

# BIYANI INTER COLLEGE ESPORTS CHAMPIONSHIP

## BGMI Guidelines and Rules

(For Valorant & Moba 5v5 Guidelines and Rules, kindly proceed to **Page No. 11**)

### Biyani College Esports Event

**Event Date:** 7th May 2026

**Reporting Time:** 9:00 AM Sharp

**Game:** Battlegrounds Mobile India (BGMI), Valorant and Moba Legends 5v5

**Mode:** Squad And 5v5

**Perspective:** TPP

**Platform:** Mobile only (Android/iOS) And PC

## 1. General Information

The BIYANI INTER COLLEGE ESPORTS CHAMPIONSHIP Grand Finals will be conducted as a BGMI, Valorant and Moba Legends 5v5. LAN custom-room tournament for squad teams. All participants must use the latest version of BGMI & Valorant designated by tournament officials, and only mobile devices are allowed. Emulators, PCs allowed for only Valorant, and any non-mobile gameplay are strictly prohibited.

The Grand Finals will consist of 4-5 matches played as per the official schedule. Final standings will be determined on the basis of total points accumulated across all matches through placement points and finish points.

## 2. Tournament Structure

This championship is organized under Biyani College Esports. The Grand Finals stage will be played as a LAN event, and tournament officials reserve the right to modify the date, time, venue details, format, or operational flow in case of force majeure, administrative issues, safety concerns, or circumstances beyond their control.

If the tournament is cancelled, delayed, postponed, extended, amended, or otherwise changed due to higher management orders, public safety reasons, technical limitations, or any similar cause beyond the control of the organizers, the organizers will not be liable for any direct or indirect loss. All such changes shall remain valid and binding on all participating teams.

## 3. Team Composition and Eligibility

Each team must consist exclusively of students currently enrolled in a recognized college. Participants from any college are eligible to register and compete in the **BGMI, Valorant and Moba Legends 5v5** tournaments.

Players must be at least 16 years of age at the time of registration. Any participant below this age will not be permitted to compete.

All participants are required to present a valid College ID card as proof of enrollment if requested by the (organizers).

Every registered player must provide complete and accurate details during registration, including:

- Game ID (BGMI Character ID / Valorant ID)
- In-game nickname
- Full name
- Valid College ID proof
- Phone number
- Email ID

The submitted Game ID will be used for tournament-related activities such as custom room invitations and to verify the identity of the participating player. Any mismatch or false information may result in disqualification.

## 4. Roster Lock

Roster lock will apply after registration. Teams will not be allowed to add, remove, or replace players during the tournament without prior approval from the tournament organizer. Any unauthorized player change may result in disqualification.

## 5. Reporting and Entry Rules

All teams must report on **7<sup>th</sup> May 2026 at 9:00 AM** sharp. Late reporting may result in denial of entry, loss of slot, match forfeit, or disqualification/DNQ status, depending on the situation and organizer decision.

Team passes will be issued to Team Leaders or IGLs. Entry at the venue gate will be allowed only upon presentation of a valid team pass. Teams without a valid pass will not be permitted to enter, and the IGL will be responsible for coordinating the complete entry process for the squad.

A team must have at least 3 eligible players present in the lobby at the designated match time. If a team fails to meet this minimum requirement, that team will forfeit the match.

## 6. Player Verification and Identity Rules

The Team Leader (IGL) must ensure that every player carries valid identification. College students must carry their college ID card and aadhaar card, or another valid government-issued ID.

The name on the ID must exactly match the name used during registration. If there is any mismatch, the player may be disallowed from participation, and the team may also face disqualification depending on the severity of the discrepancy.

Players must use the same in-game name (IGN) that was submitted during registration. IGN changes during the tournament are not permitted. The use of false identity, substitute players without approval, or unregistered players will result in immediate disqualification.

If any outsider in a team is found guilty of misconduct, unfair play, cheating, or rule violation, the entire team will be held responsible and may be disqualified without warning.

## 7. Lobby and Match Joining Rules

The organizers will create the lobby for every match and will share the room details before the scheduled game. Teams must join within the specified joining window. Late entry may result in loss of slot and may lead to DNQ status.

