



# IGLeague Valorant Divisions Format & Rules

## 1. Global Division Policy

- 1.1. All players must adhere to the IGL Global Policy and IGL Valorant Tournament Rulebook. In the event a rule outside of this document conflicts, this document will take precedence. This document only applies to Division play. IGLeague reserves the right to add, change, or remove rules at our discretion. IGLeague competitions are not affiliated with or sponsored by Riot Games, Inc. or VALORANT ESPORTS.
- 1.2. This document is written in the PST time zone. If PDT is the current Pacific time zone, PST should be interpreted as PDT. It should be noted that the IGLeague website is in the EST Time Zone (3 hours ahead).

## 2. Seasonal Scheduling

- 2.1. All matches in the Regular Season will use the current set of competitive rotation Maps.

- 2.2. New Maps will have a delay of two weeks before being added to the Regular Season Map Pool.
- 2.3. Matches will be scheduled on the IGLLeague.com website between Teams.
- 2.4. Matches created in the first week will be random. Subsequent matches will be made based on Seasonal Score.
- 2.5. Playoffs will use a Best-of-Three and Best-of-Five Map Ban format.
- 2.6. Team Captains/Managers will be responsible for scheduling their Team's matches with their assigned opponents each week.
  - 2.6.1. Teams who do not attempt to communicate with their opponent team to schedule a match by Friday 11:59 PM PST will be issued a forfeit loss. This means no contact was made on our website. Third party applications do not count as contact.
  - 2.6.2. Teams have until Saturday 11:59 PM PST agree upon a time to schedule their match. If a match is not scheduled, it will be played on Sunday at 4PM PST.
    - 2.6.2.1. Teams can not quickly propose unreasonable match times to avoid a forfeit. Ex. Attempting to schedule a match for 11:30PM at 9:00PM. Matches must be reasonably proposed. Admins determine what is reasonable.
  - 2.6.3. Teams that have two matches default to a Sunday 4PM PST start time must alert IGLLeague Admins. Teams who fail to alert IGLLeague Admins at least one hour before the default match start time will be issued a forfeit loss in one of the defaulted matches.

- 2.6.4. Teams have until Sunday 11:59 PM PST each week to complete or be in progress of completing their required matches.
- 2.7. Matches will be created for Team scheduling by 3PM PST every Monday.
- 2.8. Team Captains may unanimously agree to delay their matches by up to 1 Week without Admin intervention. This agreement must be done in the Match Chat. Any delays over 1 Week will require approval.

### **3. Season Progression**

- 3.1. The Regular Season will be six weeks long with two games scheduled per week. A minimum of 16 teams must be signed up and confirmed playing in order to start the season at the full prize pool.
  - 3.1.1. Teams will be matched based off of their Score, Round wins, and Round Losses.
  - 3.1.2. Top Teams for Playoffs will be selected by Overall record, if tied then Highest amount of rounds won, if tied then Lowest amount of rounds lost, if tied then A Best-of-One match will take place
- 3.2. Team cutoffs for Playoffs are as follows:
  - 3.2.1. Between 8-16 teams
    - 3.2.1.1. 4 teams will make the playoffs
  - 3.2.2. Between 17-23 teams
    - 3.2.2.1. 8 teams will make the playoffs
  - 3.2.3. Between 24-31 teams
    - 3.2.3.1. 12 teams will make the playoffs

- 3.2.4. Between 32-47 teams
  - 3.2.4.1. 16 teams will make the playoffs
- 3.2.5. Between 48-63 teams
  - 3.2.5.1. 24 teams will make the playoffs
- 3.2.6. Between 64-95 teams
  - 3.2.6.1. 32 teams will make the playoffs
- 3.3. Playoffs begin the first Monday after the Regular Season.
  - 3.3.1. Playoffs are up to 1 week long with the schedule being announced at least one week before the Playoffs begin.
  - 3.3.2. Playoffs are Double Elimination Best-of-Three. The lower bracket will be a Best-of-One.
- 3.4. Finals will be scheduled directly with the remaining Teams.
  - 3.4.1. Finals take place on the last day of the Season and are a Best-of-Five.

#### **4. Seasonal Record**

- 4.1. Overtime matches will always be recorded as 13-12, regardless of how long the match went on.
  - 4.1.1. 'W/L Record' is your Win/Loss Record.
    - 4.1.1.1. 'Win' is completing a map as the victor.
    - 4.1.1.2. 'Loss' is completing a map as the loser.
  - 4.1.2. 'Round Wins' is the total number of Rounds in a map your team earned while winning.
  - 4.1.3. 'Round Loss' is the total number of Rounds in a map your team lost while losing.

