



VALORANT™

**VALORANT Champions Tour - North America
Challengers Stage 02 Competition Rules**

(Version 21.2 - 4.2021)

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1. BACKGROUND AND PURPOSE

Riot Games, Inc., the owner of the game VALORANT (“**Riot**”), has engaged Nerd Street Gamers (“**Tournament Operator**”) to operate the VALORANT Challengers (“**Challengers**”) event in United States of America, Canada, or Oceania (Australia, Papua New Guinea, New Zealand, Fiji, the Solomon Islands, Vanuatu, New Caledonia (France), Samoa, Kiribati, the Federated States of Micronesia, Tonga, the Marshall Islands, Cook Islands (NZ), Wallis and Futuna (France), Tuvalu, Nauru, Niue (NZ), Tokelau (NZ), the Pitcairn Islands (UK), Heard Island, and the McDonald Islands), collectively the “**Region**”, as part of VALORANT Champions Tour. Riot has delegated to the Tournament Operator the responsibility for developing these rules, which will apply to Challengers and all of its games, matches and tournaments that are held in the Region (“**Challengers Rules**”).

These Challengers Rules apply to and are binding on: (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**.”

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. Capitalized terms used herein and not otherwise defined herein shall have the meanings assigned to them in the Global Policy, unless the context shall otherwise require.

These Challengers Rules form a contract between a Team Member and the Tournament Operator and Riot is a third-party beneficiary of that contract.

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

2. Event Structure

2.1. Definitions of Terms

2.1.1. “Round”

A Round is an instance of competition in a VALORANT map that is played until a winner is determined by one of the following methods, whichever occurs first:

- Spike detonation
- Spike defusal
- Team eliminated before planting or defusing the spike
- Round timer expired
- Team forfeit

2.1.2. “Map”

A Map means a set of Rounds that is played until one Team wins 13 Rounds, provided that a Map will continue past the 13-Round limit until a Team wins by a margin of at least two Rounds.

2.1.3. “Match”

A Match means a set of Maps that are played until one Team wins a majority of the total maps (e.g., winning two maps out of three in a best-of-three (“Bo3”) series).

2.2. Competitive Format

2.2.1. Challengers Qualifiers Format

Qualifier 1 will consist of 128 Teams in a best-of-three, single-elimination bracket. The top eight (8) Teams will advance to the first Challengers tournament (“Challengers Week 1”).

Qualifier 2 will consist of 128 Teams in a best-of-three, single-elimination bracket. The top four (4) Teams will advance to the second Challengers tournament (“Challengers Week 2”).

2.2.2. Challengers Week Tournament Format

There will be two Challengers Week Tournaments, each played over four days. Challengers Week 1 will feature the top eight (8) Teams from Qualifier 1, seeded into a best-of-three, double-elimination bracket featuring a best-of-five Final. The top four Teams (4) of Challengers Week 1 will qualify directly to the North American Regional Finals. The bottom four (4) Teams of

Challengers Week 1 (“**Week 1 Carryover Teams**”) will directly qualify into Challengers Week 2.

Challengers Week 2 will feature the top four (4) Teams from Qualifier 2 in addition to the Week 1 Carryover Teams. Challengers Week 2 will have a format identical to that of Challengers Week 1, consisting of a best-of-three, double-elimination bracket featuring a best-of-five Final. The top four Teams (4) of Challengers Week 2 will qualify directly to the North American Regional Finals.

2.2.3. North American Regional Finals Format

The North American Regional Finals will feature the eight qualifying teams from Challengers Weeks 1 and 2 in a best-of-three, double-elimination bracket played over four days. The winner of the North American Regional Finals will be crowned the North American Champion.

2.3. Seeding

2.3.1. Challengers Qualifiers Seeding

For purposes of map selection (Section 7.6.6) and match distribution, seeding (“**Pre-Tournament Seed**”) for the Qualifiers will be determined by a combination of holistic Team rankings based off of previous tournament placements and random assortment in the order detailed below:

1. Previous Riot tournament placements
2. SpikeGG Rankings list
3. Random Assortment

Teams will be placed into the single-elimination bracket, with the highest ranked Team placed against the lowest ranked Team, and onwards until all 128 Teams have been paired.

