teams in advance.

11.9.4. Best-of-One Matches
The better-seeded or "Home" team will decide if they are either Team A or Team B. If the League 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 A bans 1 map
- ○ Team B bans 1 map
- ○ Team A bans 1 map
- ○ Team B bans 1 map
- ○ Map 7 is the only Map remaining
- ○ Team A picks side

11.9.5. Best-of-Three Matches
The better-seeded or "Home" team will decide if they are either Team A or Team B. If the League 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 one Map
- ○ Team B bans one Map
- ○ Team A picks Map 1
- ○ Team B picks side for Map 1
- ○ Team B picks Map 2
- ○ Team A picks side for Map 2
- ○ Team A bans one Map
- ○ Team B bans one Map
- ○ Map 3 is only Map remaining
- ○ Team A picks side for Map 3

11.9.6. Best-of-Five Matches
The better-seeded or "Home" team will decide if they are either Team A or Team B. If the League 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 one Map
- ○ Team B bans one Map
- ○ Team A picks Map 1
- ○ Team B picks side for Map 1
- ○ Team B picks Map 2
- ○ Team A picks side for Map 2
- ○ Team A picks Map 3

- ○ Team B picks side for Map 3
- ○ Team B picks Map 4
- ○ Team A picks side for Map 4
- ○ Map 5 is only Map remaining
- ○ Team B picks side for Map 5

11.9.7. Best-of-Five Matches for Double Elimination Grand-Finals
The Team coming from the Upper Bracket will be Team A. Team A starts the process and the map for the Match will be selected according to the following procedure:
- ○ Team A bans one Map
- ○ Team A bans one Map
- ○ Team A picks Map 1
- ○ Team B picks side for Map 1
- ○ Team B picks Map 2
- ○ Team A picks side for Map 2
- ○ Team A picks Map 3
- ○ Team B picks side for Map 3
- ○ Team B picks Map 4
- ○ Team A picks side for Map 4
- ○ Map 5 is only Map remaining
- ○ Team B picks side for Map 5

11.10. Agent Select & Match Start

11.10.1. 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 notify a Challengers 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 that the Player notifies a Challengers Official after the timer has expired, the Agent Select process will not be restarted and the Player will be required to play through.

11.10.2. A Match will start immediately after the Agent/Map Selection process is complete, unless otherwise stated by a Challengers Official. At this point, Teams must remove any printed materials from the Match Area (if applicable), including any notes written by Team Members.

11.10.3. 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."

11.11. Controlled Match Start

11.11.1. In the event of an error in Match start or a decision by Challengers Officials to separate the pick/ban process from Match start, a Challengers 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.

11.12. Slow Client Load

11.12.1. 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.

11.13.   Restrictions on Gameplay Elements.

11.13.1.   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 Challengers Officials.

12.   Additional Rules for Online Events

12.1.   Coaching Slot in the VALORANT Client

12.1.1.   In order to secure and protect the competitive integrity of Online Events in the VALORANT Champions Tour from misuse of the Coaching Slot privilege granted to Teams during these events, Challengers Official have the right to prohibit access to the Coaching Slot, audit any in-client communications of a Player or a Coach in an Online Event, and mandate additional rules and processes for monitoring a Player or Coach's adherence to these Rules for Online Events of the VALORANT Champions Tour.

12.2.   Match Communications

12.2.1.   Players and Coaches in an ongoing match of an Online Event shall only communicate with the other Players and Coaches in the same ongoing match, and Challengers Officials of the Online Event.

12.2.2.   Any unauthorized communication with anyone other than the Players and Coaches in the ongoing match and Challengers Officials is prohibited. Players and Coaches must obtain authorization from a Challengers Official before engaging in any communication with anyone outside of the ongoing match.

12.2.3.   If a Team has more than one Coach, the Team must designate a Main Coach. At the Challengers Officials's sole discretion, the Main Coach may be provided with a means to communicate with up to two (2) other coaches and/or Team personnel. The Main Coach and the two other Coaches andor Team personnel may only communicate in the manner authorized by the Challengers Officials.

12.2.4.   Allowed Match Communications
The following types of communications will be allowed in an ongoing match of an Online Event:

12.2.4.1.   Voice or Chat communication between Players on the same Team.

12.2.4.2.   Voice or Chat communication between a Coach and the Players on the same Team during the Agent and Map selection process for each Match, timeouts, half-times, and in between Maps (if applicable).