Slot changes are not permitted. Rescheduling of matches is not allowed in this tournament except where explicitly decided by the organizers under extraordinary circumstances.

If a team is unable to participate in a scheduled match for any reason whatsoever, that team will be considered to have forfeited the match.

## 8. Game Settings

The tournament lobby and match settings will be controlled solely by the organizers. Competitive settings may be applied as approved by tournament officials.

The gameplay settings are as follows:

- Play Zone Shrink Speed: 1.2x
- Zone Shrink Diameter: 0.9
- Sound Visualization: Disabled
- Aim Assist: Disabled
- Red Zone: Disabled
- Flare Gun: Disabled
- Show Skeleton on Death: Disabled
- Vague Information: Enabled

Matches will be played only on the latest competitive game version designated by the tournament officials.

## 9. Device Rules

Only mobile devices running Android or iOS are permitted. Earphones and wired headsets are allowed.

The following are strictly prohibited:

- Emulators
- PC gameplay
- Third-party applications
- GFX tools
- Configuration hacks
- Scripts
- Unauthorized modifications
- Any software or hardware that gives unfair competitive advantage

Tournament officials reserve the right to inspect player devices at any time. Refusal to cooperate may result in immediate disqualification.

## 10. Network Rules

All players must use only the official tournament LAN or Wi-Fi network provided for the event.

This rule exists to ensure equal network conditions for all participants. Use of unauthorized connectivity methods may lead to penalties or disqualification.

## 11. Professional Conduct

All teams and team members must maintain the highest standards of integrity, professionalism, sportsmanship, and discipline throughout the event. Players are expected to behave respectfully toward competitors, organizers, referees, volunteers, team coordinators, staff, and spectators.

All teams are expected to compete to the best of their skill and ability in every match. Any act that compromises competitive integrity, including intentional underperformance or deliberate unfair conduct, may lead to penalties at the discretion of the tournament administration.

Players must comply with all instructions issued by tournament officials and referees at all times. Failure to obey official instructions may result in warnings, penalties, or disqualification.

## 12. In-Game Conduct and Fair Play

The following actions are strictly prohibited:

- Teaming with other squads
- Intentional feeding
- Match manipulation
- Exploiting bugs or glitches
- Cheating in any form

- Unauthorized tactical support from outside the team

Exploiting means intentionally using any in-game bug, loophole, or glitch to gain an unfair competitive advantage. Even if a bug or glitch is widely known in the esports community, its use is still prohibited.

If the organizers determine that a participant voluntarily used a bug or glitch for unfair gain, they may restore the game to the state before the incident, if possible, impose a penalty, restart the match, or remove the player/team from the tournament.

## **13. Anti-Cheat Policy**

Use of hacks, scripts, third-party tools, unauthorized modifications, or any cheating software is strictly prohibited and may result in immediate disqualification and a permanent ban from future events.

Tournament officials may inspect devices, monitor player behavior, and review gameplay at any time. Any suspicious activity may result in investigation and disciplinary action.

## **14. Communication Restrictions**

Players are not allowed to communicate with members of other teams during active matches. Only in-team communication is permitted.

Players are also prohibited from communicating with any third party during a match, including managers, friends, spectators, or support staff. This restriction also covers receiving match-related information from live streams, social media, voice calls, messaging apps, communication tools, or any other external source.

Violation of communication restrictions may lead to immediate disqualification.

## **15. Noise and Celebration Rules**

Abusive language, harassment, shouting, and disruptive behavior are strictly prohibited. Players must maintain low noise levels during matches so that other participants are not disturbed.

Loud or aggressive celebrations are not allowed. Players may not stand up unusually, leave their setup, or celebrate excessively without permission. Any celebration must be done only after informing the team coordinator and receiving approval.

## **16. Drugs, Alcohol, and Health Rules**

The use, possession, sale, or distribution of controlled substances, drugs, or alcohol is strictly prohibited during the tournament and on premises owned, controlled, or used by the organizers.