2.3.2. Challengers Week Tournament Seeding

The eight (8) teams qualifying into Challengers Week 1 from Qualifier 1 will be seeded by the metrics in the order detailed below (ties in one tier will make the next tier determine seeding):

1. Match Win Percentage throughout Qualifier 1
2. Map Win Percentage throughout Qualifier 1
3. Round Win Percentage throughout Qualifier 1
4. Pre-Tournament Seed

For Challengers Week 2, the four (4) Carryover Teams from Challengers Week 1 will possess seeds 1 through 4. Carryover Teams will be seeded by the

metrics in the order detailed below (ties in one tier will make the next tier determine seeding):

1. Final placement in Challengers Week 1
2. Initial seed in Challengers Week 1

For Challengers Week 2, the four (4) Teams from Qualifier 2 will possess seeds 5 through 8. These Teams will be seeded by the metrics in the order detailed below (ties in one tier will make the next tier determine seeding):

1. Match Win Percentage throughout Qualifier 2
2. Map Win Percentage throughout Qualifier 2
3. Round Win Percentage throughout Qualifier 2
4. Pre-Tournament Seed

2.3.3. North American Regional Finals Seeding

The eight (8) teams qualifying from Challengers Week 1 and Challengers Week 2 will be seeded accordingly:

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| 1st Seed: | the winner of Challengers Week 1 |
| 2nd Seed: | the runner-up of Challengers Week 1 |
| 3rd Seed: | the 3rd place finisher of Challengers Week 1 |
| 4th Seed: | the 4th place finisher of Challengers Week 1 |
| 5th Seed: | the winner of Challengers Week 2 |
| 6th Seed: | the runner-up of Challengers Week 2 |
| 7th Seed: | the 3rd place finisher of Challengers Week 2 |
| 8th Seed: | the 4th place finisher of Challengers Week 2 |

2.4. Competition Schedule

2.4.1. Challenger Qualifiers

Challenger Qualifiers for Stage 2 will take place on the following dates:

- April 1-4, 2021
- April 15-18, 2021

2.4.2. Challenger Weeks

Challenger Weeks for Stage 2 will take place on the following dates:

- April 8-11, 2021
- April 22-25, 2021

2.4.3. North American Regional Finals

North American Regional Finals for Stage 2 will take place on the following dates:

- April 29-May 2, 2021

3. Team Member Eligibility

3.1. Player Age

No Player shall be considered eligible to participate in any Match comprising a Challengers event before his, her, or their 16th birthday, defined as having lived 16 full years.

3.2. Ranking Requirement

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

3.3. Multiple Teams

Players may not play for or contract with more than one Team at a time. If a player enters such an arrangement or contract, Tournament Officials reserve the right to bar the player from playing any future matches until the situation has been resolved and the player is in compliance with the requirements in this Section.

3.4. Resident Defined

A Player is considered a "**Resident**" if the Player is either (i) a citizen, lawful permanent resident, or the holder of other special status (e.g., refugee or asylum status) in the United States of America, Canada, or Oceania (Australia, Papua New Guinea, New Zealand, Fiji, the Solomon Islands, Vanuatu, New Caledonia (France), Samoa, Kiribati, the Federated States of Micronesia, Tonga, the Marshall Islands, Cook Islands (NZ), Wallis and Futuna (France), Tuvalu, Nauru, Niue (NZ), Tokelau (NZ), the Pitcairn Islands (UK), Heard Island, and the McDonald Islands), collectively the "**Region**", based upon the legal status in the Region.

3.5. Residency Requirement.

In order to maintain the regional identity of Teams that compete in a global competition and to encourage the type of regional identification that is important to fans and sponsors, each Team must maintain, at all times during

any Official Competition, at least three players on its Starting Roster that are Residents.

3.6. Proof of Residency.

In order to be certified as a Resident, Players must prove lawful permanent residency in the Region.

3.7. Single Residency Status.

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 his, her, or their prior region until the one-year anniversary of their relocation.

3.8. No Riot Employees.

Team Members may not be employees of Riot Games Inc. (“RGI”), North America League of Legends Championship Series LLC (“NALCS LLC”), the League of Legends eSports Federation LLC or any of their respective affiliates at the start of or at any point during the 2021 VALORANT Champions Tour. “Affiliate” is defined as any person or other entity which own or controls, is under the ownership or control of, or is under common ownership or control with, an owner. “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

ALL PLAYERS MUST SIGN THE RIOT PLAYER RELEASE FORM. Any player that does not sign this form at least 24 hours before the start of competition will not be eligible.

