VALORANT
Trinity Trials Rulebook
Fall 2022

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Change Log

03/08/2022:

04/10/2022:

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Introduction

VALORANT Trinity Trials is a competitive VALORANT circuit that operates over the span of three trials (Spring, Summer, Fall), it englobes the entirety of the Benelux through which teams can qualify in several online open qualifiers. In each qualifier, teams will earn points depending on their final placement. At the end of said qualifiers, the 3 winning teams and 5 next teams with the highest number of points from all qualifiers advance to the Rumble Stage in which they will face each other in a single round-robin. At the conclusion of this Rumble Stage, the top 4 teams advance to a final king-of-the-hill style bracket (with seeding based on Rumble Stage results). Meaning the first/second and third/fourth seeds will play against each other in round one. The winner of the first/second seed match will directly qualify for the Grand Finals, while the loser of the match will be challenged by the winner of the third/fourth seed match for a spot in the finals.

These VTT Rules form a contract between a Team Member and the Tournament Operator.

Each Team Member must read, understand, and agree to these VTT Rules before participating in any VTT event.

1 VTT Competition Format

1.1 VTT Open Qualifiers

1.1.1 There will be a total of three qualifiers held on Saturday and Sunday every week, in where teams will be able to earn points to qualify for the next stage of the competition.

1.1.2 Registration for open qualifiers closes on the Friday before the qualifier at 21:00 CET

1.1.3 The open qualifiers will see up to 32 teams competing, and consist of two stages. A round robin stage on Saturday, and a playoff stage on Sunday. If more participants register, teams will be selected based on the average rank of the team. (Highest average rank selected first)

1.1.4 The top 8 teams from the round robin stage on Saturday, qualify for the playoffs on Sunday.

1.1.5 Teams will be seeded in the open qualifiers based on historical and recent competitive performance as a team, and their in game rank.

1.1.6 Format based on the number of sign-ups:

- 24 or less teams
  - Group Stage
    - 4 groups of 6 (or less depending on registrations) teams.
    - Round robin, best-of-one (BO1)
    - Top 2 teams of each group qualify for the playoffs.
  - Playoffs
    - Single Elimination
    - All matches are best-of-three (BO3)

- 32 or less teams
  - Group Stage
    - 8 groups of 4 (or less depending on registrations) teams.
    - Round robin, best-of-one (BO1)
    - Top 1 team of each group qualify for the playoffs.
  - Playoffs
    - Single Elimination
    - All matches are best-of-three (BO3)

1.1.7   The group stage will start at noon (12:00pm CEST) on Saturday. Playoffs onward, series will be played on Sunday as of noon (12:00pm CEST).

1.2 VTT Rumble Stage

1.2.1   The Rumble Stage is made up of 8 teams.

1.2.1.1   3 teams who won each individual open qualifier.

1.2.1.2   5 teams who earned the most amount of points at the end of the three qualifiers.

1.2.2   The Rumble Stage features a single round robin played over 4 days, spread across two weeks. Every Rumble Stage match is a best-of-two (BO2). Matches are played simultaneously where possible.

1.2.3   The top four teams from the Rumble Stage advance to the Trinity Trials Finals, while the bottom four teams will be eliminated.

1.2.4   The Rumble Stage starts at 13:00pm CEST on every matchday.

1.2.5   The top four (4) teams at the end of the Rumble Stage move on to the final stage of the competition.

1.3 VTT Finals

1.3.1   The VTT Finals is the final stage of the competition, where the top four teams from the Rumble Stage will compete for first place in a King-of-the-Hill style bracket, as shown in the image below.
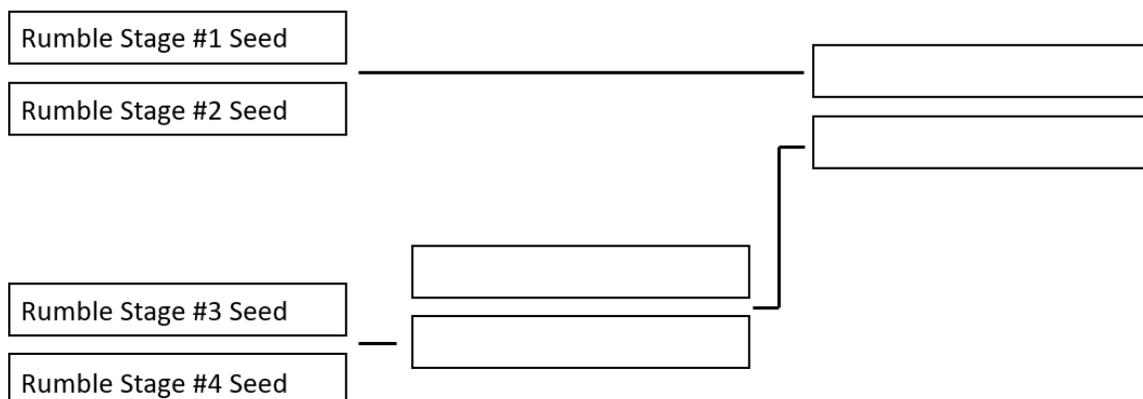
1.3.2   All VTT Finals matches are best-of-three (BO3).

