

**L8TENCY VALORANT Tournament
Series 2022**



**Official
Handbook
Version 1.1**

*First Updated: April 7th, 2022
Last Updated: April 26th, 2022*

1. Eligibility

1.1. Account Status

1.1.1. Eligibility is granted on the following terms:

- 1.1.1.1. All VALORANT accounts in good standing with Riot (ie. not banned or suspended)
- 1.1.1.2. Captains must join the L8TENCY discord server (<https://discord.gg/l8tency>)

1.2. Account Selection / Ranking Requirements

1.2.1. Players are restricted to using their MAIN account throughout the duration of the tournament. (If found to be Smurfing, it will result in permaban from all future events.) All players on a Team's roster must have completed placement matches before the date and time of registration of desired qualifiers.

1.3. Roster / Team Eligibility

- 1.3.1. Each Team must maintain, at all times during any Official Competition, five players in the Team's starting lineup ("Starters"). A Team has the option of adding one additional player to act as substitute ("Substitute").
- 1.3.2. 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 L8tency Officials, at their sole discretion.

2. Player Responsibilities

2.1. Reporting Scores

2.1.1. Report Example

2.1.1.1. The winning team of the match must report their match scores in the Score Reporting channel in the L8TENCY discord with a screenshot of match recap and the following format:

(W) Winning Team Name - (Score)

(L) Losing Team Name - (Score)

Screenshot here

When submitted correctly, it should look similar to this example:

(W) Sentinels - (13)

(L) Rise - (8)



The screenshot shows the Valorant match scoreboard for a competitive match on the Breeze map. Sentinels won 13-11. The scoreboard lists 10 players from the losing team, Rise, with their individual stats. The interface includes navigation tabs for Summary, Scoreboard, Timeline, and Performance, as well as a top navigation bar with options like Home, Battlepass, Agents, Play, Career, Collection, and Store.

INDIVIDUALLY SORTED	AVG COMBAT SCORE	KDA	ECON RATING	FIRST BLOODS	PLANTS	DEFUSES
jerbear	264	22 / 18 / 2	74	4	0	1
7111	242	22 / 14 / 4	68	1	6	0
BM alca	236	20 / 18 / 6	62	3	0	1
JaCrispy	232	22 / 14 / 2	61	1	2	0
Drizzy J	217	16 / 19 / 8	56	3	0	1
TweeD	205	16 / 17 / 5	62	3	2	2
andrew kd	177	15 / 18 / 3	52	2	1	0
Glory	174	15 / 18 / 2	48	2	0	1
Gnaw3	165	14 / 17 / 2	47	3	0	0
BM adi	110	9 / 18 / 6	27	2	2	0

2.2. Out-of-match Player Responsibilities

2.2.1. Hardware Issues

- 2.2.1.1. All players are to be held accountable for any player-based hardware issues. This includes, but is not limited to, mouse, keyboard, monitor, pc and any other devices. Efforts will not be made to reschedule games under any circumstance.

2.2.2. Software Issues

- 2.2.2.1. All players are to be held accountable for any player-based software issues. This includes, but is not limited to, game crashes, system crashes and other general software. Players are responsible for keeping the game up to date. If an update was to occur pre-match, all games would be rescheduled to accommodate for this.

2.2.3. Internet and Connectivity Issues

- 2.2.3.1. All players are to be held accountable for any player-based internet and connectivity issues. This includes, but is not limited to, disconnects, host issues or other potential internet issues. If an issue arises with the Riot servers, tournament wide reschedules will occur without penalisation. (ETHERNET CONNECTION STRONGLY RECOMMENDED)

2.3. In-Game Player Responsibilities

2.3.1. Lobby Hosting

- 2.3.1.1. Tournaments are hosted on Riots custom game server, therefore server region will be decided by ping average, in the name of fairness to both teams.

2.3.1.2. The team with the higher seed will host. Teams may decide to play on different servers, as long as this is mutually agreed upon PRIOR to the match. Proof of this will need to be sent to the event administrator (KingToro#4048)

2.3.2. Lobby Setup

2.3.2.1. The lobby host (L8tency) is responsible for correct game mode settings:

2.3.2.1.1. Under Option:

-Tournament mode" ON

-“Overtime: Win by Two” ON

-“Allow Cheats” OFF

-“Play Out All Rounds” OFF

-“Hide all Match History” OFF

2.3.2.1.2. Under Mode

-“Standard”

2.4. Rule Disputing

2.4.1. Reporting Conflicts

- 2.4.1.1. In the event that a conflict arises within or outside the match, teams and players are responsible for reporting these conflicts to the L8TENCY Event Administrator (KingToro#4048). **Racism. Sexism. Transphobia. etc. will NOT be tolerated and result in a permaban from all future L8TENCY Events**

2.4.2. Effective Disputing

- 2.4.2.1. In the event that a dispute is made, the person disputing must provide stream timestamps/clips and a thorough explanation of what they are disputing, or the claims will not be investigated.