4.1. Starting Lineups

Teams must set their starting roster for their first Match of the day from the roster submitted to the Tournament Operator pursuant to Section 3.4 of the Global Policy (as modified by any roster changes made pursuant to Section 3.5 of the Global Policy) as follows:

- Tuesday at 7:00PM local time for Wednesday Matches.
- Wednesday at 7:00PM local time for Thursday Matches.
- Thursday at 7:00PM local time for Friday Matches.
- Friday at 7:00PM local time for Saturday Matches.

- Saturday at 7:00PM local time for Sunday Matches.

For each Match in a Challengers event following the Online Qualifiers, the Team must designate five (5) Starters which shall constitute the Team’s **“Starting Roster.”** Rosters are considered public at the submission deadline. At this time, one (1) Substitute player may also be designated as eligible to replace a Starter in the event the Starting player is unable to compete or at Team discretion before each Map.

4.2. Roster Lock

Teams participating in Challengers may not add or drop players from their roster at any point between qualification and the end of the Team’s competition in the qualified event, unless approved in writing by a Riot representative. Carryover Teams must maintain at least 3 Players between Challengers Week 1 and Challengers Week 2. Teams qualifying from Challengers Week 1 and Challengers Week 2 to the North American Regional Finals must maintain at least 3 Players from the Challengers Week from which they qualified. Teams must elect one substitute for the North American Regional Finals. This substitute may be the team’s coach.

4.3. Emergency Substitutions

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. Tournament Officials will determine if an incident qualifies as an emergency. Any substitute must be a member of the Team roster.

4.4. Coaches

Teams may have one coach. If a Team has a coach, then that coach may be present for every Match in which the Team participates. For live, in-person tournaments held as part of a Challengers event (**“LAN Events”**), at least one of a Team’s designated coaches may be on site throughout each such Match. For online tournaments held as part of a Challengers event (**“Online Events”**), at least one of a Team’s designated coaches may be connected to the voice communication system in the lobby and will only be allowed to talk to players and others during the Agent and Map selection process for each Match, timeouts, half-times and in between Maps (if applicable). Coaches are only permitted to be in the Match Area during Agent and Map selection, Timeouts, Half-Times, 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.

5. Player Equipment

5.1. Player-Owned or Team-Owned Equipment

5.1.1. Permitted Player-Owned or Team-Owned Equipment.

At LAN Events held as part of a Challengers event, 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 Challengers event: (1) PC keyboards, (2) PC mice and cordholders and (3) mouse pads. For the avoidance of doubt, players may not bring, use or wear any headsets, earbuds and/or microphones that are not provided by Tournament Officials.

5.1.2. Required Approvals for Use of Player-Owned or Team-Owned Equipment.

All player-owned or Team-owned equipment used at LAN Events must be submitted to Tournament Officials in advance for approval. Approved equipment will remain on-site with Tournament Officials and will only be accessible before the Match or at such time as approved by the Head Referee (as defined below). Unapproved equipment or 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. No player-owned or Team-owned hardware or equipment may be brought into the Match Area if it features or displays any name, likeness or logo of a company or brand which is a competitor of Riot Games or VALORANT. Tournament Officials reserve the right to request that a Team Member cover-up a logo or brand during the event.

5.2. Provided Equipment

The Tournament Operator will provide, and players will exclusively use, equipment in the following categories for all Challengers event Matches held as LAN Events: (1) PC and monitor, (2) hand warmers, (3) headsets and/or earbuds and/or microphones and (4) tables and chairs. At the request of a player, the Tournament Operator will provide the following categories of equipment for use in all Challengers event matches held as LAN events: (1) PC keyboards, (2) PC mice and (3) mousepads. All equipment provided by the Tournament Operator will be chosen, selected and determined at the sole discretion of the Tournament Operator. 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.

5.3. Replacement of Provided Equipment

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. 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 has been pre-approved by Tournament Officials; otherwise, they will be provided replacement equipment by the Tournament Officials.

5.4. Computer Programs and Usage

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, he or she must first ask a Tournament Official.