12.2.4.3.   Voice or Chat communications with Challengers Officials.

12.2.4.4.   Voice or Chat communications that have been expressly authorized by a Challengers Official.

12.2.5.   Prohibited Match Communications

The following types of communications are prohibited in an ongoing match of an Online Event without authorization by a Challengers Official:

12.2.5.1. Voice or Chat communication with anyone outside of the ongoing Match of the Online Event.

12.2.5.2. Voice or Chat communication between a Coach and the Players on the same Team outside of the Agent and Map selection process for each Match, timeouts, half-times, and in between Maps (if applicable).

12.2.6. Match Communication Authorization
Players and Coaches are obligated to obtain authorization from Challengers Officials prior to engaging in any type of communication with anyone that is not an Allowed Match Communication.

12.2.7. Unauthorized Match Communication
A Player or Coach in an ongoing Match of an Online Event that breaches these Match Communication rules will be subject to disciplinary action including, but not limited to, Official Warnings, fines, match forfeiture, and Player or Coach suspensions.

12.3. Ongoing Match Points of View

12.3.1. Players and Coaches in an ongoing match shall only view the Point of View ("POV") afforded to that Player or Coach by the VALORANT client being used for the Online Event.

12.3.2. Allowed POV
12.3.2.1. Players in a player slot of the VALORANT client are allowed to view the POV afforded to that player slot by the VALORANT client.

12.3.2.2. Players on the same Team are allowed to observe each other's monitors showing the POV afforded to those players by the VALORANT client.

12.3.2.3. Coaches in a coach slot of the VALORANT client are allowed to view the POVs afforded to that coach slot by the VALORANT client.

12.3.3. Prohibited POV
12.3.3.1. Players and Coaches in an ongoing match are prohibited from using any broadcast, stream, or other method for presenting video or audio content of the ongoing match outside of the POV afforded to that Player or Coach by the VALORANT client.

12.3.3.2. A Player or Coach that views a prohibited POV without authorization by a Challengers Official shall be subject to disciplinary action including, but not limited to, Official Warnings, fines, match forfeiture, and Player or Coach suspensions.

12.4. Player and Coach Monitoring

12.4.1. Challengers Officials of the Online Event shall have the right to implement a monitoring and auditing process to protect the integrity of the Online Event. Players

and Coaches shall comply with the monitoring and auditing process, and any other requirements raised by the Challengers Officials for implementing that monitoring and auditing process.

12.4.2. Client Communication Auditing
Challengers Officials have the right to audit any voice or chat communication within the VALORANT client of any Player or Coach in the Online Event. Challengers Officials may view the all chat, team chat, and whisper logs of any Player or Coach in the Online Event.

12.4.3. Voice Communication Systems
12.4.3.1. Players and Coaches are prohibited from using any voice or chat communication system outside of the native voice and chat communication systems of the VALORANT client without authorization of Challengers Officials.

12.4.3.2. Challengers Officials have the right to monitor any voice or chat communication system being used by the Players and Coaches of an ongoing match. Challengers Officials have the right to audit any voice or chat communications of Players and Coaches that occur during an ongoing match.

12.4.4. Screen Capture Monitoring
12.4.4.1. Challengers Officials have the right to implement requirements for Players and Coaches to use a screen capture program specified by the Challengers Officials to record the Player's or Coach's screen and/or display output during an ongoing match. Players and Coaches must comply with these requirements.

12.4.4.2. Players and Coaches that do not comply with the requirements set forth by the Challengers Officials shall not be permitted to participate in any matches of the Online Event. Challengers Officials have the right to deny Players and Coaches access to the Player or Coach slots of a match of the Online Event if those Players or Coaches cannot adhere to the requirements set forth by the Challengers Officials.

12.4.5. Camera Capture Monitoring
12.4.5.1. Challengers Officials have the right to implement requirements for Players and Coaches to use a physical camera device to capture a specified point of view of the Players, Coaches, and their surroundings. Players and Coaches must comply with these requirements.

12.4.5.2. Players and Coaches that do not comply with the requirements set forth by the Challengers Officials shall not be permitted to participate in any matches of the Online Event. Challengers Officials have the right to deny Players and Coaches access to the Player or Coach slots of a match of the Online Event if those Players or Coaches cannot adhere to the requirements set forth by the Challengers Officials.