1.3.3   The seeding is decided by Rumble Stage results.

1.4 Tiebreakers

1.4.1   In the event that two or more teams are tied in the standings at the end of a stage in the competition, the tie will be broken by the following criteria:

1.4.1.1   Head-to-head match score (Win/Loss)
1.4.1.2   Head-to-head map differential
1.4.1.3   Head-to-head round differential
1.4.1.4   Overall map differential
1.4.1.5   Overall round differential
1.4.1.6   Tiebreaker game (Higher seed will be determined by a coin toss)

1.4.2   If at any point during a tiebreak one of the teams comes out on top vs the other(s), they move on. The other teams that are still drawn, will repeat the tiebreaker rules starting from the top.

1.4.3   If at the end of the open qualifiers, a tie-break in qualifier points occurs, the tie will be broken by the following criteria:

1.4.3.1   Highest placement during an open qualifier.
1.4.3.2   Best-of-one (BO1) tiebreaker match. (Higher seed will be determined by a coin toss)

1.4.4   Tiebreakers will not be played if their outcome will not have any competitive implications. i.e. a different amount of qualifier points, or advancing to the next round of the competition.

2   Competition Schedule (all Fall dates 2022)

2.1 VTT Open Qualifiers

2.1.1   Qualifier 1: August 06 - 07
2.1.2   Qualifier 2: August 13 - 14
2.1.3   Qualifier 3: August 20 - 21

2.2 VTT Rumble Stage

2.2.1   Week 1: September 03 - 04
2.2.2   Week 2: September 10 - 11

2.3 VTT Finals

2.3.1   Day 1: Saturday 24 September (online)
2.3.2   Day 2: Saturday 08 October (on LAN)

3   Player Eligibility

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

3.1 Player Age

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

3.1.2   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 VTT, they may still compete in the VTT if (a) they meet the other eligibility criteria in these VTT Rules and the Global Policy, and (b) a parent or legal guardian accepts these VTT Rules and the Global Policy on behalf of the player, and consents to the player's participation in the VTT using this [parental consent form](#). Once the form is filled in, it must be sent to info@vrcbenelux.com.

3.2 Residency & Representation

3.2.1   In order to maintain the regional identity of teams that compete in the VTT and to encourage the type of regional identification that is important to the growth of the Benelux as a region, each Team will be required to have a minimum of three (3) Benelux residents on their starting roster at all times during any official VTT competition.

3.2.2   Benelux residents are defined as players that, at the time of registration to the VTT, are either:

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

    3.2.2.2   A citizen or national of a country in the Benelux region.

3.3 Player & Team Eligibility

3.3.1   Players may not be registered on multiple VTT rosters at the same time.

3.3.2   Players competing in the VCT, VRL, or a different VRC that runs simultaneously with the VTT are ineligible to compete in the VTT.

3.4 No Riot Employees

3.4.1   Team Owners and Team employees may not be employees of Riot Games Limited. ("RGL") or the Tournament Operator ("META") 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.

4   Roster Rules

4.1 Starters and substitutes

4.1.1   Each Team must maintain, at all times during any VTT Competition, five players in the Team's starting line-up ("Starters"). A Team has the option of adding two additional players to act as substitutes ("Substitutes").

4.2 Minimum Roster Requirements

4.2.1   All Starters, and any Substitute who replaces a Starter, must be eligible to participate in the VTT competition. Teams must comply with the minimum roster requirement at all times during the VTT 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 the VTT Officials, at their sole discretion.

4.2.2   If a Team earns the right to progress to another stage of the VTT competition (e.g. VTT Rumble Stage & VTT Finals) the right is contingent on the Team retaining a minimum of four players that were on their Roster and played at least one official VTT match during the qualification process. This means that teams are allowed to make one (1) roster change when progressing from one competition stage to the next. (Qualifiers to Rumble Stage & Rumble Stage to Finals)

4.3 Multiple Teams

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

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

4.4 Submission of the Roster & Team Registration

4.4.1   Before the start of the VTT competition, all Teams/Players must register and sign-up for the tournament qualifiers (including all Starters, any substitutes and coaches) using the tournament website provided by the VTT Tournament operator. No changes to a Team's roster will be permitted after a Team's registration has been processed without the prior approval of the League Officials (including for changes due to sickness, etc.)

4.4.2   Every team should appoint one captain who is obligated to join the official VTT Discord server, and select the correct role(s) in the #role-selection channel.

4.4.3   All communication regarding tournament operations, as well as with your opponents, should be conducted via the official VTT Discord. It is therefore mandatory that at least one player per team is available to be contacted through Discord at all times during VTT match times.

4.5 Roster Changes & Roster Lock

4.5.1   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 VTT Discord server provided by the VTT Tournament operator.