5.4.1. Voice Chat.

Voice chat will be provided only via the native system used in Tournament Operator-provided headsets. Use of third-party voice chat software (e.g., Discord) is not permitted at either LAN Events or Online Events, without explicit prior approval of Tournament Officials. Tournament Officials may monitor a Team's audio at the discretion of the Tournament Operator.

5.4.2. Social Media and Communication.

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.

5.4.3. Non-Essential Equipment.

It is prohibited to connect non-essential equipment, such as mobile phones or flash drives, to Tournament Operator-provided computers, for any reason.

5.4.4. Native Programs.

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

- Any language or imagery created by players on native programs will be held to the same conduct standards laid forth in Section 7 of the Global Policy.

- 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.
- Any strategy notes on native programs created in Pre-Match Setup (Section 7.5) must be deleted before the Match begins.
- 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 (as described in Section 8) 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.

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

5.5. Audio Restrictions

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. 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.

5.6. Equipment Tampering

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.

6. Venue, Competition Area Layout, and Schedule

6.1. General Venue Access

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 Riot or the Tournament Operator. Permission to attend Matches is solely at the discretion of Riot and the Tournament Operator.

6.2. Pre-Entry Health Inspection

At LAN Events, each Team Member must verify his, her or their identity with Tournament Officials prior to entering the venue for official Matches. Additionally, Tournament Officials will have the right (prior to allowing any Team Member or other person to enter the venue) to check such person's health by taking his, her, or their temperature or otherwise taking steps to confirm that he or she is physically healthy. 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. 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.

6.3. 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.

6.3.1. Team Managers.

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.

6.3.2. Coach Match Area Access.

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 Tournament Officials. 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.

6.3.3. Wireless Devices.

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. Tournament Officials will collect such

devices from players in the Match Area and return them after the end of the Match.

6.3.4. Food and Drink Restrictions.

No food is allowed in the Match Area. Drinks are permitted in the Match Area only in Riot-approved re-sealable containers. Tournament Officials will provide such containers to players upon request.

7. Match Process

7.1. Changes to Schedule

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

7.2. Arrival at Venue

Members of a Team's Active Roster who are participating in a LAN Event held as part of a Challengers event must arrive at the venue no later than the time specified by Tournament Officials. For any Online Matches Players will be expected to be ready to join the Match Lobby no later than the time specified by Tournament Officials.

7.3. Role of Referees

7.3.1. Head Referee.

The “**Head Referee**” is a Tournament Official who is responsible for the judgments on every Match-related issue, question and situation which occurs before, during, and immediately following Match play. Their oversight includes, but is not limited to:

- Checking the Team's lineup before a Match.
- Checking and monitoring player peripherals and Match Areas, if applicable.
- Announcing the beginning of the Match.
- Ordering pause/resume during play.
- Issuing sanctions and disciplinary action in response to rule violations during the Match.
- Making all Match-related determinations under these Challengers Rules and the Global Policy, including with regard to pauses and stoppages of play.
- Confirming the end of the Match and its results.

7.3.2. Referee Responsibilities.

“Referees” are Tournament Officials who work on behalf of the Tournament Operator and are subject to the direction, review and oversight of the Head Referee. Referees are responsible for:

- Admitting or denying access to the Match Areas, if applicable.
- Carrying out security protocols directed by the Head Referee and other Tournament Officials, and/or in support of these Challengers Rules or the Global Policy.
- Administering the player checklist and enforcing these Challengers Rules and the Global Policy, including directing players to take or refrain from taking any action.
- Communicating with players about any issues experienced, in-game and out.
- Upon request, explaining any bug exploits.

7.3.3. Finality of Judgment.

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the event, and penalties for misconduct, lie solely with the Head Referee, the decisions of which are final. Head Referee decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

7.4. Competitive Patches

Matches will be played on the patch version designated by the Tournament Officials.

7.4.1. New Agents

New Agents will be automatically restricted for two weeks from their release on 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.

7.4.2. New Maps

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

7.4.3. Additional Restrictions

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

7.5. Pre-Match Setup

7.5.1. Player Accounts.

Players will use their own online accounts and Riot IDs during play of Challengers events. Players must use their team tag in front of their name for consistency. Team tags are limited to four characters in length. Example: *G2 Mixwell*

Note: Team tags are not necessary for Open Qualifiers.