2.4.3. Wrongful Disputes

- 2.4.3.1. Teams who are intentionally disputing wrongfully will be disqualified from the tournament and potentially future events.

2.5. Disciplinary Action

2.5.1. Participation Agreement

- 2.5.1.1. Participation in any L8TENCY VALORANT Tournament is an acknowledgment and agreement to comply with the ruleset in its entirety. The L8TENCY administration team reserves the right to take action necessary to resolve the situation. Depending on the severity, violations can lead to disqualification or permanent ban of the offending players and the team.

2.5.2. Ineligible Players

- 2.5.2.1. In the event a player is deemed to have been ineligible to have played in a game, the result of that game will be given as a win for the opposing team with no dispute.

3. ***L8tency Tournament Format***

3.1. **Tournament Format**

3.1.1. Series's Format

- 3.1.1.1. The L8TENCY VALORANT Qualifiers Tournament will consist of 6-7 single elimination bracket tournaments starting April 20th. All matches in Qualifiers will be played in a Best of 1 format until Finals (Bo3).
- 3.1.1.2. Winner of Qualifiers will have an automatic spot in The L8TENCY VALORANT Invitational.
- 3.1.1.3. If the previous winner of Qualifiers wins a Qualifier again. Runner up will be selected to the Invitational.
- 3.1.1.4. The L8TENCY VALORANT Invitational will consist of one single elimination bracket tournament starting June 25th-26th; Saturday and Sunday. All matches in Invitational will be played in a Best of 3 format until Finals (Bo5).
- 3.1.1.5. Brackets will be seeded by our VALORANT point system (see Page 10).

3.2. **Competition Schedule (all 2022 dates)**

- Qualifiers 1 | April 20th
- Qualifiers 2 | April 30th

- Qualifiers 3 | May 11th
- Qualifiers 4 | May 18th
- Qualifiers 5 | May 25th
- Qualifiers 6 | June 1st
- Qualifiers 7 | June 8th (if needed)
- Invitationals | June 25th

3.3. Prize Pool

- 3.3.1. All qualifiers have a prize pool of \$100.
- 3.3.2. 1st place takes \$75 from the prize pool. 2nd place takes \$25 from the prize pool.
- 3.3.3. Prize pool are subject to change (increase) based on number of entries.

4. Conduct

4.1. Communication

- 4.1.1. Participants are expected to maintain sportsmanship-like and respectful communication throughout the tournament to other participants, chatters and admins.
- 4.1.2. All players/coaches are required to be in L8tency discord in their respected Team channel for communication. (<https://discord.gg/l8tency>)
- 4.1.3. Coaches are to be muted during rounds in discord and are only able to communicate with players during main custom lobby, agent select, timeouts, and in between maps/matches.

4.2. Disruption of Communication

- 4.2.1. Whilst communicating you must be respectful. Do not spam tag players nor interrupt communication between admins and captains. Interrupting conflicts between teams could be harmful to the case. i.e. NO Trolling

4.3. Harassment

- 4.3.1. Racist, sexist, homophobic, transphobic or otherwise harmful content or comments will not be tolerated and can result in disqualification.

4.4. Names Guidelines

- 4.4.1. Usernames and team names must be reasonably appropriate. If you're worried about whether or not your team name is allowed, discuss it with the event admin. Obscene, discriminatory, or vulgar team names—including names that create inappropriate acronyms—inadvertently or otherwise—are prohibited. (Team initials in front of name highly encouraged for representation)

4.5. In-Game Conduct

- 4.5.1. In order to provide a fun, fair and competitive environment for all teams, players are expected to conduct themselves in a sportsmanlike manner in-game.

4.5.2. Cheating

- 4.5.2.1. Cheating is prohibited.
- 4.5.2.2. 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.
- 4.5.2.3. All players of a team share the responsibility to maintain integrity in all matches and uphold sportsmanlike standards.
- 4.5.2.4. Any player or team found cheating, bending or breaking rules to their advantage will be subject to disqualification and permanent ban. *While not a comprehensive list, cheating includes:*

4.5.2.4.1. **Stream Sniping**

- 4.5.2.4.1.1. Monitoring or being given information from an opposing player's twitch stream or any official stream is strictly prohibited. Official streams will be hosted with a minimum of 90 seconds delay to ensure that stream sniping is unlikely.