Being under the influence of drugs or alcohol is also prohibited. Unauthorized use or possession of prescription drugs is not allowed. Prescription medicine may only be used by the person to whom it is prescribed, in the prescribed quantity and manner, and only for treatment of the

relevant medical condition. Prescription medication may not be used for performance enhancement.

Any team member aware of a violation of this rule is expected to report it to the organizers.

## 17. Disconnection and Technical Issues

In case an individual player disconnects during a match, the game will continue without restart and no compensation will be provided for individual technical issues.

Officials must be informed immediately of any technical malfunction or emergency. A tournament game may be remade only upon the decision of the tournament organizer.

A remake or replay may be considered in the following situations:

- Multiple players disconnect within 60 seconds after landing, excluding player-fault cases
- A loading-screen problem prevents the game from loading properly
- Multiple players are unable to enter the match before the departure of the starting plane
- Some players spawn directly on the battlefield without taking the starting plane or parachuting
- 51% or more players in the lobby are affected by mic glitch or high ping issue

In the event of a wider server-side issue, tournament administrators will decide whether a restart or replay is necessary.

## 18. Scoring System

Final standings will be based on the total score collected across all 3 matches. Both placement points and finish points will count toward team totals.

### Placement Points

Placement	Points
1st	10
2nd	6
3rd	5
4th	4
5th	3
6th	2
7th	1
8th	1

9th–16th	0
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## Finish Points

- 1 finish = 1 point

## Total Score

Total Score = Placement Points + Finish Points

## 19. Ranking and Tie-Breakers

If two or more teams finish with the same total points, rankings will be decided in the following order:

1. Higher number of 1st-place finishes across all tournament matches
2. Higher total placement points across all matches
3. Higher total kills across all matches
4. Better placement in the most recent match
5. Final decision by referee/administration if still tie

## 20. Prize Pool and Distribution

All prize pool amounts, rewards, winnings, or any other prize-related benefits shall be processed, verified, and cleared **within 60 days** from the official end date of the event. In case of document verification issues, payment processing delays, banking delays, or eligibility review, the organizers reserve the right to complete the disbursement within the same 60-day period.

Only eligible and verified winners shall receive the prize pool. If any winner is later found in violation of the rulebook, the prize may be withheld, forfeited, or reassigned at the sole discretion of the organizers.

## 21. Referee and Admin Authority

The referee is a tournament official responsible for judgments on all match-related issues, questions, and situations before, during, and immediately after match play.

The referee's duties include:

- Checking team lineups before matches

- Checking and monitoring player peripherals and match areas
- Announcing the beginning of the match
- Ordering pause or resume during play when required
- Monitoring compliance with rules

All decisions regarding interpretation of the rules, player eligibility, scheduling, match staging, and misconduct penalties lie solely with the referee and tournament administration. These decisions are final and cannot be appealed.

No disputes will be entertained during active matches.

## **22. Organizer Rights**

To the extent permitted by law, the organizers reserve the right to modify, terminate, amend, postpone, extend, or otherwise alter the tournament if any event beyond their control affects the event, including force major, technical breakdowns, safety concerns, higher management restrictions, or public emergencies.

At any time during the tournament, the organizers also reserve the right to disqualify, remove, or penalize any participant who fails to observe the rules, engages in cheating, displays illegal or inappropriate behavior, or compromises the integrity of the event.

If a winning participant or team is later disqualified, any prize associated with that position may be forfeited and awarded to an alternate winner at the sole discretion of the organizer.

The organizers also reserve the right to revise the official ruleset at any time without obligation to follow a prior process. However, reasonable efforts may be made to inform teams through normal communication channels such as email, WhatsApp, Discord, or similar platforms.

## **23. Records and Broadcast**

Only the organizers are authorized to record, stream, or broadcast the tournament on the internet, television, or any other communication medium.

Players and teams are not authorized to record or broadcast their matches unless specific prior permission has been granted by the organizers.