7.5.2. Setup Time.

At LAN Events, 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. Tournament 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 the on-site Tournament Official or Referee and accompaniment by another Tournament Official. Setup is comprised of the following:

- Ensuring the quality of all Riot-provided equipment.
- Connecting and calibrating peripherals.
- Ensuring proper function of voice chat system.
- Selecting skins.
- Adjusting in-game settings
- Limited in-game warm-up.

7.5.3. 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.

7.5.4. Timelines of Match Start.

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.

7.5.5. Player Ready State.

For LAN Events, no fewer than five minutes 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.

7.5.6. Match Lobby Creation.

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 the Tournament Operator. Tournament Officials will decide how the official Match lobby will be created. For Online Events, Tournament Officials will notify Team Captains of official accounts that will be used to host the Match. For LAN Events, players will be directed by a Referee to join a Match lobby as soon as testing has been completed.

7.5.7. Online Matches.

For Online Matches that are part of a Challengers event Players will be expected to complete setup, as outlined in Section 7.5.2, and confirm readiness at a time specified by Tournament Officials prior to each match. 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.

7.5.8. Pre-Match Obligations.

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

7.6. Match Setup and Play Restrictions

7.6.1. Lobby Settings.

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

7.6.2. Server Selection.

Upon Roster Lock, at a time mandated by Tournament Officials prior to the start of each Tournament in which a Team participates, the Team must submit screenshots of the ping each Player receives to each NA server. Prior to each Match, the Tournament Official will select the server which is as close to equidistant from the teams as possible.

7.6.3. Start of Map Selection Process.

Once all ten players have reported to the official Match lobby, a Referee or Tournament Official will request confirmation that both Teams are ready for

the map selection process. Once both Teams confirm readiness, a Referee or Tournament Official will instruct the room owner to start the map selection process outlined in this Section 7.6. Under no circumstances may a map be played twice in one Match unless all other available maps have been played. For the first Match of the day, the Map Selection process will begin 30 minutes prior to the start of Map 1. For all other Matches, the Map Selection Process will begin upon conclusion of Map 1 in the previous series.

Note: The Tournament Operator may modify the Map Selection Process prior to an event but must provide advance notice in writing to all participants and Riot Games before doing so.

7.6.4. Map Pool.

The map pool consists of Bind, Haven, Split, Ascent, and Icebox. Any additional maps released on live will be added to the Challenger map pool in accordance with Rule 7.4.2.

7.6.5. Map Selection Process for Best-of-One Matches.

The better-seeded team will decide if they are either 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 starts the process and the map for the Match will be selected according to the following procedure:

- Team A removes two maps.
- Team B selects from the remaining maps, with the sides for each Team on such map to be determined by coin flip.

7.6.6. Map Selection Process for Best-of-Three Matches.

The better-seeded team will decide if they are either 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 starts the process and the map for the Match will be selected according to the following procedure:

- Team A removes one map from the map pool.
- Team B removes one map from the map pool.
- Team B selects the map for the first map of the best-of-three Match.
- Team A selects the side of the map they will start on for the first map, and selects the map for the second map of the best-of-three Match.

- Team B selects the side of the map they will start on for the second map.
- The remaining map in the pool will be the third map of the best-of-three Match, if required. Team A selects the side of the map they will start on for the third map.

7.6.7. Map Selection Process for Best-of-Five Matches.

The better-seeded team will decide if they are either 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 starts the process and the map for the Match will be selected according to the following procedure:

- Team A selects the map for the first map of the best-of-five Match.
- Team B selects the side of the map they will start on for the first map.
- Team A selects the map for the second map of the best-of-five Match.
- Team B selects the side of the map they will start on for the second map, and selects the map for the third map of the best-of-five Match.
- Team A selects the side of the map they will start on for the third map
- Team B selects the map for the fourth map of the best-of-five Match, if required.
- Team A selects the side of the map they will start on for the fourth map, if required.
- The remaining map in the pool will be the fifth map of the best-of-five Match, if required. Team A selects the side of the map they will start on for the fifth map.

7.6.8. Start of Agent Selection Process.

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

7.6.9. Match Start After Agent and Map Selection.

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

7.6.10. Controlled Match Start.

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

7.6.11. Slow Client Load.

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.

7.6.12. Restrictions on Gameplay Elements.

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 Tournament Officials.