- 4.1.4. 'Tie' if a differential cannot be determined with the terms above, a Best-of-One match will be played. This is a 'Tie Breaker'.

## 5. Match Start

- 5.1. Teams must have a *minimum* of 5 players on their registered roster.
- 5.2. Matches may not have players in observer slots, unless approved by IGL Admins.
  - 5.2.1. Teams may have players in a coach slot as long as they are a registered member of your IGL roster, and have checked in.
  - 5.2.2. Coaches must declare themselves a Coach before the match begins.
  - 5.2.3. Coaches are not allowed to play unless they are declared as an emergency substitution.
    - 5.2.3.1. Players declared as an emergency substitution may not be replaced by another emergency substitution for the remainder of the Match.
    - 5.2.3.2. All emergency substitutions must be approved by the Head Admin.
- 5.3. Match settings will be set to the following in the lobby unless otherwise specified by a tournament official:
  - 5.3.1. Standard Game
  - 5.3.2. Pre-selected Server Location
    - 5.3.2.1. For online events, the server will be selected based on the best average ping of all players or selected by a Tournament Official. Players located outside of the North

American region(ex. US, Canada, Mexico) will not be considered for ping adjustments.

- 5.3.3. Allow Cheats: Off
  - 5.3.4. Tournament Mode: On
  - 5.3.5. Win by 2: On
  - 5.3.6. Play out all Rounds: Off
  - 5.3.7. Hide Match History: Off
  - 5.3.8. Closed Party
- 5.4. Matches not played with the above settings are ineligible for score keeping and must be replayed, regardless of original outcome.
- 5.5. Map and Side Selection
- 5.5.1. Best of Three: Map selection will start with either team using the /flip command. The winner of the coin flip will then choose to be Team A or Team B.  
  
Team A will Ban 1 Map, followed by Team B banning a different Map. Team A will then pick Map 1. Team B will then pick a starting Side on Map 1. Team B will pick Map 2. Team A will then pick a starting Side on Map 2. Team A will then ban 1 Map. Team B will then pick which Map to play out of the two remaining Maps. Team A picking their starting Side on Map 3.
  - 5.5.1.1. Ex. Highest Seed chooses to be Team A or B
    - Team A - Ban 1
    - Team B - Ban 2
    - Team A - Pick Map 1
    - Team B - Pick Side Map 1
    - Team B - Pick Map 2

Team A - Pick Side Map 2

Team A - Ban 3

Team B - Pick Map 3

Team A - Pick Side Map 3

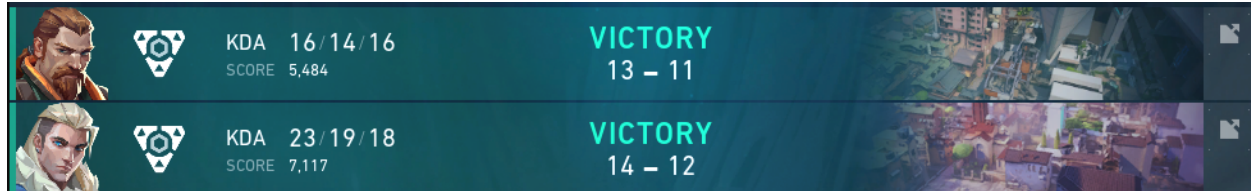
## 6. Roster Rules

- 6.1. 8 people are allowed on a roster, including substitutes and coaches.
- 6.2. Rosters will lock one week before Regular Season ends and Playoffs start. No roster changes may be made during this time without approval from the Head Admin.
- 6.3. A Player may only compete in one Division at a time.
- 6.4. There is a one week lock out from leaving a team and joining a different team.
- 6.5. Teams must maintain a Core of two players during an active Season in order to maintain eligibility to play. Core players must play at least 50% of their team's matches during each stage of the Division to be considered Core.
  - 6.5.1. Teams can only have players who participated in at least one Regular Season Match compete in the Playoffs.
- 6.6. Only 3 players may join a roster per week during the Regular Season.