## **24. Safety and Prohibited Items**

The following items are strictly prohibited inside the venue:

- Sharp objects such as knives and blades
- Fire-related items such as lighters and matchboxes
- External sound equipment such as speakers and sound boxes
- Unnecessary plastic materials
- Chemicals or hazardous substances

- Any illegal or unsafe item deemed dangerous by event management

If any prohibited item is found, it may be confiscated, and strict action may be taken, including removal from the venue or disqualification from the tournament.

## 25. Penalties

Minor violations may result in a warning. Repeated or moderate violations may result in match penalties, point deductions, or forfeits. Serious violations will result in immediate disqualification.

The Team Leader (IGL) is responsible for ensuring all players in the team follow the rules, maintain discipline, carry proper identification, and control outsider conduct. A violation committed by one player may result in penalty for the entire team.

## 26. Team Responsibility

The Team Leader (IGL) is responsible for:

- Ensuring all team members follow the rules
- Verifying player identity and documents
- Maintaining discipline within the team
- Managing outsider conduct
- Coordinating team reporting and venue entry
- Ensuring the squad joins lobbies on time

## 27. Grant of Rights and Warranties

By participating, the team confirms that all submitted personal data is accurate and up to date. The team also confirms that it has obtained the consent of all team members before sharing their details with the organizers.

By entering the tournament, each participant and team warrants that they are participating fairly, have not used prohibited aids such as bots, automated tools, scripts, or manipulative services, and that all information and materials submitted are original and do not infringe any third-party rights including copyright, trademark, publicity, or privacy rights.

## 28. Important Reminders

- Report at 9:00 AM sharp on 7th May 2026
- Carry valid ID that exactly matches registration details
- Keep BGMI, Valorant and Moba Legends 5v5 updated to the latest version

- Ensure your registered IGN is unchanged
- Bring only allowed devices and accessories
- Use only official tournament network
- Maintain discipline and sportsmanship at all times
- Follow every instruction given by officials without delay
- No third-party communication during matches
- Minimum 3 eligible players required in lobby or match will be forfeited

## **29. Final Note**

Participation in the BIYANI INTER COLLEGE ESPORTS CHAMPIONSHIP signifies full acceptance of all tournament rules, operational decisions, disciplinary actions, and organizer authority. The final decision in every matter lies with the tournament administration.

# Valorant & Moba 5v5 Guidelines And Rules

## Important Note:

**Rules 1, 2, 3, 4, 5, 6, 7, 15, 20, 21, 22, 23, 24, 25, 26, 27 and 28** from the BGMI rulebook are **applicable** for all teams and must be strictly followed by participants of **BGMI, Valorant & Moba Legends 5v5**. Non-compliance may result in penalties or disqualification.

This rulebook is applicable for the participation of the players in the “Biyani Inter College Esports Championship Valorant” (hereinafter referred to as “Tournament”). The Tournament is being organized by student council of Biyani Group of Colleges. (hereinafter referred to as the “Organizers”). All eligible participants playing in this Tournament as per the rulebook are hereinafter referred to as the Players.

## FORMAT: 5v5 Single Elimination or BO3

**Game Mode:** Participants will engage in 5v5 matches throughout the tournament.

## Tournament Structure:

### Round of 16:

- All participants will be placed in single-elimination brackets.
- The top 4 participants from each bracket will advance to the Semi Finals.

### Semifinals:

- The qualified participants will compete in a best of 3 (BO3).
- 2 Teams winners secure spots for the Grand Final (Lan Event).

### Grand Finals:

- The remaining top participants from the Semi Finals will engage in a Best of 3 (BO3).
- The ultimate champion will emerge after battling through the Grand Finals.

### Note:

All matches, unless otherwise specified, will be conducted in a 5v5 format.

Participants are expected to adhere to the rules and regulations outlined in the official tournament rule book. Violations may result in penalties, including disqualification.

## 2. Game Specific Rules

### 2.1 Server Setup for all Players

Game Server: Mumbai

Mode: Standard

Options to be selected for the Tournament

Allow Cheats: Off

Tournament Mode: OFF

## **2.2 Match Rules**

### **2.2.1 Before the Match:**

The Player which is on the top of the match in the bracket will have to invite the opposite Player to the custom game. In order to do so, you need to add the Player as a friend. Please check the discord or whatsapp for the other players and invite them as well if the Player is not accepting the invitation for a few minutes. (Example: James#XYZ. James is the Riot ID and XYZ is the Tagline).

