VALORANT (MIXED)
Rules & Regulations

1. **Laws of the Game**
   The competition shall be conducted in accordance with existing laws of the International Valorant tournaments, e.g. *the International* as approved by *Riot Games,* the developer of Valorant, as well as the General Rules and Regulations of the NUS Inter-Faculty Games. The game mode will be *Custom Mode.*

   In the event of any dispute, the NUS Inter-Faculty Games General Rules and Regulations approved by the IFG Council shall supersede any relevant international sports laws.

2. **Player Eligibility**
   Refer to Rule 5 for player eligibility in the NUS IFG General Rules and Regulations.

3. **Registration of Players**
   3.1.   Respective Faculty Sports Directors must confirm participation by submitting the General Participation Form to the NUS Students' Sports Club before the stipulated deadline found on the form.

   3.2.   **Participation** shall be confirmed with the hosting faculty at least **14 days** before the commencement of the competition. (Meaning 14 days before the first game of that sport regardless of which faculty is playing first).

   3.3.   Respective Faculty Sports Directors must submit the **Team Registration Form** to the hosting faculty and the NUS Students' Sports Club at least **7 days** before the commencement of the competition. (Meaning 7 days before the first game of that sport regardless of which faculty is playing first).

   3.4.   Each team may register a minimum of 5 players and a maximum of 9 players. Each faculty may send a maximum of 1 team.

   3.5.   Registration must be finalised before the commencement of the competition. No substitutions or additions will be permitted after the commencement of the competition.

4. **Prizes**
   Medals will be awarded to the players of the top 3 teams. In addition, the champion team shall be awarded a championship trophy and banner.

5. **Competition Rules**
   5.1.   Submission of Line-up
      5.1.1.   The team captain must submit the complete official line up of up to a maximum of 9 players to the hosting faculty convenor at least 30 minutes before the scheduled time of play. No changes will be accepted once the team line-up has been submitted.

      5.1.2.   Each team is allowed a maximum of **2** Varsity Athletes. Teams are allowed to field only **1** Varsity Athlete at any time in the game during every game.

5.2.   Definitions
    5.2.1.   A **game** refers to a contest between 2 teams (faculties).

    5.2.2.   Each game consists of either **1 or 3 match(es)**.

    5.2.3.   Each match is played on **1 map**. Each map is played in rounds, and is won when a team wins 13 rounds, or when a team has a 2-round advantage during a tie breaker.

    5.2.4.   Each **round** is an opportunity for a team to score a point towards the current map being played.

5.3.   Competition Format
    5.3.1.   **In the event of 7 and less participating teams**, a single round robin format will be played, from which the top 3 teams would be decided based on league points scored (Refer to 5.4). There will be no Semi-Finals or Finals.

    5.3.2.   **In the event of 8 and more participating teams**, a preliminary group round robin format will be played. The top 2 teams from each group with the highest league points will proceed on to the Semi-Finals.

        5.3.2.1.   The Semi-Finals shall be played as follows:
            Group A 1st position   VS   Group B 2nd position
            Group B 1st position   VS   Group A 2nd position

            The **winners of the Semi-Finals** will play in the Finals. The other 2 teams will play for 3rd and 4th placing.

        5.3.2.2.   The placing of the 1st to 4th teams will be determined by their finishing position after the Semi-Finals, Finals and 3rd Place matches. The remaining teams will be placed according to league points scored.

    5.3.3.   Competitions will be played in a physical venue.

    5.3.4.   Map pool will have 7 maps: Ascent / Bind / Split / Icebox / Breeze / Haven / Fracture.

    5.3.5.   All agents are allowed.

5.4.   League Points
    5.4.1.   Points shall be awarded in the following scenarios:

        Win: 3 league points to the winning team of each game.
        Loss: 0 league points to the losing team of each game.

        Walkover: 1-0 or 2-0 matches will be awarded in favour of the non-offending team, who will be declared winner of the game (Refer to 5.11).

5.5.   Match Format
    5.5.1.   **Preliminary Rounds & Single Round Robin Format**
        5.5.1.1.   Teams will play the best of 1 (BO1) matches.

5.5.1.2. Pick order will be determined via **2 stages**, based on 1 coin toss: The winner of the coin toss will ban a Map first and the loser of the coin toss will ban next. This repeats until one Map remains where the loser of the coin toss will pick the starting side for the Map. An example where Team A wins the coin toss is as follows:

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
1 Map remains
Team B picks side for remaining Map

5.5.2. **Semi-Finals, Finals & 3rd Place Match**
5.5.2.1. Teams will play best of 3 (BO3) matches.

5.5.2.2. The map and starting sides of the first game will be determined through a coin toss and subsequently:

First match:
Team A bans 1 Map
Team B bans 1 Map
Team A picks their preferred Map (Map 1)
Team B picks side for Map 1

Second match:
The losing team of the first match picks their preferred Map (Map 2)
The other team picks side for Map 2
The losing team of the first match bans 1 other Map
The other team bans 1 other Map

Third match:
1 Map remains (Map 3; 4 Maps have been banned in previous matches, 2 have been played)
The losing team of the second match picks side for Map 3

5.5.3. Game mode will be **Custom Mode** (Refer to 1).
5.5.3.1. Details of Custom Mode are as follows:

5.5.3.2. Before the start of each match, an umpire will go to the respective voice channels and have the players present their matric card to verify each player's identity.

5.5.3.3. The members of each team enter the game once both captains' type "ready" in chat and teams will begin picking their agent.

5.5.3.4. Each team has a total of 60 seconds to pick their agent.

5.5.3.5. If time runs out during agent selection where a team does not have 5 agents picked, the game will be remade.

5.5.3.6. In the case that the game started before any captain entered "ready", the team which did not type "ready" has the right to call a remake before Round 1 of the game starts (before the countdown in the game of Round 1 reaches 0).