## 7. Player and Team Responsibility

- 7.1. At least one player on each team **must** record their IGLLeague Seasonal Matches with audio. If a team fails to produce a recording upon request, they will forfeit their match.
  - 7.1.1. Matches must be recorded in a minimum of 480p 15FPS with all team communication audio.

- 7.2. A Screenshot of the Match History table showing all played Division matches must be submitted by the winning Team Captain within 24 hours of the completed match or both teams will receive a forfeit loss. Submitted scores should be done as map wins, not round wins. Example; 2-1, 2-0, 0-2, 1-2. Not 13-6, 3-13.



- 7.2.1. In the event a Match takes place within 24 hours of the week ending, completed match results must be posted by 8AM PST on Monday.
- 7.3. Players are responsible for their own security measures if they choose to livestream IGLLeague matches. We do not investigate stream sniping.
- 7.3.1. If IGLLeague chooses to broadcast a match, all Players in that match must use a minimum of a 3 minute delay. Violations will result in scaling punishments. Verbal warning, Map forfeiture, Player timeout, and Match forfeiture.
- 7.4. Match/Player Disputes must be submitted within 24 hours of the match being played, any evidence **MUST** be submitted within 24 hours of the dispute.
- 7.5. Teams are responsible for ensuring they are playing the correct opponents. Teams must check opposing team member's game IDs with their corresponding IGLLeague website counterpart.
- 7.6. Both teams are responsible for ensuring lobbies are made correctly. Matches played with incorrect settings are ineligible for Score



reporting and must be replayed on the affected Map regardless of Score.

## **8. Division Progression**

8.1. Teams who qualify for Playoffs will immediately qualify for the next tiered Division for the following Season. Example, Open Playoffs qualify to Intermediate. Intermediate Playoffs qualify to Main.

8.1.1. Teams who qualify for an upper Division may only register and play for the upper Division within the next immediate Season.

8.1.2. Teams who fail to play consecutive Seasons will be considered 'dead'.

8.1.3. Teams may be directly invited to any upper Division.

8.2. Teams must maintain two Core Players from their previous Season to maintain eligibility for any upper Division tier up to Main. Core players must play both games in the first week. Teams who fail to maintain these two core players will be demoted to Open.

8.2.1. Coaches/Managers do not count as Core Players unless they meet the definition of 'Core'. See 6.5.

8.3. For Intermediate and above, teams will be relegated every season to the immediate lower Division. Relegation numbers will be announced at the start of every Season for each Division.

## **9. Prizing**

9.1. Check Division/Tournament description for details on exact Prize Distribution.

9.2. Only the registered IGLeague.com Team Captain is eligible to claim the Prize.

9.2.1. Only the Team Captain may defer Prize Collection to another eligible payment receiver.

9.3. Participating Teams may be eligible for special Prize giveaways.

## **10. Season Withdrawal**

10.1. Withdrawing means Teams and Players are no longer eligible to play in that Season.

10.2. Players are ineligible for refunds on IGLeague.com Subscriptions due to withdrawals. Subscriptions are non-refundable.

10.3. Teams are only eligible for entry fee refunds if they withdraw at least 3 days before the start of the Season.

10.4. 'Dead' teams are demoted to Open.

## **11. Match Forfeitures**

11.1. Teams who forfeit three matches during the Regular Season will no longer remain eligible to play and will be considered 'dead'.

11.2. Teams have an initial grace period of 15 minutes to be ready and in the Agent Selection screen. Penalties follow;

11.2.1. At or past 15 minutes: Map Forfeiture

11.2.2. At or past 30 minutes: Match Forfeiture

11.2.3. Repeated offenses: Disqualification

11.3. Teams who are found to be repeatedly delaying matches at the complaint of other teams, even under 15 minutes, may be issued

penalties outlined in 11.2.1, 11.2.2, and 11.2.3. Teams are expected to be ready at the scheduled time of their match.

## **12. Schedule**

### 12.1. Week 1

12.1.1. Two random matches are created.

### 12.2. Week 2

12.2.1. Two matches are created based on W/L Record.

### 12.3. Week 3

12.3.1. Two matches are created based on W/L Record.

### 12.4. Week 4

12.4.1. Two matches are created based on W/L Record.

### 12.5. Week 5

12.5.1. Two matches are created based on W/L Record.

### 12.6. Week 6

12.6.1. Two matches are created based on W/L Record.

### 12.7. Week 7

12.7.1. Playoffs/Finals

### 12.8. Week 8

12.8.1. Finals(If applicable)