12.4.6. Screen Capture and Camera Data Storage Requirements

12.4.6.1.   Players and Coaches must store any data resulting from the Screen Capture Monitoring and/or the Camera Capture Monitoring requirements for a minimum of two (2) weeks after the end of the Online Event.

12.4.7.   Screen Capture and Camera Data Auditing
12.4.7.1.   Challengers Officials have the right to request and audit the Screen Capture and Camera Data resulting from the Screen Capture Monitoring and/or the Camera Capture Monitoring requirements set forth by the Challengers Officials at any time during the Online Event and for two (2) weeks after the end of the Online Event.

12.4.7.2.   Any Player or Coach that refuses to furnish the requested data for auditing purposes will be subject to disciplinary action including, but not limited to, Official Warnings, fines, match forfeiture, and Player or Coach suspensions.

13.   Bug and Exploit Adjudication
13.1.   Types of Bugs
A bug is an error, flaw, or fault in the game that produces an incorrect, unintended, or unexpected result. There are three classifications of Bugs - Play Through Bugs, Major Bugs, and Exploits. Bug classification will be communicated via the Esports Bug List shared with each patch.

13.1.1.   Play Through Bug
A bug that does not significantly alter the competitive integrity of the game. This may mean that there are mitigation steps available or the impact has been deemed insufficient to warrant a disable or remake.

13.1.2.   Major Bug
A bug that significantly impacts a Player's ability to compete in the game, significantly alters game stats or gameplay mechanics, and has no reasonable mitigation steps. The determination of impact will be at the sole discretion of Challengers Officials.

13.1.3.   Exploit
A bug that has the potential to significantly alter the competitive integrity of the game and provide an unintended competitive advantage. As a standard, regardless of impact, exploit usage is not permitted and if found will result in a penalty, as outlined in the Penalty Index.

13.2.   Agent Specific Bugs
13.2.1.   Non-limiting examples of Agent Specific Bugs are detailed in the External Bug and Exploit List. Any use of a bug or exploit specifically listed in the External Bug and Exploit List, or covered under a blanket prohibition will be considered a violation of these rules.

13.2.2.   Cypher
All Cypher cam placements that afford an unfair competitive advantage via abusing map textures and/or geometry to prevent the Cypher cam from being destroyed or seen are considered banned exploits. All Cypher cam placements must result in a

Cypher cam that is destructible, that is viewable by both teams, and that does not exploit map textures and/or geometry to create a one-way view that provides an unfair advantage. Any other uses of a Cypher cam that are determined by a Challengers Official to provide an unfair competitive advantage will also be considered banned exploits.

13.3. General Agent Utility Rule

13.3.1. All uses of agent utility that afford an unfair competitive advantage via abusing map textures and/or geometry to prevent the agent utility from being destroyed or seen are considered banned exploits. Agent utility cannot be used in areas that are outside of map boundaries while potentially providing any useful information or advantage at any point. Areas that are within map boundaries are defined as areas where all utility is (1) destructible as intended for that utility, (2) has the ability to be seen by both teams as intended for that utility, and (3) does not exploit map texture and/or geometry to provide an unfair competitive advantage.

13.3.2. A player shall not alter the utility's intended purpose and scope of usage by abusing map textures and/or geometry, abusing unintended interactions with other utility, unintended interactions with weapons, or other types of unintended interactions to gain an unfair competitive advantage. Any other uses of an agent's utility that are determined by a Challengers Official to provide an unfair competitive advantage will also be considered banned exploits.

13.3.3. SPECIAL EXCEPTIONS: KAY/O's ZERO/POINT ability is intended to be usable outside of map boundaries, and is a special exception regarding these rules. KAY/O's ZERO/POINT ability is allowed to be placed outside of map boundaries, and at other locations that cause KAY/O's ZERO/POINT ability to be indestructible and/or unviewable by the enemy players. However, the knife model of KAY/O's ZERO/POINT ability cannot abuse or exploit map textures and/or geometry to travel to unintended locations. For example, the knife model of KAY/O's ZERO/POINT ability may not travel through or inside map textures and/or geometry that are intended to be solid. Teams should clear specific trajectories or end locations for KAYO's ZERO/POINT ability with Tournament Staff prior to usage if the Team is unsure whether that usage complies with this special exception rule.