If you are in the bottom of the match in the bracket, please check the player of the opposite team and if you receive an invitation from the, you have to accept it.

If you are the inviting player the competing team (top team) and player of the opposite team is not coming by 10 minutes, please report it to the admin team on the tournament official discord channel. Please also inform the admin team in the situation where you are supposed to receive an invite but do not receive the same within 10 minutes of the start time of the scheduled match.

Both the players have to be in the lobby before the time limit goes down (10 minutes). If the player is missing after this time limit, take a screenshot and post it in the current round sub channel on the discord. If both the Players are missing, then both are disqualified.

The players have to write that they are ready in the lobby chat. The game should not start before that.

### **2.2.2 During the Match:**

If one of the teams will not pick all the agents in the character selection screen and the game goes back to the lobby, the game has to be remade.

In the case that the game started before writing ready from both sides, the team which did not write ready has the right to call a remake before round 1 of the game starts. (before the countdown in the game of round 1 reaches 0).

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

### **2.2.3 After the Match:**

Once the match finishes, both the players have to take a screenshot of the results and post it in the current round sub-channel on the official discord for the tournament after each game. Please use the following format:

On the game result screenshot, results above the scoreboard, all the players and information of the match on the right of the results have to be visible.

Example: HERE (make sure you do not remove names from the scoreboard)

If one of the teams will not send the screenshot within 15 minutes of the match end, the screenshot which was sent by the other team will be taken into account.

If the screenshots of both teams are missing within 15 minutes of the match end, the game will not be counted and in case of BO1, both teams will be disqualified.

If the screenshots from both teams are not matching, the situation will be looked into by the admin team. The team which provided the incorrect screenshot can be disqualified or banned based on the circumstances.

If the game is BO3 or higher, the games have to start as soon as possible between each other.

## **2.3 Nickname In game**

Each Player has to use his official nickname during matches. It's not allowed to add any (funny) additions, characters or words, only exceptions are sponsor names which are limited to one (1) per Player.

## **2.4 Game Server Location**

All games will take place on a game server situated in Mumbai & for moba legends 5v5 server will be New Delhi

## **2.5 Information**

Tournament matches must be played in Standard mode, with overtime if applicable. A match is completed when a winner is determined. All matches must be played out.

## **2.6 Match Start Time**

A team will have an extra ten (10) minutes past the starting time to get the minimum four required users into the match lobby. The match must commence within ten (10) minutes of the match starting time. Any further time to get the minimum of four players will be granted solely at the discretion of the team with the required four or more players. Failure to start a match within ten minutes of the designated time may result in consequences. Breaking this rule will result in a match overturn.

## **2.7 Minimum users / No Show / Forfeit**

Tournament teams must have a minimum of four eligible users in the lobby at the designated time of your match. If not, then the team who does not have 4 or more players will forfeit the matches. In the event of a No Show / Forfeit, teams are required to provide sufficient proof (screenshot of empty lobby).

## **2.8 Reschedules**

Rescheduling of any match is not allowed in this tournament.

## **2.9 Smurfing**

Smurfing is the use of a player who is not eligible or allowed to play a specific match (including a different user to play on a Riot account, to masquerade as a legitimate user).

## **2.10 Using Non-Registered user IDs**

Teams cannot use non-registered user IDs, ineligible user IDs are considered not registered. Using a player who is not registered is considered a violation and will fall under the smurfing rule. Failure to follow this rule will result in a match overturn. Consecutive breaches of the rule may result in disqualification of the entire team.

## **2.10 Global Chat**

Teams can use global chat while dead or alive during a live match for constructive purposes (i.e. communicating to AA Gaming officials or other teams concerning an issue). Misuse of the global chat is not allowed. Team chat is allowed at any time for any reason. There is only one warning for the team that is misusing the team chat or global chat, after that admins have full rights to disqualify that team from the tournament.

## **2.11 Player Connections**

Player connections are solely the responsibility of the Player or the Player's team or representative.