4.5.2   Between every qualifier, teams are able to make up to one (1) free roster change. If a team wishes to make additional changes between qualifiers, a deduction of qualifier points will be made depending on the amount of additional roster changes:

Two roster changes: -20% off your total qualifier points
Three roster changes: -40% off your total qualifier points
Four roster changes: -60% off your total qualifier points
Five roster changes: -100% off your total qualifier points

4.5.3   In the event of an emergency that causes a Team to be unable to field a full five (5) Starters in the Team's starting line-up during a Roster Lock Period, the Team may be granted an exception to add Players to its roster during the Roster Lock Period. The Team may complete trades involving players on other Teams or sign new players or free agents to add Players to its roster in order to field five (5) Starters in the Team's starting line-up. Tournament Officials will determine if an event qualifies as an emergency.

4.6 Substitutions

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

4.6.2   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 League Officials of such substitution no later than five minutes after the conclusion of the previous game.

4.6.3   In the event that a Player disconnects during a map and is unable to return within 15 minutes, the remainder of the game can be played out as a 4v5 or otherwise be forfeited.

4.6.4   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. If a replacement cannot be found then the Team will forfeit. League Officials will determine if an incident qualifies as an emergency. Any substitute must be an eligible member of the Team roster.

4.7 Coaches

4.7.1   Teams may have one coach. During the qualifiers, communication between the players and the coach is unrestricted. Starting from the Rumble stage and continuing into the finals, coaches are only permitted to communicate with the players at specific times before, during, and after a match.

4.7.2   Coaches are only permitted to communicate with their team when all players participating are not yet loaded into an active game. Any communication between the coach and players once a game has started is subject to a penalty.

4.7.2.1 Mid-Match - the coach is NOT permitted to communicate with the team (unless there is a tactical pause).
4.7.2.2 Technical Pause - the coach is NOT permitted to communicate with team.
4.7.2.3 Switching Sides between Attack and Defense - the coach is NOT permitted to communicate with team.
4.7.2.4 Pre-Game Lobby - the coach is permitted to communicate with team.
4.7.2.5 Map selection - the coach is permitted to communicate with team.
4.7.2.6 Agent selection - the coach is permitted to communicate with team.
4.7.2.7 Loading Screen - the coach is permitted to communicate with team.
4.7.2.8 Tactical Pause - the coach is permitted to communicate with team.
4.7.2.9 Between Maps in a Series - the coach is permitted to communicate with team.
4.7.2.10 Post-Game Lobby - the coach is permitted to communicate with team.

4.8 Team, player names and tags

4.8.1   Players' names and tags are subject to the rules of VALORANT and approval from officials. Names or tags that are of a racist, obscene, vulgar, insulting, threatening, scurrilous, slanderous, defamatory, offensive or reprehensible nature will not be tolerated.

4.8.2   Tournament 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 VALORANT Global Policy.

5   Match process

5.1 Changes to schedule

5.1.1   Tournament Officials may, at their sole discretion, re-order the schedule of Matches within a given day and/or change the date of a Match to a different date or otherwise modify the schedule of Matches. In the event that the VTT Officials modify a Match schedule, they will notify all Teams as soon as possible.

5.2 Punctuality

5.2.1   Team Members participating in an official match are required to be fully ready in the respective Game Lobby no later than five minutes before the scheduled start time. If a Team is not fully ready at the specified times, penalties may be applied.

5.2.2   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 League Officials immediately. League Officials may postpone, suspend or cancel the Game or Match at their sole discretion.

5.2.3   If a Match is postponed, it will be rescheduled to a date within the same or the following week, unless League Officials state otherwise. The exact Match date will be communicated by League Officials at the earliest convenience.

5.3 No-Show

5.3.1   Being more than 15 minutes late to the start of your match means the team in question is automatically given a no-show. Teams that do not show up to a scheduled match, will automatically lose that match and may additionally lose a % of their qualifier points at the discretion of the Tournament Officials. If you sign-up to this competition, you commit to playing all of your scheduled games. If you fail to do this your team might be banned from future VTT competitions.

5.3.2   The members of the team present must remain together in the lobby to confirm a victory by forfeit. If fewer than 5 players in total are present, it will constitute a no-show from both teams, resulting in a null score and the elimination of both teams. If a team is too late, always contact an admin.

5.3.3   These timings are not absolute and may be discussed depending on the situation at hand with admins.

5.4 Roles of the VTT/Tournament Officials

5.4.1   The referees are the officials of VALORANT Trinity Trials and are responsible for applying the rules throughout the competition. They have full authority to take a decision in the event of a dispute or incident. Their decision-making authority includes, but is not limited to:

    5.4.1.1   Checking the make-up of the teams is compliant

    5.4.1.2   Announcing the start of games

    5.4.1.3   Ensuring the legitimacy of a pause in the game

    5.4.1.4   Giving penalties in response to a violation of the rules

    5.4.1.5   Confirming the result of matches

5.4.2   The referees are responsible for behaving in a professional and impartial way. No favours must be given to a player, team, manager, coach or any other individual.

5.4.3   If the decision of a referee is questioned, the judgment may be subject to a review. The principal referee will be able to evaluate the decision during or after the match and determine its appropriateness. If it was not appropriate, the principal referee may invalidate the referee's decision. If the principal referee is called upon, his or her decision shall always be definitive with no appeals for the whole duration of the competition.