13.4. Agent Character Model Boosting

13.4.1. Players are prohibited from using another agent's character model to boost to a location out of intended jumping range.

13.5. Assessment of Penalties

When assessing the appropriate penalty, Challengers Officials shall take into account the Penalty Index (past punishments for the same or similar situation), Bug Classification, Prior Communication, Impact, and Intent. The following questions and assessments shall be considered by Challengers Officials in each category to apply appropriate penalties.

13.5.1. Bug Classification
- Is the bug on the Esports Bug List, and how is it classified?
- If the bug isn't in the Esports Bug List, is it similar enough to another that a reasonable person would assume that the classification would be the same?

- ○ If the bug isn't in the Esports Bug List and isn't similar to another known bug, Challengers Officials should use the other criteria to help inform any action.

13.5.2. <u>Prior Communication</u>
- ○ Has the Esports Bug List been shared with the team and/or player?
- ○ Was the Esports Bug List for the patch version designated by the Challengers Officials for the Challengers event shared within a reasonable timeframe for them to inform themselves and make necessary adjustments?
- ○ If the Esports Bug List hasn't been communicated at all or in a reasonable timeframe, this should be a mitigating factor.

13.5.3. <u>Impact</u>
- ○ What impact did the bug have on the round and/or outcome of the map - e.g. Damage dealt, info gained (vision, sound etc.), prevented opponents actions (bomb defusal/plant).
- ○ What impact could this bug have on the perception of the sport? Could it bring the sport into disrepute?

13.5.4. <u>Intent</u>
- ○ How hard is it to use the bug accidentally? Does it require a specific set of actions that don't occur in the normal course of play?
- ○ Has the Player or Team received penalties for the same bug in the past?
- ○ Did the Player or Team discuss usage in voice comms?
- ○ Did the Player or Team notify a referee immediately after the bug had occurred?

13.6. Types of Penalties
The following list of penalties is a non-exhaustive list. Challengers Officials may, at their sole discretion, issue other types of penalties such as Fines or Suspensions on a case-by-case basis.

13.6.1. <u>Warning</u>
Challengers Officials may issue Warnings for a low impact first offense in order to prevent widespread usage of low impact bugs.

Warnings may be issued for unintended bugs that did not give a competitive advantage, or bugs deemed small enough to not have a significant impact on the competitive integrity of the match.

13.6.2. <u>Round Rollback</u>
Challengers Officials may perform a Round Rollback when a bug has had a significant impact on the outcome of the round, but the intent of the Player that performed the bug cannot be determined, or for low impact second offenses.

Round Rollbacks may be used for unintended bugs that give a competitive advantage. Challengers Officials shall evaluate the intent of the Player that performed the bug on a case by case basis. If a Player contacts an official immediately after the unintended bug occurs, then Challengers Officials shall consider issuing a Round Rollback.

Round Rollbacks may also be issued for a major bug that impacts the integrity of the round, but is not the fault of any Player or Coach.

13.6.3. Round Loss

Challengers Officials may issue a Round loss when an exploit has a significant impact on the outcome of the round, and Challengers Officials have determined that the Player or Team intended to perform the exploit. Round Losses may also be issued if a Round Rollback threshold has been exceeded, as determined by Challengers Officials.

Round losses may be applied using the following methods:

- Roll back to the round where the exploit was used and award the Team that did not perform the exploit the round win via elimination in round rollback settings.
- If rolling back isn't an option, round loss should be applied at the start of the next round. If the current round could result in the map ending, the loss should be applied to the current round.

Round Losses may be issued for intended exploits that give a competitive advantage. ntent will be assessed by Challengers Officials. If the exploit is listed on the current Bug and Exploit List given to Teams in a reasonable timeframe, the exploit will automatically be classified as an intended exploit if considered egregious.

13.6.4. Forfeit Loss

Challengers Officials may issue a Forfeit Loss for a map of the match in the following scenarios:

- An exploit had a significant impact on the outcome of a map or provided a significant unintended competitive advantage, but the map has concluded and Round Rollback and/or Remake is not possible.
- Second offenses for low impact exploits where Round Rollback and/or Remake is not possible.
- Second offenses for high impact exploits while the map is still being played, and a Round Loss has already been applied.
- Egregious cases that warrant an immediate escalated penalty, as determined at the sole discretion of the Challengers Officials.

