

Valorant Cup Rules

General RULES

Acceptance:

Each Team Member must agree to these General Rules and the applicable Specific Rules in order to participate in the Tournament. A Team Member may accept these General Rules or the applicable Specific Rules by registering to participate in the tournament.

Each Team Member must agree that Failing to read or follow any of the General Rules might result in a permanent ban from all of Zain future official tournaments.

Each Team Member must agree that Breaking the rules will lead to disqualification from the tournament and might result in a permanent ban from all of Zain future official tournaments.

Each Team Member must agree that Tournament admins have the right to modify, edit or change the rules without getting back to players. The Tournament's admin decisions are final regarding disputes.

Each Team Member must agree that engaging in Unsportsmanlike and inappropriate behaviour towards other players or Admins will lead to disqualification and might result in a permanent ban from all of Zain future official tournaments.

Each Team Member must agree to record all the games played in the tournament. Failing to provide the recordings will lead to the disqualification of the whole team and might result in a permanent ban from all of Zain future official tournaments.

Registration

Registration Process:

Once the registration for the tournament is open, All players have the right to register a team. By registering a team you are assigned the Team's Captain role.

The Team's Manager must fill in all the registration fields to successfully register in the tournament. The Team's Manager has full responsibility for his/her team. Teams with false or incomplete information will not be able to register in the tournament.

Each Team Member must register using the invite link provided by his/her Team's Captain.

Players:

Each Team Member must register with their In-Game name and Riot Tag. (e.g. Name#Tag)

Player's names must not be offensive, this includes but is not limited to:

- Offensive or verbal abuse related to sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, religion, insults.

In-Game name may not be changed at any time during the tournament without the prior approval of the Tournament Officials.

The Tournament Officials reserve the right to reject any In-Game name selected by a player for any reason and to require the player to select an alternate name that complies with these Rules.

Each Player must not play for/or contract with more than one Team at a time. If a player enters such an arrangement or contract, Tournament admins reserve the right to ban the player/team from playing any future matches until the situation has been resolved.

Teams

Roster:

Each Team must maintain, at all times during the tournament, five players in the Team's starting lineup (main roster). A Team has the option of adding two additional players to act as substitutes.

Tournament admins have the right to disqualify any Team with an incomplete roster. Teams are strongly encouraged to register seven players, which is the maximum number of players allowed.

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 Tournament admins.

Team Captain:

Each Team must have one player as its captain when completing the online registration process.

The Team Captain will be responsible for all Team communications with Tournament admins. The Tournament admins will rely upon any communications from the Team Captain as being made by all players on the Team.

The Team Captain must at all times be a player on the Team's roster.

A Team may not change its Team Captain during a Tournament without the prior approval of the Tournament admins.

Team Coach:

Team Coach is prohibited from entering the lobby as a spectator.

Team Coach must not chat or give any form of help during the active round that includes the prep phase.

Team Coach can chat with the players during Pauses.

Team Names :

The Team's name that will be selected at the time of registration may not be changed at any time during the tournament.

All Team names must be different and unique.

Teams names must not be offensive, this includes but is not limited to:

- Offensive or verbal abuse related to sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, religion, insults.

Teams logos, covers and/or profile pictures must not contain offensive visual materials, this includes but is not limited to:

- Offensive visuals related to sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, religion, insults, nudity or violent visual.

Tournament Officials have the right to reject any Team name for any reason.

Lobbies

Custom Game:

Team captains will have to add each other before the game to be able to join the custom lobby.

All Teams must press ready within 8 minutes or will be disqualified.

The higher seed Team must create the custom game and invite the opponent team.

All Players will be given 10 minutes to join the lobby once the lobby information has been given out.

Failing to join within the 10 minutes will result in disqualification.

Matches:

Players are not allowed to intentionally shoot their teammates to delay the match and might be penalised.

Players are not allowed to intentionally kill themselves to delay the match and might be penalised.

Pauses and technical issues

5 minutes if tidal pause time max at a time will be given to each team.

Total of 2 pauses will be given to each team.

The pause might be used in case of a technical issue only.

The opponent must be informed of these technical issues and the reason for the pause,

The team that requests a pause must state to one of the admins when it starts and when it ends to confirm the pause duration.

If a player suffers a disconnection, the team affected can pause the game only during the prep phase. If the disconnected player did not reconnect within 5 minutes, the team will have to continue playing without that player.

If a player suffers from extreme Lag (e.g. +200 Ping), the team affected can pause the game only during the prep phase. If the lagging player did not fix the issue within 5 minutes, the team will have to continue playing with the current state.

Code of Conduct

Cheating:

Any modification of the Valorant game client is prohibited.

Any third party software used for Cheating/Hacking or Tweaking the game is prohibited.

Laying under another player's identity, GamerTag, In-Game name, soliciting or inducing someone else to play under another player's account or GamerTag, is prohibited.

Match fixing is considered as cheating and will result in the disqualification of all parties involved.

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 admin's sole judgement, is not functioning as intended and violates the design purpose of the game.

Reporting:

A video recording must be submitted with the report in order to prove the claims.

Reports without any proof will not be counted.

Game issues, registration issues, etc.. must be only reported by the team's captain with the issue.

Reports from players not related to the issue will not be sufficient.

Behaviour:

Every participant has to behave with respect towards the other players. This applies to behavior in-game and also in chat, messages, comments and other media . We expect players to conduct themselves according to the following values:

- Treat others as you would like to be treated.
- Be honest, be committed and play fair.
- Show respect toward all other humans, including teammates, competitors and tournament staff.
- Be courageous in competition and in standing up for what is right.

Participants must not engage in harassment or hate speech in any form. This includes but is not limited to:

- Hate speech, offensive behavior, or verbal abuse related to sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.
- Stalking or intimidation (physically or online).
- Spamming, raiding, hijacking or inciting disruption of streams or social media.
- Posting or threatening to post other people's personally identifying information ("doxing").
- Unwelcome sexual attention. This includes unwelcome sexualized comments, jokes and sexual advances.
- Advocating for or encouraging any of the above behaviour.

Please use common sense along with these rules as this list is not exhaustive. Even if a rule is not explicitly stated, Zain staff and the admin Team have the final say. Claiming that not knowing something is a part of the rules is no excuse for poor behaviour.