5.4.4   The interpretation of these rules are always at the sole discretion of the Tournament Operations team.

5.5 Competition Patches

5.5.1   Matches during the 2022 Season will be played on the respective patch available on the Live Server. Changes to the map and champion availability will be at the sole discretion of the League.

5.5.2   New Agents - will be automatically restricted for two weeks from their release on the Competitive queue. Example: Agent A was released on Wednesday April 27, so Agent A will become eligible to be used in all Matches on Wednesday May 11.

5.5.3   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.

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

5.6 Player Accounts

5.6.1   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 adding their primary Riot ID to their profile on the VTT Tournament Platform.

5.6.2   When taking part in the VALORANT Trinity Trials, you must not change your RIOT ID without letting the officials of the trial know before the start of the next stage, otherwise, your results may not be counted. We recommend you keep the same name throughout the duration of the qualifiers, so you are easily recognized and create a public identity for yourself.

5.7 Pre-Match Setup

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

5.7.2   Setup consists of the following:

    5.7.2.1   Ensuring the working function of all equipment and network connection.
    5.7.2.2   Connecting and calibrating peripherals.
    5.7.2.3   Ensuring proper function of voice chat.
    5.7.2.4   Selecting skins.
    5.7.2.5   Adjusting in-game settings
    5.7.2.6   Limited in-game warm-up.

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

5.7.4   Players are responsible for ensuring the performance of their own setup, including computer hardware and peripherals, internet connection and power. Issues with this setup are not an acceptable reason for lateness or pausing beyond a Team's allowance.

5.8 Player Ready State & Lobby Creation

5.8.1   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 Tournament Officials.

5.8.2   All Matches that are part of a VTT Trial will be played in Match lobbies hosted by one of the Teams. The only exception to this is during the VTT Finals, where VTT 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.

5.9 Lobby Setup & Play Restrictions

5.9.1   Lobby Settings - The official Match lobby will be set to "Tournament" mode with:

    5.9.1.1   "Allow cheats" turned off.
    5.9.1.2   "Tournament Mode" turned on.
    5.9.1.3   "Overtime: Win by Two" turned on.
    5.9.1.4   "Play Out All Rounds" turned off.
    5.9.1.5   "Hide Match History" turned off.

5.9.2   The sides are determined during the map veto process, with the team that did not select the map being allowed to pick the side they start.

5.9.3   Server Selection - The designated "default" server location will be "Frankfurt 1". If both teams explicitly agree on changing the server location, then this can be mutually agreed upon. If at any point two teams disagree on a server location, it will revert back to the default location. (Frankfurt 1)

5.10   Map Selection Process

5.10.1   The map selection process during Qualifiers and the Rumble Stage will begin right before the scheduled Match start time. For VTT Finals Matches, the Map Selection Process will begin 30 minutes before the scheduled match start time, or at a time instructed by VTT Officials.

5.10.2   When instructed in the Map Selection Process, the Team must ban a map and cannot choose to skip the map ban.

5.10.3   Under no circumstances may a map be played twice in one Match unless all other available maps have been played.

5.10.4   League Officials may modify the Map Selection Process for the competition but must provide advance notice in writing to all participants before doing so.

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

5.10.6   Best-of-one matches

The higher seeded team decides if they are Team A or Team B.

(If the tournament in question has no predetermined seeding, the "better-seeded team" for purposes of this section will be determined at random.)

Team A 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 picks 1 of the remaining maps

Team A picks side for the map

5.10.7   Best-of-two matches

The higher seeded team decides if they are Team A or Team B.

(If the tournament in question has no predetermined seeding, the "better-seeded team" for purposes of this section will be determined at random.)

Team A bans 1 map

Team B bans 1 map

Team B bans 1 map

Team A bans 1 map

Team B picks map 1

Team A picks side for map 1

Team A picks map 2

Team B picks side for map 2

5.10.8   Best-of-three matches

The higher seeded team decides if they are Team A or Team B.

(If the tournament in question has no predetermined seeding, the "better-seeded team" for purposes of this section will be determined at random.)

Team A bans 1 map

Team B bans 1 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 1 map

Team B bans 1 map

Map 3 is the remaining map

Team A picks side for map 3

5.10.9   Best-of-five matches

The higher seeded team decides if they are Team A or Team B.

(If the tournament in question has no predetermined seeding, the "better-seeded team" for purposes of this section will be determined at random.)

Team A 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 the only remaining map

Team B picks side for map 5

5.11 Agent Select & Match Start

5.11.1 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 League 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.

5.11.2 In the case that the Player notifies a League Official after the timer has expired, the Agent Select process will not be restarted and the Player will be required to play through.

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

5.11.4 Players are not allowed to quit a Map during the time between the completion of picks/bans and Map launch.

5.12 Controlled Match Start

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

5.13 Slow Client Load

5.13.1 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.

5.14 Restrictions on Gameplay Elements

5.14.1 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 League Officials.