13.6.5. Team Rules on Reviewing Exploits

Players and Coaches may request a review on bug/exploit usage. If a Player or Coach believes a bug or exploit has occurred, the Player or Coach shall immediately flag a Challengers Official and request the review. The request for the review must occur during the round where the alleged bug or exploit is used, or within the Buy Phase of the following round. The following rules apply to Players and Coaches when requesting a bug or exploit review:

- If a bug or exploit is confirmed, both teams shall be informed, and Challengers Officials shall assess the appropriate rectifying actions for the bug or exploit.

- If the bug or exploit claim is reviewed and the alleged bug or exploit deemed to not be a bug or exploit, the Team who requested the review will lose a timeout. If no timeouts remain, the Team will be given a Round Loss in the next immediate round via elimination.

13.6.6. Finality of Judgment on Bug and Exploit Adjudication
Challengers Officials have the right to assess and make final calls on all bug and exploit decisions. All decisions regarding the interpretation of these Bug and Exploit Adjudication rules lie solely with the Challengers Officials, the decisions of which are final. Challengers Official decisions with respect to these Bug and Exploit Adjudication rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

14. Pauses & Crashes
14.1. Timeouts (Tactical Pauses)
14.1.1. Teams are allowed to call Timeouts of 60 seconds in duration two times per map. The 60 second clock will begin when both teams' Coaches are connected and able to communicate with their players. Timeouts can be called via the in-game pause system. In the event of overtime, each team will be granted one 60 second Timeout for all of overtime. Unused timeouts from regulation will not carry over.

14.2. Technical Pauses
14.2.1. Technical Pauses fall into two categories
14.2.1.1. *Suspension of Play (Est. delay 10+ minutes)*
Examples: player disconnected from game, monitor went black, computer froze for longer than 3 seconds (less time could classify as an equipment check), any programs crashed during gameplay, etc.

14.2.1.2. *Equipment Check (Est. delay 3-5 minutes)*
Examples: Mouse battery died, peripheral stopped working, audio became bugged, settings suddenly reset, etc.

14.2.2. If a player has a problem that prevents them from playing on, they must notify the Challengers Official and request a technical pause. The player has to announce the reason before or immediately after he requests the pause.

14.2.3. During a technical pause, headsets have to stay on and players are prohibited from controlling their agent (i.e., players can not move or use utility during a technical pause). Unless a Challengers 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.

14.2.4. The in-game Referee can pause the game if for some reason the player pausing does not work.

14.2.5. Challengers Officials may order or execute a pause of a Game at the sole discretion of the Challengers Officials.

14.3.   Crashes

14.3.1.   If a match is interrupted for reasons beyond the control of the Players (e.g. server or player crash), the Challengers 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.

14.3.2.   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.

14.3.3.   If the issue takes place during a round and after the damage has occurred 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.

14.3.4.   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.

14.3.5.   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.

14.3.6.   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).

14.4.   Post-Match Process

14.4.1.   Challengers Officials will confirm and record the Match result.

14.4.2.   Players will identify any technical issues with Challengers Officials.

14.4.3.   **Between Maps**
Challengers 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 transitions 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 transitions 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 Challengers Official that all players are ready to play and, at LAN Events, in their seats.

14.4.4.   **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 transitions between Matches is ten (10) to fifteen (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 Challengers 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 Challengers Officials, the Team can be sanctioned for delay of Game.

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

14.4.6. 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.

15. Disciplinary Action & Sanctions

15.1. Investigation by the Tournament Operator

15.1.1. The Challengers Officials will have the right to monitor compliance with these Challengers rules and the Global Policy and investigate possible breaches. By agreeing to the Challengers rules and the Global Policy, each Team Member agrees to cooperate with the Challengers Officials in any internal or external investigation that the Challengers Officials conducts relating to a suspected violation.

15.1.2. Team Members have a duty to tell the truth in connection with any investigation conducted by or for the Tournament Operator and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.

15.1.3. The League shall have the right to publish a declaration stating that a Team Manager, Team Member and/or Team has been penalized. Any Team Manager, Team Member and/or Team that may be referenced in such declaration hereby waive any right of legal action against the Tournament Operator, Riot Games Limited ("RGL"), and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.