4.5.2.4.1.2. **Wallhacks / Aimbot**

- 4.5.2.4.1.2.1. Using any software which grants an unfair advantage is prohibited in these tournament rules. Reasonable levels of suspicion will result in a stream to serve as proof. Players who are unable to meet this request will be prohibited from further play until they can provide evidence.

4.5.2.4.1.3. **Account Sharing / Smurfing**

- 4.5.2.4.1.3.1. Fielding a non-rostered player on a rostered player's account or having any person play on a rostered account who is not the account owner is strictly prohibited.

4.5.2.4.1.4. **Bad Manners (BM)**

- 4.5.2.4.1.4.1. Bad manners otherwise known as bm(ing) will not be tolerated before, during or after L8TENCY tournaments. If a player receives a warning about BM, the second warning will result in a 1 game suspension for that player and the 3rd warning will result in the disqualification for that player's entire team for the remainder of the event.

4.6. Intermissions

4.6.1. Between Halves

- 4.6.1.1. All participants are entitled to a maximum of 1 minutes of rest between each game. If both teams are in agreement, the next map can begin at any point within this 1 minute period.

4.6.2. Between Maps

- 4.6.2.1. All participants are entitled to a maximum of 5 minutes of rest between each game. If both teams are in agreement, the next map can begin at any point within this 5 minute period.

4.6.3. Between Games

- 4.6.3.1. All participants are entitled to a maximum of 5 minutes of rest between each game. If both teams are in agreement, the next map can begin at any point within this 5 minute period.

4.6.4. Extra Time

- 4.6.4.1. We're not fans of disqualifying teams early. If there is an issue between games, we will likely extend the time. These are guidelines in order for the tournament to run smoothly, but accommodations can be made, within reason to the schedule.

5. Rosters

5.1. Roster Adjustments

- 5.1.1. In order to make adjustments to rosters, you must contact KingToro#4048 and specify which players you would like to add, remove or swap.

5.2. Roster Change Window

- 5.2.1. Captains may add, remove or swap players to their rosters as necessary provided they do not exceed the six player cap. Roster adjustments may be made freely up until 2 hours before the first game of the qualifier.

5.3. Substitutions

- 5.3.1. Any substitution must result in the Team having an eligible Roster or Starting Roster.
- 5.3.2. 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 L8tency Admins of such substitution no later than five minutes after the conclusion of the previous game.

5.4. Coaches

- 5.4.1. Teams may have one coach.
- 5.4.2. If a Team has a coach, then that coach may be present for every Match in which the Team participates. 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 to be muted within a team discord channel when unable to communicate with players.

6. Match Process

6.1. Punctuality

- 6.1.1. Captains are expected to contact the opposing captain 15 minutes prior to a game to ensure their teams are available and ready to start on time.
- 6.1.2. Only 5 v 5 qualifies for tournament play. Teams cannot play with less than 5 players, unless agreed upon by both teams and the tournament admin.
- 6.1.3. If a Team or any of their Players does not show up at the specified time for any of their Matches, due to unforeseen circumstances, Teams must inform an admin immediately. Admin may postpone, suspend or cancel the Game or Match at their sole discretion.
- 6.1.4. A 10-minute grace period will be allowed for each team to get players into the lobby. After 10 minutes, any unfilled teams will be forced to forfeit the match, unless instructed otherwise by an admin.

6.2. In-Lobby/Tournament Rules

- 6.2.1. Game Ruleset
 - 6.2.1.1. Teams are required to use the competitive ruleset provided at all times (as mentioned in Rule 2.3.2)

6.3. Seeding

6.3.1. There are no rank restrictions within the tournament.

6.3.2. Seeding will be based on a unique point system for newer teams upon registration. If a player registered as a Diamond 2, the system will count the player as Diamond 2 for the seeding of the tournament regardless of demotion or promotion after registration.
(<https://www.l8tency.com/event-details/valorant-qualifier-1>)
(https://docs.google.com/forms/d/e/1FAIpQLSeS-x-o1NYXDC--6p1sZmFZjNNo_mO1TmWv5C7SdrjdPsEH2Q/viewform?usp=sf_link)

6.3.3. Seeding will be higher for teams UNDER the same name that have previously attended in a tournament with L8tency, calculated by their placements in that tourney.

6.3.4. The point system goes as follows:

6.3.4.1.