5.15 Post-Match Process

5.15.1 Once a game has finished, teams are required to fill in the results on the tournament page, a screenshot of every post-match scoreboard must also be uploaded. All players, stats and the score should be visible. The score and screenshot should be added within 5 minutes after the game has finished.

5.15.2 Between Maps
The standard time for transitions between Maps is five (5) to eight (8) 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 each other (Qualifiers & Rumble Stage) or a referee (Finals) that all players are ready to play.

5.15.3   Between Matches

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. The next Match, if applicable, will commence as soon as both Teams have confirmed to each other (Qualifiers & Rumble Stage) or a referee (Finals) that all players are ready to play.

5.15.4   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-two and best-of-three Matches). No other statistics will be recorded for forfeited Matches.

6   Offline Events

6.1 Player Equipment

6.1.1   Player-Owned or Team-Owned Equipment

At LAN Events held as part of the VTT, Players are allowed to bring the following categories of equipment, which are owned by themselves or their Teams, into the Match Area (as defined below) and can use such equipment during the VTT event: (1) PC keyboards, (2) PC mice, (3) cord holders, (4) wired earbuds and (5) mouse pads.

6.1.2   If a Team is unable to bring or forgets a set of Player-Owned or Team-Owned peripherals, the Team must inform the Tournament Operator before the start of the event.

6.1.3   For the avoidance of doubt, players may not bring, use or wear any headsets, and/or use microphones that are not provided by Tournament Officials.

6.1.4   Equipment that is suspected by Tournament Officials of providing an unfair competitive advantage will not be permitted for use, and players will be required to use Tournament Operator-provided equipment instead. At their discretion, Tournament Officials may disallow the use of any individual piece of equipment for reasons relating to tournament security, safety or operational efficiency or effectiveness.

6.2 Provided Equipment

6.2.1   The Tournament Operator will provide, and players will exclusively use, equipment in the following categories for all VTT held as LAN Events: (1) PC and monitor, (2) Soundproof headsets and/or (3) microphones and (4) tables and chairs.

6.2.2   At the request of a player, the Tournament Operator will provide the following categories of equipment for use in all VTT Matches held as LAN events: (1) PC keyboards, (2) PC mice and (3) mouse pads. All equipment provided by the Tournament Operator will be chosen, selected and determined at the sole discretion of the Tournament Operator.

6.2.3   Subject to the foregoing, the unauthorized modification of Competition-provided equipment or the use of hardware, software or other equipment that is not provided or approved by Tournament Officials will be deemed cheating. Players must return all Competition-provided equipment to the Tournament Operator when the LAN Event is over or upon request by the Tournament Operator.

6.3 Replacement of Provided Equipment

6.3.1   If equipment or technical problems are suspected at a LAN Event, a player or Tournament Official may request a technical review of the situation. A technician designated by a Tournament Official will diagnose and troubleshoot problems as needed. Technicians may request that Tournament Officials order replacements of any equipment at the applicable technician's discretion.

6.3.2   Decisions regarding the replacement of any equipment are solely at the discretion of the Tournament Operator. If a player wishes to use personal replacement equipment, the player must use equipment which must be approved by Tournament Officials; otherwise, they will be provided replacement equipment by the Tournament Officials.

6.4 Computer Programs and Usage

6.4.1   At LAN Events, Players are prohibited from installing their own programs and must use only the programs provided by the Tournament Operator. This includes the warm-up area computers. If a player wishes to install a program onto the warm-up area computers, they must first ask a Tournament Official.

6.5 Macros

6.5.1   All Macro programs external to the VALORANT game client are prohibited from being used for binding more than one action and/or a sequence of actions to a single key during a Match of Official Competition unless explicitly authorized by the Tournament Operator.

6.6 Voice Chat

6.6.1   Voice chat will be provided by the Tournament Operator. Use of third-party voice chat software (e.g., Discord) is not permitted at LAN Events or Online Events, without explicit prior approval of Tournament Officials.

6.6.2   Tournament Officials may monitor a Team's audio at the discretion of the Tournament Operator.

6.7 Social Media and Communication

6.7.1   It is prohibited to use Tournament Operator-provided computers to view or post on any social media or communication sites. This includes, but is not limited to, Facebook, Twitter, online forums/message boards and email.

6.8 Non-Essential Equipment

6.8.1   It is prohibited to connect non-essential equipment, such as mobile phones or flash drives, to Tournament Operator-provided computers, for any reason without prior approval of the Tournament Operator.

6.9 Native Programs

6.9.1   Players may use the native programs MS Paint and Notepad during and before Matches. The following restrictions apply:

6.9.1.1 Any language or imagery created by players on native programs will be held to the same conduct standards laid forth in this rulebook.

6.9.1.2   Any advertisement or mention of Teams, sponsors, and brands is prohibited on native programs, including advertisement of personal brands and social media or communication accounts.

6.9.1.3   Any strategy notes on native programs created in Pre-Match Setup must be deleted before the Match begins.

6.9.1.4   Any pause that Tournament Officials deem is a direct or indirect result of players using native programs will be considered impermissible and will be sanctioned. Tournament Officials will not offer round restarts or remakes for bugs that occur due to usage of native programs. For clarity, usage of native programs includes the act of switching application windows to access native programs.