5.5.3.7.   If any of the players are not connected to the game before the countdown timer reaches 0, the team can call a remake and the game has to be remade.

5.5.3.8.   If the game started on the wrong map, the game has to be remade.

5.5.3.9.   In order to do the remake, all players have to leave the match and the next game will be started as soon as possible.
5.5.3.9.1.   Both team captains will have to write "ready" again.
5.5.3.9.2.   If any team is not ready by 5 minutes after the remake, the team which is not ready will be disqualified.
5.5.3.9.3.   Games can be remade only once, the game has to be played in the way it started after the remake, even if issues occur.

5.5.3.10.   Each team is entitled to a total of 2 tactical timeouts per game. Tactical timeouts last 60 seconds.

5.6.   League Ties
In the case of a tiebreaker, all tied teams will participate in a series of tiebreaker games to be conducted in the same format as preliminary rounds.

5.7.   Substitution
Substitution is allowed between maps but not during an ongoing map.

5.8.   Restrictions
5.8.1.   There will be no restriction on items allowed in game.

5.8.2.   Players' in-game name should not contain any profanities and inappropriate words. Players' in-game names will be vetted and notified 3 days before competition day to change their name / create a new account.

5.8.3.   Players should not use the "All" chat to insult the opposing team or any other player. Teams will be given 1 warning for the entire tournament and any repeated offence will result in disqualification.

5.8.4.   No exploits will be allowed (e.g. glitching through walls with omen teleport skill). If teams are found using any exploits, they will be immediately disqualified.

5.9.   Conduct and Disconnections
5.9.1.   Conduct going against the spirit of IFG will be penalised as deemed fit by the Chief Umpires.

5.9.2.   If any player disconnects before the start of the round, the game will be paused (through the cheat menu) until the player has reconnected. In the event when the round has started, the pause will occur before the next round starts. Pausing will only be used for connection, bugs, hardware issues and tactical pauses.

5.9.3.   Pauses are only allowed during the buy phase. Every team can pause the game a maximum of 5 times per match. The total time paused during all the pauses cannot exceed 10 minutes.

5.10.   Conceding of Game
5.10.1.   In the case that a team wants to concede the match, any member on that team is allowed to call '/ff' (shorthand for 'forfeit'') or any variation of it (e.g. through the menu page, /surrender, /forfeit and /concede). The game will detect when '/ff' is called appropriately and will initiate a vote to surrender.

5.10.2. If the surrender vote goes through, the match will be counted as a loss no matter the circumstance (e.g. Accident, Fooling around).

5.11. Equipment
5.11.1. Monitors and desktops provided by the IFG Council. However, players must bring their laptops for contingencies. In the event where desktops are deemed unsuitable before the start of each game, players will be notified and allowed to use their own laptops and play in the same physical venue.

5.11.2. Players must use their own peripherals such as mice, mousepad, headphones, and keyboard.

5.12. Walkovers and Disqualification
5.12.1. If a team concedes to a walkover or is disqualified, the non-offending team will be awarded the maximum matches needed to win the game (1 for Preliminaries & Single Round Robin Format, 2 for Semi-Finals, Finals, 3rd Place Match). The offending team will be awarded a score of 0.

5.12.2. A team may walkover if they are unable to play or do not have the full team present for a map ONLY during the preliminary rounds.

5.12.3. Any team that reaches the Semi-Final or Final of a tournament and decides to give a walkover due to whatever reason will be automatically disqualified from the tournament and the next best team will be allowed to play.
5.12.3.1. If in any case there are two teams who are deemed suitable the choice will be made by way of a coin toss.

5.12.4. No use of cheats (from cheat menu and/or 3rd party software) and glitch exploits is allowed. Any team whom the IFG Officials deem to be cheating beyond any reasonable doubt, will be investigated and disqualified, reports will also be made to their respective faculty.

5.12.5. In extreme circumstances, a team/player might be banned from playing in any single match (disqualified) in the ongoing tournament.

5.12.6. In the event that a team has been found to partake in or committed, including but not limited to, dishonest behaviour such as cheating, fielding ineligible players, and/or similar breaches of integrity, the IFG Council reserves the right to disqualify the team from the competition and/or impose the relevant penalties on the team.

5.12.7. Refer to Rules 8 and 9 for no-shows and walkovers in the NUS IFG General Rules and Regulations.

6. **Attire**
Refer to Rule 11 for attire in the NUS IFG General Rules and Regulations.

7. **Official Calls**
7.1. In all matches/tournaments, all faculties shall abide by the decisions of the Match Officials.

7.2. The IFG Council will be the rightful and final adjudicators of all protests and disputes.

8.   **Alterations and Amendments**
      The IFG Council reserves the right to change or alter these Rules and Regulations given any unusual or extraordinary circumstances at its discretion and will inform all teams of any amendments accordingly.
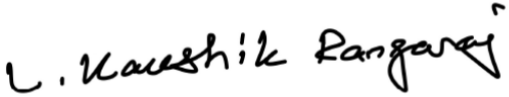

END

Approved by:

Office of Student Affairs
27 July 2022

Reference:
https://docs.google.com/document/d/1oEnj9X5SnWPQDzhbZAVQ0cMw1w4UX4N5/edit?usp=sharing&ouid=107486604403684094726&rtpof=true&sd=true

Acknowledgement
The above Rules & Regulations for IFG 22 has been read and checked by:

	L. Kaushik Rangaraj
NUS E-Gaming President Ong Jing Hao	Hosting Faculty: Computing Sports Director 2022 Lakshminarayanan Kaushik Rangaraj