

# PLAYMO VALORANT CUP SERIES 2020



Organized By:



Powered By:



Collaborative Partner:



Official Tournament License Obtained:





## PlayMO Valorant Cup Series 2020

### Official Rules & Regulations

#### 1. Platform Rules

##### 1.1 Platform – Account

- All players are allowed to have only one account.
- All information registered on your account needs to be up-to-date and to have the correct information.
- You are not allowed to share or use another person's account. Your account is for your use and your use alone.
- If you face any issues with your account, contact support through here.
- Ignoring any rules mentioned above will lead to suspension from future events.

##### 1.2 Platform – Bugs and issues

- All problems and bugs you encounter should be reported as soon as possible.

#### 2. Game Rules

##### 2.1 Game Accounts

- (refer to appendix 1.1)

##### 2.2 Tournament Bracket

Tournament Bracket: Single Elimination.

##### 2.3 Teams and Rosters

- Each team's roster must consist of at least 5 players.
- Each team's roster will be allowed to have 5 main players and 1 substitute. Once the tournament starts, you cannot replace any player.
- A substitute player may only be added before the Tournament Start.
- This player cannot be part of any other team's roster which is participating or has participated in the same tournament.
- Match must be played in the following format: 5v5.
- A player is allowed to represent only one team's roster in the same tournament.



### 3. Match Rules

#### 3.1 Joining the Game Server

The PlayMO staff member in charge of the particular match will contact the team leaders through Discord/WhatsApp. The captain is responsible for adding the PlayMO Staff member as a “friend” on VALORANT in order to invite the team into the lobby. Failure to do so may result in disqualification.

#### 3.2 Before the Match:

- Tournament Round will start as scheduled unless said otherwise. Some rounds might get delayed, for all the information please check our discord, where all information is current. (Schedule can be found on the tournament overview and on the right side of the website).
- The server has to be set up as written in **GAMEPLAY SETTINGS (appendix 4)**
- For online tournaments, both teams scheduled to play at a certain time should be present online on TeamSpeak at least 30 minutes before the scheduled start time. For LAN tournaments, teams should be present at the venue well before an hour of their scheduled match time.
- If by 10 minutes past the scheduled match start time a team doesn't have enough players to play on the server, the match will be deemed a walkover to the team that is present with its full roster.
- Matches should be played as 5on5 with 10 players. However, if a team is missing a player the match can commence shorthanded ONLY if the opposing team agrees. Only a maximum of 1 player can be missing (4 players should be present) to commence a game.
- In a best of 3 or 5 games match, a maximum delay of 10 minutes in between matches will be allowed.
- Regarding the scheduling of online matches, matches can be played on all days of the week (including public, bank. mercantile holidays, etc) and will be scheduled beforehand and announced on a “Draw/Schedule” on PlayMo. Scheduling will be done at the discretion of PlayMo Staff.

#### 3.3 Map Selection:

Team captains of each team will have to choose maps and sides as described:

- Team 1 bans a map from the map pool.
- Team 2 bans a map from the map pool.
- Team 1 picks a map from the remaining 2 maps.
- Team 2 will pick a side (Attackers/Defenders) to start on.

Each map from the map pool can be chosen only once. (If the map is banned, then it cannot be chosen).



### **3.4 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.
- If the game started on the wrong map, the game has to be remade.
- PlayMO staff will decide and order for any match restart is due to exceptional occasions.
- In order to do the remake, all the players have to leave the match. Start the next game as soon as possible.
- Each team will be allowed ONE pause for technical difficulties, with a maximum duration of five minutes. If the game has not been resumed within 30 seconds of the technical pause duration expiring, the pausing team will be disqualified. The reason for the technical pause MUST be given on ingame chat or to the Tournament Staff through Discord or TeamSpeak. A technical pause may be called for the following reasons only:
  - – High ping (80+)
  - – Match disconnect
  - – Power outage
  - – Computer crash/issue
  - – Environmental issue (fire, flood, etc)
- Using pauses to gain a competitive advantage will result in disqualification.
- A technical pause may only be enacted during freeze time (the opening duration of the round during which the buy phase takes place).
- Tournament Staff may pause or request to pause a match at any time and for any reason.

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## 3.5 After the Match:

- Once the match finishes, both team captains have to take a screenshot of the results and post it in the Valorant discord after each game. Please use the following format:

(Round – Game: Team1 13:7 Team2 )

Example: Round 256 – Game 1: Anoobis 7:13 Carbon).