15.2. Sanctions

15.2.1. If the Challengers Officials determine that a Team Member or a Team has committed a violation of the Challengers Rules or the Global Policy or applicable law, Riot and the Challengers Officials may issue any or all of the following disciplinary actions: (a) verbal or written public warning(s); (b) prize forfeiture(s); (c) game forfeiture(s), (d) tournament forfeiture(s); (e) forfeiture(s) of a slot; (f) suspension(s); and (g) disqualification(s) and ban(s), including from any future Official Competitions or other events related to VALORANT or other video games or esports properties owned or controlled by Riot or its affiliates.

15.2.2. If a Team or Team Member has been previously disqualified or banned from participating in events that feature play of VALORANT in any jurisdiction in the world, or has committed an especially egregious act outside the Riot esports ecosystem, the Challengers Officials may disqualify or ban that Team or Team Member from participation in an Official Competition.

15.3.   Repeated Infractions

15.3.1.   Repeated violations or infractions are subject to escalating penalties, up to and including disqualification from participation in Official Competitions.

15.4.   Finality of decisions

15.4.1.   Unless expressly stated otherwise, all violations of, and infractions committed under, these Challengers Rules and the Global Policy are punishable, whether or not they were committed intentionally. Attempts to commit such violations and infractions are also punishable.

15.4.2.   All decisions made by the Tournament Operator and Challengers Officials in regard to (a) violations of these Challengers Rules and the Global Policy; (b) the appropriate disciplinary action (or combination of disciplinary actions) are final and binding.

15.5.   No "Safe Harbor"

15.5.1.   Any prospective Team Member serving an active suspension, issued by an esports publisher or an industry-recognized governing body, is prohibited from participating in any official competition unless explicitly permitted by Riot.

15.6.   Right of modification

15.6.1.   These Challengers Rules and the Global Policy will be updated periodically to take account of developments in the industry, changes to the business model for esports and updates to VALORANT.

15.6.2.   Riot may update, amend or supplement these Challengers Rules and the Global Policy and the Challengers Officials may update, amend or supplement the Challengers specific Rules from time to time.

15.6.3.   Participation in any Official Competition will constitute acceptance of the changed rules, instructions and guidance.

16.   Interpretation & Construction

16.1.   Tournament Operator's Right of Interpretation

16.1.1.   Any matters relating to the Challengers event that are not covered by these Challengers Rules or the Global Policy will be subject to an interpretation made by Riot and 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.

16.1.2.   All decisions made by Riot, the Tournament Operator and Challengers Officials in regard to interpretations of these Challengers Rules and the Global Policy are final and binding.

16.2.   Business Judgment

16.2.1.   Whenever these Challengers Rules or the Global Policy grant, confer or reserve to Riot or the Challengers Officials 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 event, VALORANT and the businesses and activities of the affiliates and group companies of Riot and the Tournament Operator.

16.2.2. 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 Challengers Official has unreasonably withheld or delayed any consent, approval, determination or other requested action under these Challengers Rules or the Global Policy.

16.3. Language

16.3.1. The original Challengers Rules and Global Policy 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.

17. Code of Conduct

All Teams and Team Members must observe the highest standards of personal integrity and good sportsmanship at all times. All participants within the Challengers ecosystem must adhere to the Global Code of Conduct.