Once a match has gone live, should a team drop to three users in the server they have three minutes from the moment the player leaves the server to get a fourth player back. If the fourth player has not entered the match within the three minutes, the team shall forfeit the match. Any teams dropping to two or one users during the match period has a total of one round to get the minimum number of users back in (see rule no. 2.12 Match Pausing). Any problems arising due to connection issues are the sole responsibility of such Player facing the connection issue

Administrators reserve the right to eject any player from a server or overturn a match result if their connection has a serious impact on the game, it is your sole responsibility to make sure your connection is acceptable to the server, congestion is not an acceptable reason for warping or lagging.

## **2.12. Pauses**

If a player disconnects during the game, the game has to continue and will not be paused or remade. (If the game has the admin and cheats are enabled, the game can be paused during the game, but a team has to write before the countdown of the round reaches 0).

## **2.13. Players Leaving Early**

All Players are expected to remain in the server until the conclusion of the final round of the match. If an entire team leaves the server prior to conclusion of the match, any remaining rounds will be forfeited, including the current unfinished round.

If teams wish to lodge a dispute over the fairness of a game due to either server lag / roster issues / potential cheaters they must remain in the game and lodge the dispute afterwards.

Breaking this rule will result in disqualification of the match, as well as possible removal from the Tournament.

## **2.13. Age Restriction**

Players should be 16+ to play this tournament. Players below 18 years of age have to get a Guardian form signed to be submitted before registration, failing which the Player shall not be allowed to participate in the Tournament Guardian Form annexed as Annexure I below.

### **3. Code of Conduct / Unprofessional Behaviour**

#### **3.1 Conduct Generally**

##### **3.1.1. High Standards for Professionals.**

All players must at all times observe the highest standards of personal integrity and good sportsmanship. Players are required to behave in a professional and sportsmanlike manner in their interactions with other competitors, the Tournament Organizer, the media, sponsors and fans.

##### **3.1.2. Competitive Integrity**

All Players are expected to compete to the best of their skill and ability at all times in any Tournament Game. Tournament organizers hold the right to penalize a team if found guilty in any case at their discretion

##### **3.1.3. Sanctions**

A violation of these Tournament Rules will result in sanctions at the discretion of the Tournament Organizer, as discussed in greater detail below. All decisions made by the Tournament Organizer in regard to violations of these Tournament Rules are final and binding.

## **3.2 Prohibited Conduct**

Set forth below is a non-exclusive list of examples of prohibited conduct.

### **3.2.1 Collusion/Match Fixing**

A player may not collude. Collusion is defined as any agreement among two (2) or more players, and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:

Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.

Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.

Pre-arranging to split prize money and/or any other form of compensation

Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so

### **3.2.2 Cheating**

Cheating is prohibited. Any modification of the VALORANT game client by any player, Team or other Player is prohibited.

### **3.2.3 Hacking**

A player may not hack during tournament games. Hacking is defined as any modification of the VALORANT game client by any player, or person acting on behalf of a player.

### **3.2.4 Exploiting**

A player may not utilize any exploits during tournament games. Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in Agent ability performance, or any other game function that, in the sole determination of officials, is not functioning as intended.

### **3.2.5 Ringer**

A player may not act as a ringer during a tournament game. Ringer is defined as playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

### **3.2.6 Vulgar or Hateful Speech**

A Player may not, during a LAN Event, Online Event, media interview or in any communication relating to the tournament or VALORANT, use any language that is offensive, insulting, libelous, slanderous, defamatory, obscene, discriminatory, threatening, foul or vulgar. A Player may not post, transmit, disseminate any such prohibited communications. A Player may not use this type of language on social media or during any public facing events or in any streaming of VALORANT. This rule applies to speech in English and all other languages. In addition, Players may not encourage members of the public to engage in any activities that are prohibited by this rule.

### **3.2.7 Violence**

Players 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 LAN Event or against any competitor, fan or any tournament official.