- Game result screenshot:

INDIVIDUALLY SORTED	ACS	K/D/A	KILLS	DEATHS	HEADSHOTS	PLANTS	DEFUSES
MicheloWaki	500	44 / 17 / 5	183	11	0	0	
Flux	334	28 / 14 / 4	48	4	1	2	
Friess	296	24 / 14 / 4	48	0	3	0	
Tawky	229	17 / 19 / 11	48	5	2	1	
h4kin	219	19 / 21 / 2	47	1	2	1	
Taxindo	144	13 / 20 / 4	34	2	1	0	
Brommeh	158	14 / 20 / 2	34	1	0	0	
MickesD24	121	11 / 21 / 4	25	0	0	0	
LeoChip	67	7 / 17 / 4	89	1	0	1	
SeafinN	0	0 / 18 / 0	0	0	0	0	



## 4. GAMEPLAY SETTINGS

### 4.1 MAPS:

- Bind
- Haven
- Split
- Ascent

### 4.2 Server Setup:

- Map: depending on which map was selected to be played from the map pool
- Mode: Standard
- *Options:*
  - Allow Cheats: Off
  - Tournament Mode: On
  - Overtime: Win by Two: On
- Primary servers: Singapore 1
- Lobby Privacy: Closed
- Observers: Allowed (Only for PlayMO staff and Official Casters)

### 4.3 Banned Maps or Agents

Map Icebox will be banned from this tournament for the time being.

### 4.4 Better "Seed" Determination

- The "better seed" has the choice about who starts in the map-veto/pick process.
- For online tournaments, the "better seed" means the team mentioned first on the match page or bracket list posted. For example: if a match is between Team A vs Team B, Team A will be considered the "better seed".
- In LAN matches, coin tosses will be used to determine who starts in the map-veto/pick process.

## 5. CHEATING

It is forbidden to cheat, modify the game files, exploit bugs, and/or use any third-party application which would give an unfair advantage against other users.

All cheats are completely forbidden to use under any circumstance while playing in any event at PlayMo. Using any cheat will result in bans and disqualifications. This includes, but are not limited to:

- ESP
  - Radar hacks
  - Wallhacks
  - Speed hacks
  - Aim hacks
  - Hitbox manipulation
  - Teleportation (any kind of teleportation, which is not possible in the game)
  - The usage of a bug/bugs to gain an advantage versus your opponents
- 
- Use of **Macros, Scripts**, use of **third-party software** are completely **prohibited**.
  - **Exploiting** or **Abusing** in game glitches/bugs/flaws to gain an unfair advantage over gameplay will be deemed as Cheating, therefore is completely prohibited.
  - You are not allowed to share or use another person's account. Your account is for your use and your use alone. If else; you will be **banned** from the tournament; ruling the offence as **Impersonation**.
  - You can only use the account provided to us during the registration.
  - **Match Fixing** , **Bribing**, or any sort of **Collusion** is strictly **prohibited**.
  - **Technical Issues will not be considered** in online tournaments.





## **6. BEHAVIOR AND SPORTSMANSHIP**

- Show respect to everyone involved in the tournament. This includes but is not limited to players and staff.
- Treat everyone the same way as you would like to be treated yourself.
- Always show integrity while playing in every tournament, be honest and play fair.
- Do not use any discriminatory language, including but not limited to any language regarding ethnicity, nationality, race, gender, religion, sexual orientation, or personal beliefs.
- Do not use any extreme foul language, including but not limited to excessive profanity or language that is graphically sexual, grotesque, or violent.
- Do not make threats of real-world violence or other intended harm to anyone involved in the tournament.
- Do not harass, stalk, or purposely do things to make someone else feel uncomfortable or threatened.
- Do not share personal information about yourself or other individuals.
- Do not engage in, request, arrange, or offer illegal activities or materials.
- Do not impersonate other individuals.
- Do not spam, be it in text or VOIP.
- Do not share your account, your account is for your use and your use alone. Do not grant access to your account to anyone else, and do not access anyone else's account, even with their permission.
- All sorts of match-fixing and/or teaming are strictly forbidden and will be punished. This may include temporary or permanent bans.

### **In-game Chat**

Public chat can only be used by the team captains and/or Tournament Staff regarding game pauses, disconnections, etc. Team members are allowed to greet each other at the start and end of the match on public chat (i.e: GGWP, GLHF, etc) but should avoid using it during a match. No foul language is allowed on public chat and doing so can get the team disqualified from the match after the first warning.

### **Changing players during matches**

Substitution rules and stand-in rules mentioned in the rules above are applicable for changing players before the match. Changing rosters and lineups during an online match is not permitted. However, at a LAN match, lineup changes are only allowed in between maps. The player will not receive additional time to set up compared to the time it would have taken with the original player.



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## Collusion

- Collusion, match fixing, bribing a referee or match official, or any other action or agreement to intentionally influence (or attempt to influence) the outcome of any match or Event.
- Other forms of collusion include:
- Teaming: Players working together during the match
- Planned Movement: Agreement between 2 or more opposing players to move through the map in a planned way before the match begins.
- Communication: Sending or receiving signals (both verbal and non-verbal) to communicate with opposing players.
- Item Dumping: Intentionally dropping items for an opposing player to collect.

*\*All Teams and Players are required to follow the “[playmo.xyz](https://www.facebook.com/playmoxyz)” Facebook Page and other social media (including the website) to stay updated with tournament details and the game.*

*\*Tournament Bracket will be announced during registration/ post registration on social media and on our official website. (refer to appendix 2.2 for tournament bracket information) .*

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