<div align="center">*   *   *</div>

18. Glossary & Exhibits

Team Member Agreement	The contract between an Organization and their Team Members.
Competition Week	A Competition Week is defined as the timeframe between the first scheduled official Match of a week and the first scheduled official Match of the next week.
Challengers Supplementary Rules	Means rules that apply to one specific Challengers League competition and not to others, these are created and provided by the respective Challengers Tournament Operator.
Challengers Ascension	The championship for qualified Challengers League teams, held at the end of split 2. The winner earns a visitor slot into the International League in their respective region.
Challengers Leagues	Challengers Leagues in EMEA,refer to the following Leagues: Challengers East, Challengers DACH, Challengers France, Challengers MENA, Challengers Northern Europe, Challengers Spain, Challengers Turkey, Challengers Italy and Challengers Portugal.
Challengers League Territories	Challengers France: France, Monaco, Belgium, Netherlands, Luxembourg Challengers UKN: UK, Ireland, Sweden, Denmark, Norway, Finland, Iceland, Malta Challengers DACH: Germany, Austria, Switzerland, Liechtenstein Challengers Spain: Spain, Andorra Challengers East: Albania, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czechia, Estonia, Greece, Hungary, Israel, Kosovo, Latvia, Lithuania, Montenegro, North Macedonia, Poland, Romania, Serbia, Slovakia, Slovenia, Georgia, Moldova, Ukraine Challengers Türkiye: Türkiye, Azerbaijan, Mongolia, Tajikistan, Turkmenistan, Uzbekistan Challengers MENA: Saudi Arabia, Kuwait, United Arab Emirates, Qatar, Bahrain, Oman, Egypt, Lebanon, Iran, Iraq, Palestine, Jordan, Algeria, Libya, Morocco, Tunisia. Challengers Italy: Italy, San Marino, Vatican City Challengers Portugal: Portugal
Challengers Penalty Index	TBC
EMEA Competitive Region	The EMEA Competitive Region is defined as: Albania, Algeria, Andorra, Armenia, Azerbaijan, Bahrain, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czechia, Denmark, Egypt, Estonia, Finland, France, Georgia, Greece, Holy See (the), Hungary, Iceland, Iran, Iraq, Ireland, Israel, Italy, Jordan, Kazakhstan, Kosovo, Kuwait, Kyrgyzstan, Latvia, Lebanon, Libya, Lithuania, Luxembourg, Malta, Moldova, Monaco, Mongolia, Montenegro, Morocco, Netherlands, North Macedonia, Norway, Oman, Palestine, Poland, Portugal, Qatar, Romania, Russia, San Marino, Saudi Arabia, Serbia, Slovakia, Slovenia, Spain, Sweden, Tajikistan, Tunisia, Turkey, Turkmenistan, Ukraine, United Arab Emirates, United Kingdom, Uzbekistan
Free Agent	A Free Agent is a Player eligible to participate in the League and either (1) has not yet signed a valid written Player Agreement with a Team or (2) has been released from a Team or has had a contract expire without renewal.
Riot ID	Means the Riot ID of a Team Member's main or smurf accounts. Instructions on finding the Riot ID can be found here.
Game	An instance of play in VALORANT that is part of an Official Competition.
Gameplay Elements	Gameplay Elements include but are not limited to weapons, skins, agents and maps.

EMEA Player Database	The database housing information on each team member eligible to participate in a Challengers League, shared internally with Challengers Tournament Operators.
Global Policy	Means (a) the VALORANT Global Competition Policy and each Appendix attached hereto; and (b) any updates, amendments or supplements to the foregoing
Global Penalty Index	TBC
Intentional Disconnect	A Player losing connection due to the Player's actions. Any actions of a Player leading to a disconnect are considered intentional, regardless of the actual intent of the Player.
Resident	The Team Member is either (i) a lawful resident of a jurisdiction in a particular Region on the date that the player registers for the Challengers League, or (ii) a citizen or national of a country in such Region.
VCT	VALORANT Champions Tour. The highest level of professional competition in VALORANT esports globally.
Tournament Operator	The entity that operates a particular Official Competition (whether it is Riot, a Riot affiliate or a third-party organizer).
LTR	Locally Trained Representative. A status that can be acquired by players as outlined in 1.2.2.
Prohibited Sponsorship	A non-exhaustive list of prohibited sponsors as outlined in section 8. and Appendix 1.
Match	A set of Games which is played until one Team wins a majority of total Games.
Match Area	The area immediately surrounding any PCs for the competition. During Matches, presence in the Match Area is restricted to the Starting Line-up.
Owner	Means any individual or group registered as an owner of a Team during its registration for the Official Competition
Red List	Means the list of prohibited product or service categories
Challengers Officials	Means the officials, referees and administrators designated by the Tournament Operator to operate an Official Competition.
Roster	The sum of a Team's starting lineup and substitutes.
Season	Defined as the entirety of the year between the start of the first Competition Week in a given year and the end of the VCT Champions event in that same year.
Server Crash	All Players losing connection due to an issue with a game server, Tournament Realm or venue internet instability.
Starter	A Player on the Starting Line-up.
Starting Line-up	The five Players actively participating for a Team in a given Game.
Substitute	A Player who is on a Team's Roster but not on the Starting Line-up.
Offseason	The period between the end of VCT Champions and the first Competition Week of the following Season.
Team Manager	The primary point of contact for a Team as specified during the Team Member registration process.
Team Member	A Player or Coach of a Team.
Unintentional Disconnect	A Player losing connection due to issues with the game client, platform, network or PC.