6.9.1.5   Tournament Officials may sanction players for violations of these restrictions and may prohibit players from accessing native programs in cases of abuse.

6.10   Audio Restrictions

6.10.1   Players will be required to maintain volume levels above minimum settings. Tournament Officials may require players to adjust their volume levels higher if the officials determine, at their sole discretion, that volume levels are too low.

6.10.2   Headphones must be placed directly on a player's ears, and must remain there for the duration of the Match. Players are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the player's ears, except for certain religious articles and/or medical devices (e.g., hijab, dastar, yarmulke and hearing devices). The determination of whether an item qualifies for the religious and/or medical exemption will be resolved by Tournament Officials in their sole discretion.

6.11   Equipment Tampering

6.11.1   At LAN Events, players may not touch or handle another player's equipment after a Tournament Match has started. Players who require assistance with their equipment should ask assistance from a Tournament Official.

7   Venue, Competition Area Layout, and Schedule

7.1 General Esports Area Access

7.1.1   At LAN Events, access for Teams to the restricted areas of venues for official Matches is restricted to Team Members only, unless otherwise approved, in advance, by the Tournament Operator.

7.1.2   If, at any time prior to or during a Match, Tournament Officials determine that an individual is unhealthy and should not enter the venue, such individual will be denied entry and will be required to leave the venue immediately.

7.1.3   If Tournament Officials determine that a player is unhealthy and should not participate in a Match, Tournament Officials may require the applicable Team to provide a Substitute. If applicable law requires any additional or different health inspection, sanitation or public safety procedures, Tournament Officials will have full authority to implement those procedures, and all Team Members will cooperate with Tournament Officials in the implementation of those procedures.

7.2 Match Area

7.2.1   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.

7.2.2   Team Manager Access
Team 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.

7.2.3   Coach Access
The Main Coach 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 Tournament Officials.

7.2.4   All coaches will exit the Match Area to a designated position promptly after the pick/ban map selection process ends.

7.3 Wireless Devices

7.3.1   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.

7.3.2   At LAN events, Tournament 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.

7.4 Food and Drink Restrictions

7.4.1   No food is allowed in the Match Area unless approved by the Tournament Officials. Drinks are permitted in the Match Area, preferably in re-sealable containers.

8   Additional rules

8.1 Coaching Slot in the VALORANT Client

8.1.1   In order to secure and protect the competitive integrity of the VTT from misuse of the Coaching Slot privilege, Tournament Officials have the right to prohibit access to the Coaching Slot, and mandate additional rules and processes for monitoring a Player or Coach's adherence to these Rules.

8.2 Match Communications

8.2.1   Players and Coaches in an ongoing match shall only communicate with the other Players and Coaches in the same ongoing match, and Tournament Officials of the VTT.

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

8.2.3   If a Team has more than one Coach, the Team must designate a Main Coach. At the Tournament Operator'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 and/or Team personnel may only communicate in the manner authorized by the Tournament Operator.

8.2.4   Allowed Match Communications
The following types of communications will be allowed in an ongoing match of the VTT:

8.2.4.1 Voice or Chat communication between Players on the same Team.
8.2.4.2 Voice or Chat communication between the Main Coach and the Players on the same Team during the Agent and Map selection process for each Match, timeouts, half-times, in between regulation and overtime, and in between Maps (if applicable).
8.2.4.3 Voice or Chat communications with Tournament Officials.
8.2.4.4 Voice or Chat communications that have been expressly authorised by a Tournament Official (such as with Tournament broadcasters).

8.2.5   Prohibited Match Communications
The following types of communications are prohibited in an ongoing VTT match without authorization by a Tournament Official:

8.2.5.1 Voice or Chat communication with anyone outside of the ongoing Match of the Online Event.
8.2.5.2 Voice or Chat communication between the Main Coach and the Players on the same Team outside of the Agent and Map selection process for each Match, timeouts, half-times, in between regulation and overtime, and in between Maps (if applicable).

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

8.2.7   Unauthorized Match Communication
A Player or Coach in an ongoing VTT Match 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.

8.3 Ongoing Match Points of View

8.3.1   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 VTT.

8.3.2   Allowed POV

8.3.2.1 Players in a player slot of the VALORANT client are allowed to view the POV afforded to that player slot by the VALORANT client.
8.3.2.2 Players on the same Team are allowed to observe each other's monitors showing the POV afforded to those players by the VALORANT client. (If playing in the same room)
8.3.2.3 Coaches in a coach slot of the VALORANT client are allowed to view the POVs afforded to that coach slot by the VALORANT client.

8.3.3   Prohibited POV

8.3.3.1 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.

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

9 Bug and Exploit Adjudication

9.1 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.

9.1.1 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.

9.1.2 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 Tournament Officials.

9.1.3 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.

9.2 Agent Specific Bugs

9.2.1   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.

9.2.2   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 Tournament Official to provide an unfair competitive advantage will also be considered banned exploits.