### **3.2.8 Drugs and Alcohol**

The use, possession, distribution or sale of controlled substances, such as drugs or alcohol, or being under the influence of such controlled substances, is strictly prohibited while a Player is engaged in any Tournament or other event or on premises that are owned by or leased to the Tournament Organizer. The unauthorized use or possession of prescription drugs by a Player is prohibited. Prescription drugs may be used only by the person to whom they are prescribed and, in the manner, combination and quantity as prescribed. Prescription drugs may only be used to

treat the condition for which they are prescribed and may not be used to enhance performance in a Tournament Game. Each Player is required to report any violation of this rule to the Tournament Organizer.

### **3.2.9 Gambling**

Gambling on the outcome of Tournament Games (including any plays or components of a Tournament Game) can pose a serious threat to the integrity of, and public confidence in, the tournament. Players are not allowed to (i) place, or attempt to place, bets on any Tournament Games (or any plays or components thereof), or (ii) associate with high volume gamblers, or deliver information to others that might influence their bets.

### **3.2.10 Unauthorized Communications**

At LAN Events, all communication devices must be removed from the play area before any Tournament 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.

### **3.2.11 Identity**

At all public-facing Tournaments, a player may not cover his or her face. Hats and dark glasses are not allowed during LAN Event play.

## **3.3 Harassment**

Harassment is prohibited. Harassment is defined as systematic, hostile and repeated acts taking place over a period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or diminish the dignity of the person.

## **3.4 Sexual Harassment**

Sexual harassment is prohibited. Sexual Harassment is defined as unwelcome sexual advances. The assessment is based on whether the person being harassed would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favours.

## **3.5 Discrimination and Denigration**

Players may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin colour, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

## **3.6 Negative Statements**

Players may not make, issue, authorize or publish any statement that is prejudicial or detrimental to the best interests of the tournament, Tournament Organizer, or its affiliates, sponsors, or VALORANT.

### **3.7 Confidentiality**

Without consent of the Tournament Organizer, a Player may not disclose any confidential or proprietary information provided or made available by the Tournament Organizer to the Player in relation to the tournament. Players shall be obligated to keep the confidential or proprietary information provided by the Tournament Organizer. The “confidential or proprietary information” of the tournament and the Tournament Organizer includes all information and materials disclosed (whether in oral, written, or other tangible or intangible form) or otherwise made available by Tournament Organizer to a Player concerning or related to VALORANT, the tournament which the Player knows or should know, given the facts and circumstances surrounding the disclosure of the information, is confidential information of AA Gaming Or the Tournament Organizer. Confidential information includes, without limitation, development plans and release dates for updates to VALORANT, the configuration of the stage used at LAN Events and other similar information that is withheld from fans in order to preserve the “reveal” at an Online Event or a LAN Event.

### **3.8 Illegal Activity**

Players are required to comply with all applicable laws at all times. A Player may not engage in any activity which is in violation with laws, regulations or public security administration rules.

### **3.9 Immoral Activity**

A Player may not engage in any activity which, in the sole determination of the Tournament Organizer, is unethical, immoral or disgraceful.

## **4. Communication**

All communication with the players and teams is handled on the tournament's official Discord. Any questions regarding upcoming and ongoing matches can be directed to the admin team.

## **5. Terms and conditions to participate**

Players should be at least 16 years of age. (Players must have been born on or before FEB 2007)

In particular, (s)he acknowledges and confirms that (s)he has read and is bound by

and must comply with the following, which apply throughout the term of this Tournament and can have serious consequences that go far beyond the term of this event and may affect his/her career as a gamer.:

- i. the ESIC Anti-Corruption Code: (<https://esic.gg/codes/anticorruption-code/>) ,
- ii. the ESIC Anti-Doping Policy: (<https://esic.gg/codes/antidoping-code/>);

- iii. Code Of Conduct (<https://esic.gg/codes/code-of-conduct/>);
- iv. iv) VALORANT Community Code:
- v. (<https://playvalorant.com/en-us/news/announcements/valorant-community-code/>) and
- vi. Riot Terms of service: (<https://www.riotgames.com/en/terms-of-service>)

**Admins reserve the right to change/modify the rules in between the tournaments. The decision of the tournament organizer will be final in all circumstances.**