Rank	Points
Iron 1	1
Iron 2	2
Iron 3	3
Bronze 1	4
Bronze 2	5
Bronze 3	6
Silver 1	7
Silver 2	8
Silver 3	9
Gold 1	10
Gold 2	11
Gold 3	12
Platinum 1	15
Platinum 2	16
Platinum 3	17

Diamond 1	20
Diamond 2	21
Diamond 3	22
Immortal 1	25
Immortal 2	30
Immortal 3	40
Radiant	50

- 6.3.5. Based on the player rank, the total points accumulated will be placed among other team's total points for seeding. The higher the total, the higher the seeding. The lower the total, the lower the seeding.
- 6.3.6. If total points accumulated coincidentally ties, the tie will be broken through 1) "attendance of previous/placement L8tency Valorant Tournament" or 2) "randomization"

6.4. Map Selection Process

- 6.4.1. Under no circumstances may a map be played twice in one Match unless all other available maps have been played.
- 6.4.2. The map pool consists of Bind, Haven, Split, Ascent, Breeze, Icebox, and Fracture. Any additional maps released may be added to the map pool, any changes will be communicated to Teams in advance.
- 6.4.3. Best-of-One Matches
- 6.4.3.1. The better-seeded or "Home" team is considered Team A. Team A starts the process and the map for the Match will be selected according to the following procedure:
- 6.4.3.1.1. Team A bans 1 map
 - 6.4.3.1.2. Team B bans 1 map
 - 6.4.3.1.3. Team A bans 1 map
 - 6.4.3.1.4. Team B bans 1 map
 - 6.4.3.1.5. Team A bans 1 map

6.4.3.1.6. Team B picks 1 of the remaining maps

6.4.3.1.7. Team A picks side for the map

6.4.4. Best-of-Three Matches

6.4.4.1. The better-seeded or “Home” team is considered Team A. Team A starts the process and the map for the Match will be selected according to the following procedure:

6.4.4.1.1. Team A bans one Map

6.4.4.1.2. Team B bans one Map

6.4.4.1.3. Team A picks Map 1

6.4.4.1.4. Team B picks side for Map 1

6.4.4.1.5. Team B picks Map 2

6.4.4.1.6. Team A picks side for Map 2

6.4.4.1.7. Team A bans one Map

6.4.4.1.8. Team B bans one Map

6.4.4.1.9. Map 3 is only Map remaining

6.4.4.1.10. Team A picks side for Map

6.4.5. Best-of-Five Matches

6.4.5.1. The better-seeded or “Home” team is considered Team A. Team A starts the process and the map for the Match will be selected according to the following procedure:

6.4.5.1.1. Team A bans one Map

6.4.5.1.2. Team B bans one Map

6.4.5.1.3. Team A picks Map 1

6.4.5.1.4. Team B picks side for Map 1

6.4.5.1.5. Team B picks Map 2

6.4.5.1.6. Team A picks side for Map 2

6.4.5.1.7. Team A picks Map 3

6.4.5.1.8. Team B picks side for Map 3

6.4.5.1.9. Team B picks Map 4

6.4.5.1.10. Team A picks side for Map 4

6.4.5.1.11. Map 5 is only Map remaining

6.4.5.1.12. Team B picks side for Map 5

7. *Pause & Crashes*

7.1. Timeouts / Tactical Timeout (Tac Timeout)

- 7.1.1. Teams are allowed to call Timeouts of 60 seconds in duration two times per map, one each half.
- 7.1.2. The 60 second clock will begin when both teams' Coaches are connected and able to communicate with their players.
- 7.1.3. In the event of overtime, each team will be granted an additional Timeout.

7.2. Technical Pauses (Tech Pause)

7.2.1. Technical Pauses fall into two categories:

7.2.1.1. 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.

7.2.1.2. Equipment Check (Est. delay 3-5 minutes)

Examples: Mouse battery died, peripheral stopped working, audio became bugged, settings suddenly reset, etc.

7.3. Disconnections

- 7.3.1. In the event that a Player disconnects during a map and is unable to return within the allocated pause time, the Team will be permitted to replace them with a Substitute from their Roster. The lobby will need to be remade, and the game manually reverted to the previous game state. (Internet speed test using Fast.com and PC restart is highly encouraged an hour before game start).

7.4. Host Testing

- 7.4.1. Before beginning the match, it is recommended to begin the game and check there are no issues with the lobby and game.

8. *Umbrella Clause*

- 8.1.** Situations may arise that are not covered in this rule-set or fall into a gray area. As a result, admins reserve the right to make judgment calls on a case-by-case basis. Your participation in the tournament signals your compliance.