7.6.13. Substitutions during Tournament Play.

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 receives approval from the Referees of such substitution no later than five minutes after the conclusion of the previous game. 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. Any substitutions must result in the Team having an eligible Roster or Starting Lineup.

8. Pauses and Crashes

8.1. Timeouts (Tactical Pauses)

Teams are allowed to call Timeouts of 30 seconds in duration one time per map. The 30 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 an additional Timeout.

8.2. Technical Pauses

If a player has a problem that prevents him from playing on, he must notify the Tournament Official and request a technical pause. The player has to announce the reason before or immediately after he requests the pause. 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 Tournament 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. The Tournament Official can pause the game if for some reason the player pausing does not work.

8.3. Crashes

- 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.
- 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.
- If the issue takes place during a round and after the damage has been made 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.
- 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.
- 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.
- 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).

9. Post-Match Process

9.1. Post-Match Process

9.1.1. Results.

Tournament Officials will confirm and record the Match result.

9.1.2. Tech Notes.

Players will identify any technical issues with Tournament Officials.

9.1.3. Break Time.**9.1.4. Between Maps.**

Tournament 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 transition in 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 transition in 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 Tournament Official that all players are ready to play and, at LAN Events, in their seats.

9.1.5. 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 transition in between Match is 10 to 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 Tournament 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 Tournament Officials, the Team can be sanctioned for delay of Game.

9.1.6. Post-Match Obligations.

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

9.1.7. Media Obligations.

Teams will be required to make available to the media for a minimum of 15 minutes at least one player that started any Match that day. If a player has started at least 2 Matches throughout Challengers, the player will be required to have made him or herself available to media at least once during the Event. A Team may not make available the same player for media for 4 consecutive Match days.

9.1.8. Results of Forfeiture.

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.

10. Prizes

10.1. Challengers Prize Money

A prize pool of \$50,000 USD will be distributed to the Top 8 competitors of each Challengers event, according to the following tournament placement:

1st place - \$20,000 USD

2nd place - \$10,000 USD

3rd place - \$7,000 USD

4th place - \$5,000 USD

5th place - \$3,000 USD

6th place - \$3,000 USD

7th place - \$1,000 USD

8th place - \$1,000 USD

10.2. North American Regional Finals Prize Money

A prize pool of \$100,000 USD will be distributed to the Top 8 competitors of the North American Regional Finals, according to the following tournament placement:

1st place - \$40,000 USD

2nd place - \$20,000 USD

3rd place - \$15,000 USD

4th place - \$10,000 USD

5th place - \$5,000 USD

6th place - \$5,000 USD

7th place - \$2,500 USD

8th place - \$2,500 USD

11. Circuit Points

VALORANT Champions Tour Circuit Points will be distributed to the Top 8 competitors of North American Regional Finals. The 1st and 2nd place teams will qualify for the Stage 2 Global Masters. As these teams are guaranteed a larger number of points for their placement at Stage 2 Global Masters, they will be awarded no points for their placement in North American Regional Finals.

| Placement | Points |
|-----------|--------|
| 1st | 0 |
| 2nd | 0 |
| 3rd | 50 |
| 4th | 40 |
| 5th | 30 |
| 6th | 30 |
| 7th | 20 |
| 8th | 20 |

12. Travel and Expenses

Information regarding Travel and Expenses will be provided in a future ruleset for any events in which travel is required.

13. Communication with the Tournament Operator

During Open Qualifiers and Challengers events, Team Members can contact the Tournament Operator at the official Nerd Street Gamers Discord servers for all communication and support.

14. Interpretation and Construction

14.1. Tournament Operator's Right of Interpretation

Any matters relating to a Challengers event that are not covered by these Challengers 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 Challengers Rules or the Global Policy. All decisions made by the Tournament Operator and Tournament Officials in regard to interpretations of these Challengers Rules and the Global Policy are final and binding.

14.2. Business Judgment

Whenever these Challengers Rules or the Global Policy grant, confer or reserve to Riot or 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, 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 events, VALORANT and the businesses and activities of the affiliates and group companies of Riot and the Tournament Operator. 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 Tournament Official has unreasonably withheld or delayed any consent, approval, determination or other requested action under these Challengers Rules or the Global Policy.

14.3. Language

The original Challengers Rules 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.

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