## 19.   Appendix 1 - Globally Prohibited Sponsorship Categories

1.	Video games other than VALORANT
2.	Video game developers or publishers other than Riot Games
3.	Video game consoles
4.	Esports or competitions, leagues or events for video games other than VALORANT
5.	Other esports teams or any owner or affiliate thereof
6.	Prescription drugs
7.	Firearms, ammunition or firearm accessories
8.	Pornography or pornographic products
9.	Tobacco products and related paraphernalia
10.	Companies related to betting and gambling (including bookmakers and betting sites)
11.	Alcohol products (including non-alcoholic beverages marketed by alcohol companies) other than beer and wine products.
12.	Intoxicants whose sale or use is regulated
13.	Sellers or marketplaces for counterfeit or illegal virtual goods
14.	Fantasy esports operators
15.	Political campaigns or political action committees
16.	Charities that endorse religious or political positions
17.	Disreputable charities (by way of example, reputable charities include Red Cross, Stand-Up to Cancer and other similar mainstream charities)
18.	Cryptocurrencies or other unregulated financial instruments or markets

20.   Appendix 2 - Internationally Prohibited Sponsorship Categories

1.	Cryptocurrency Exchanges
2.	Beer and Wine products
3.	Products that contain non-psychoactive cannabis-derived compounds, including cannabidiol (CBD)

21. Appendix 3 - Jersey Policy
21.1.   Jersey Policy Definitions
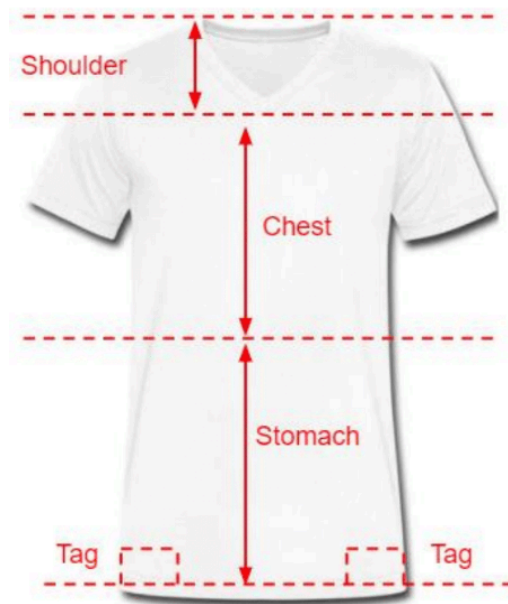
21.1.1.   There are four defined areas on a jersey, as visible in the image above.

21.1.1.1.   The Shoulder area is defined as the area between the top of the jersey and the bottom of the collar.

21.1.1.2.   The Chest and Stomach areas (collectively referred to as the "Body") extend from the bottom of the collar to the bottom of the jersey. They split the Body in the middle.

21.1.2.   The team must display their logo within the Chest area of the jersey and it must be large enough to be easily visible on broadcast.

21.1.2.1.   The player's In Game Name must be displayed on the upper back of the jersey.

21.1.2.2.   The body of a jersey, hoodie, jacket, or any apparel item worn over the upper body can have a total of up to 2 team sponsor logos.

21.1.2.3.   Teams may choose how team and sponsor logos are distributed across the body area of the jersey.

21.1.2.4.   Any logo that is split across the body and other areas of the jersey will count against the 2 sponsor logo limit.

21.1.3.   For clarity, any logos or marks required by a league (such as the logo of a league-wide apparel sponsor) will not count against this limit.

21.1.4.   Additionally, if the logo / brand of the apparel item is shown on a tag within one of the "Tag" areas, it will not count against this limit.

21.1.5.   The team may not use any Riot Games marks or IP without express written permission from Riot. This includes, but is not limited to: Riot Games Logo, Event Logos, VALORANT Logos, or VALORANT IP (such as agent art, etc.).

22.   Change Log

Date	Section	Previous rule	Updated rule
26/03/24	18.		Iran added to the EMEA region