9.3 General Agent Utility Rule

9.3.1   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.

9.3.2   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 Tournament Official to provide an unfair competitive advantage will also be considered banned exploits.

9.3.3   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.

9.4 Agent Character Model Boosting

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

9.5 Assessment of Penalties

9.5.1   When assessing the appropriate penalty, Tournament 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 Tournament Officials in each category to apply appropriate penalties.

9.5.2   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, Tournament Officials should use the other criteria to help inform any action.

9.5.3   Prior Communication

- 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 Tournament 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.

9.5.4   Impact

- 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?

9.5.5   Intent

- 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?

9.6 Types of Penalties

The following list of penalties is a non-exhaustive list. Tournament Officials may, at their sole discretion, issue other types of penalties such as Fines, Suspensions or Prize Money Reductions on a case-by-case basis.

9.6.1   Warning

Tournament Officials may issue Warnings for a low impact first offence 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.

9.6.2   Round Loss

Tournament Officials may issue a Round loss when an exploit has a significant impact on the outcome of the round, and Tournament 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 Tournament 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.
- Since 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. Intent will be assessed by Tournament 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.

9.6.3   Forfeit Loss

Tournament 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 offences for low impact exploits where Round Rollback and/or Remake is not possible.
- Second offences 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 Tournament Officials.

9.7 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 Tournament 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 Tournament 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.

9.7.1   Finality of Judgement on Bug and Exploit Adjudication

Tournament 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 Tournament Officials, the decisions of which are final. Tournament 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.

10   Pauses & Crashes

10.1   Timeouts (Tactical Pauses)

10.1.1   Teams are allowed to call Timeouts of 60 seconds in duration two times per map. Timeouts can be called via the in-game pause system, at which point the 60 second clock will begin. 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.

10.2   Technical Pauses

10.2.1   Technical Pauses fall into two categories:

10.2.1.1   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.

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

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

10.2.3   In the case of an offline match, during a technical pause, headsets have to stay on and players are prohibited from controlling their agent (i.e., players cannot move or use utility during a technical pause). Unless a League 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.

10.2.4   League Officials may order or execute a pause of a Game at the sole discretion of the League Officials.

10.3   Crashes

10.3.1   If a match is interrupted for reasons beyond the control of the Players (e.g. server or player crash), the Tournament Official will restore the round using the in-game round restore feature, but in some scenarios may decide to replay the round or even a whole match.

10.3.2   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.

10.3.3   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.

10.3.4   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.

10.3.5   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.

10.3.6   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).

11 Qualifier Points

Placement	Qualifier Points
1st	Qualifies for Rumble Stage
2nd	600
3rd-4th	400
5th-8th	200
9th-16th	100

11.1.1   Qualifier points are only for the Trinity Trials in which you have earned them and do not count towards qualification in a different Trial.

12 Prize Money

Position	Prize Pool per Trial
1	1000 €
2	500 €
3	300 €
4	200 €
Total	2000 €

Prize Pool incl. tax and VAT

For a total of €2000 per Trial, or €6000 per year.

Prize Money is paid out roughly 30 days after the correct submission of the Prize Money form or an appropriate invoice (if applicable). The Prize Money form is to be filled out by one (1) player per team. The person who fills in the form, will receive the full Prize Money amount, and will be solely responsible for distributing the Prize Money between the other players on the team.

The VTT and its operators cannot be held fiscally responsible for any taxes or other payments relating to the prize money by participants.

13 La Coupe de France de VALORANT

13.1 Qualification

13.1.1   The top two teams at the end of the VTT Fall Trial qualify to participate in the Coupe de France de VALORANT, starting on Thursday 27 October. *More detailed info will be added here at a later date.*

13.2 Roster rules

13.2.1   Teams who qualify for the Coupe de France, must maintain at least 3 players of the team's VTT Fall Trial roster that was used in the VTT Fall Trial Finals.

13.3 Organizational restrictions

13.3.1   Only one team per organization is allowed to participate in La Coupe de France de VALORANT. Meaning that if one organization has two or more teams that qualify, only one will be allowed to participate.

14 (Co-)Streaming Regulations

14.1 Streaming permissions

14.1.1   Streaming a competition match is not allowed without the Tournament Officials' permission.

14.1.2   Streams that are considered in this section can either be a POV stream of a participating player, or a Community Broadcast in which a match is spectated (organised either by a participating team or a third party broadcaster).

14.2 POV Streams

POV streamers can stream their own games subject to requesting permission from the Tournament Officials, and using their respective Trinity Trials logo in their overlay (which will be provided with the permission which is a simple formality). The VTT logo overlay that has to be included can be found here (horizontal) and here (vertical).

14.3 Co-Streaming

14.3.1   Permission to become a Community Broadcaster and stream the VALORANT Trinity Trial matches can be requested by informing a Trinity Trial official.

14.4 Stream delay

14.4.1   All streams must have a delay of at least 3 minutes.

14.5 Game start for streamed matches

14.5.1   The teams will be notified by an official if their match will be broadcast and must wait for the broadcaster(s) and their go-ahead before starting the game.

15 Disciplinary Action & Sanctions

15.1 Investigation by the Tournament Operator

15.1.1   The Tournament Operator will have the right to monitor compliance with these VTT rules and the Global Policy and investigate possible breaches. By agreeing to the VTT rules and the Global Policy, each Team Member agrees to cooperate with the Tournament Operator in any internal or external investigation that the Tournament Operator 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 Tournament Operator determines that a Team Member or a Team has committed a violation of the VTT Rules or the Global Policy or applicable law, Riot and the Tournament Operator 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 Tournament Operator may disqualify or ban that Team or Team Member from participation in an Official Competition with immediate effect.

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 with immediate effect.

15.4 Finality of decisions

15.4.1   Unless expressly stated otherwise, all violations of, and infractions committed under, these VTT 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 Tournament Officials in regard to (a) violations of these VTT Rules and the Global Policy; (b) the appropriate disciplinary action (or combination of disciplinary actions) are final and binding.

15.5 No "Safe Harbor"

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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 VTT 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 VTT Rules and the Global Policy and the Tournament Operator may update, amend or supplement the VTT 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 VTT event that are not covered by these VTT Rules or the Global Policy will be subject to an interpretation made by the Tournament Operator and provided to the Teams from time to time in the form of an update to, or interpretation of, these VTT Rules or the Global Policy.

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

16.2 Business Judgment

16.2.1   Whenever these VTT Rules or the Global Policy grant, confer or reserve to the Tournament Operator the right to take action, refrain from taking action, grant or withhold consent or grant or withhold approval or make any other determination, unless the provision specifically states otherwise, 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 the Tournament Operator and the short and long term interests of the Official Competitions, the VTT event 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 the Tournament Operator or any Tournament Official has unreasonably withheld or delayed any consent, approval, determination or other requested action under these VTT Rules or the Global Policy.

16.2.3   The original VTT 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. Team Members must behave in a professional and sportsmanlike

manner in their interactions with other competitors, Tournament Officials, the Tournament Operator, the media, sponsors and fans, as further discussed below:

17.1 Disciplinary Action and Sanctions.

17.1.1 A violation of this section of this ruleset and the Global Policy may result in penalties including suspension, forfeiture of prize money, and/or forfeiture of qualification to further stages of the VTT (e.g. VTT Rumble Stage and VTT Finals).

17.2 Competitive Integrity

17.2.1 Set forth below is a non-exclusive list of examples of conduct that has an adverse impact on the competitive integrity of the game, all of which are prohibited:

17.2.1.1 Cheating

Cheating is prohibited. Any modification of the VALORANT game client by a Team or Team Member is prohibited. The use of any kind of cheating device or cheat program shall be deemed cheating.

17.2.1.2 Exploiting

Intentionally using any in-game bug to seek an advantage is exploiting and is prohibited. Exploiting includes acts such as making use of any game function that, in the Tournament Operator's sole judgment, is not functioning as intended and violates the design purpose of VALORANT. Team members may confidentially check with the referee at the beginning of a Competition to determine if a specific act would be considered Exploiting.

17.2.1.3 Surrendering

Intentionally surrendering a map without consent is prohibited and will result in penalties, including match loss, fines or indefinite suspension from the competition. Unintentionally surrendering violates the professional expectations and high standards expected of teams. Penalties will be assessed for violations.

17.2.1.4 Studio Interference

At Live Events, no Team Member may interfere with lights, cameras or other studio equipment.

17.2.1.5 Unauthorized Communications

At Live Events, all communication devices other than devices authorized by the Tournament Operator and Tournament Officials for use at that Live Event must be removed from the play area before any Official Game begins. Players may not text/email or use social media while in the match area. During the match, communication by a player shall be limited to the other players on the Team.

17.2.1.6 Drop Outs and Refusals to Participate

If a Team Member or Team registers for, or agrees to participate in, any Official Competition, he or she may not, without the prior written consent of the Tournament Operator, drop out or refuse to participate in any game or other related event held during the applicable Trial. An unexcused absence from a game after the registration process is complete may result in sanctions, as provided above.

17.2.1.7 Non-Compliance

No Team Member may refuse to comply with the instructions or decisions of the Tournament Operator or the Tournament Officials.

17.2.1.8 Vulgar or Hateful Speech

A Team Member may not, during a Live Event, Online Event, Media Event or in any communication relating to any Official Competition or VALORANT, use any language that is offensive, insulting, libelous, slanderous, defamatory, obscene, discriminatory, threatening, foul or vulgar. A Team Member may not post, transmit, or disseminate any such prohibited communications. A Team Member may not use this type of language on social media or during any public-facing events or in any broadcast or stream of VALORANT. This rule applies to speech in English and all other languages. In addition, Team Members may not encourage members of the public to engage in any activities that are prohibited by this rule.

17.2.1.9 Violence

Team Members are expected to settle their differences in a respectful manner and without resort to violence, threats or intimidation (physical or non-physical). Violence is never permitted at a Live Event or against any competitor, fan or Competition Official.