



IGL Valorant Tournament Rulebook

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1. Background and Purpose

Riot Games, Inc., as the ownership entity of the game ‘Valorant’. Riot delegates the respective responsibility to the Tournament Operator for rule development, which will apply to all participants of IGLeague. All IGLeague participants must adhere to the IGLeague Global Policy. IGLeague competitions are not affiliated with or sponsored by Riot Games, Inc. or VALORANT ESPORTS.

The established IGLeague ruleset apply to the following persons:

- a) The individual, legal entity and ownership who has registered a team to participate in an IGLeague event.
- b) The “Team’s” players, management, coaching staff and ownership.

These rules, while being applicable, should be applied in synchrony with the global ruleset for Valorant Professional Esports competition. These established rules create a contract agreed upon by all participating parties and entities.

All individuals must read, acknowledge, and agree to the IGLeague terms prior to participation in an event. IGLeague and its partners reserve the right to use teams likeness, branding, and gameplay for these events. These may be used but are not limited to; event presentation, advertising, and for use on our websites and other media platforms. (Blanks) highlighted in yellow may be ignored unless filled in or otherwise written in a conjoining document.



2. IGLeague Event Structure and Terminology

2.1. Definitions of Important Terminology

a) A ‘Round’

- a. This is an instance of competition that is continued until a winner is determined via one of the following:
 - i. Spike Detonation
 - ii. Defusal
 - iii. Team Elimination
 - iv. Team Forfeiture

b) A ‘Map’

- a. ‘Map’ references an established set of rounds that will be played, with the victorious team winning 13 rounds. Rounds will continue in the event that a Team does not have a margin of at least two rounds.

c) A ‘Match’

- a. ‘Match’ refers to a set of Maps to be played until the victorious party takes the majority of maps in the match.

d) A ‘Team’ refers to a set group of players currently or formerly competing in IGLeague matches.



- e) A ‘Side’ refers to either the Offensive or Defensive side of a Map. An Offensive side is the side with the Spike. The Defense has no spike.

2.2. IGLeague Competitive Formatting

- a) A group of () registered teams will compete in a best-of-() () elimination bracket. The semi-finals will be a best-of-() The finals are to be best-of-().

2.3. Competition Schedule

- a) ()

3. Team Member and Participant Eligibility

3.1. Age Requirements

- a) All players must be 16 years of age, or older, on their first competition day.

4. Roster Rules and Restrictions

4.1. Starters

- a) Teams must establish their starting roster to the respective Tournament Staff prior to the first match time.
- b) Upon admission into IGLeague, teams are required to maintain a list of five starting players and *at least* one substitute. This information must be publicly accessible.



4.2. Roster Lock Period

- a) Participating teams cannot make roster changes between () and ()

4.3. Inter-Roster Movement Policy and Restrictions

- a) Teams must consist of *at least* three starting players who are residents of the team's home destination.

4.4. Substitution Policy

- a) In the case of emergency, a Team will be allocated ten minutes to produce an eligible substitute. Without proper substitution, the team will be forfeited. Officials determine the eligibility of an 'emergency'.

4.5. Coaching Staff Requirements

- a) Coaching staff may be present for every participating Match. In-person tournaments allow for one designated coach, per team, to be on site during play.
- b) Online play allows for a single coach to be present in the communication with their players. Coaches are not permitted to engage or speak during gameplay, only during Agent/Map selection and periods of intermission.

5. Equipment and Devices for Players

5.1. Audio Device Restrictions and Regulations



a) Players should maintain preset volume levels above minimum. Officials can require players to adjust volume levels if they are determined to be too low.

b) LAN - Audio equipment must be placed on the player's ears and must remain there for the extent of the Match.

Players are not permitted to wear items that might obstruct the usage of headphones – this will be at the discretion of Officials.

5.2. Computer Software and Allowed Usages

5.2.1. Voice Chat Restrictions

a) Voice chat communication will be provided via the native system. Teams will be provided League Approved headsets. Use of third-party software is not permitted nor allowed at any Local or Online event, barring prior approval. Officials may monitor Team communications at their discretion.

5.2.2. Social Media Posts and General Communication

a) Individuals cannot use provided competition computers to view or post on social media or external websites without prior approval.

5.2.3. Native Programs

a) Players may use MS Paint and Notepad during or ahead of matches.

b) Some restrictions apply.

i. All language and images created on native programs will adhere to the Global Policy.



- ii. Any advertisement or mention of Sponsors, Brands, Teams or otherwise is strictly prohibited on all native programs.
- iii. Strategic notes must be deleted prior to the start of the Match.
- iv. The use of the pause feature as a direct or indirect result of players improperly using native programs will result in a forfeit of the applicable team. Additional sanctions will be imposed on those violating protocol.

5.2.4. Secondary Equipment

- a) Non-essential player equipment cannot be connected to any provided equipment or computers at any time.

5.3. Equipment Tampering or Falsification

- a) At LAN Events, players cannot touch nor handle one another's equipment after the Match has started. Officials are permitted to assist players with equipment problems.

6. Venue Booking and Information

6.1. General Viewer and Player Access

- a) At LAN Events, Team access will be granted to approved Team Members. All other personnel must request prior approval by both Riot and IGLeague. Attendance of Matches is at the sole discretion of the operating party.



6.2. Match Location and Restrictions

- a) The ‘Match Area’ consists of any area immediately surrounding competition equipment used during Match time. Only Starting Team Members will be allowed access to the Match Area during playtime.
- b) Approved personnel will be given identifying credentials for access into restricted areas. Personnel must keep their credentials clearly visible at all times.
- c) Your access to any area of the venue may be revoked by event staff at any time.

6.2.1. Management and Coach Access

- a) Team Management will be given access to the Match Area prior to the start of the Match – they must leave the area prior to the Agent and Map selection. Coaching staff will be provided on-stage access and can communicate with their Team during the pre-match time. No additional staff will be granted access to the Match Area. Coaches will leave the stage after the map selection has concluded.

6.2.2. Wireless Devices and Usage

- a) The use of wireless devices is not permitted in the Match Area during periods of active play, including pre-match selection of Map and Agents. Officials will collect all wireless devices prior to admission into the Match Area – they will be returned upon conclusion of the Match.



6.2.3. Food and Drink Restrictions during play

- a) It is requested that no persons bring food or drinks into the Match Area without prior approval. Drinks must be in prior-approved containers before reaching the Match Area.

6.3. Health Testing and Requirements

- a) At LAN Events, each Team Member must verify their identity with Officials prior to admission. Officials maintain the right to check individuals' health via temperature or other necessary steps to confirm physical health. If, at any time, Officials deem a player to be unhealthy, said individual will be denied entry and will be requested to leave the venue.
- b) If Officials deny a Starter entry, the Team will be provided the opportunity to admit a substitute player. Officials retain full authority to implement any necessary health procedures or protocols for the safety of participants.

7. Match Scheduling and Fulfillment Process

7.L LAN event scheduling

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7.1. Player/Team Arrival at Venue

- a) Members of an Active Team's Roster who participate in a LAN Event hosted by IGLeague as part of a Valorant event must arrive at the venue



at the time specified by Officials. For Online Matches, Players are expected to be in the Match Lobby at the expected time.

7.2. Tournament Official Responsibilities

7.2.1. Tournament Official Structuring

- a) Tournament Officials who work on behalf of IGLLeague to direct, review and oversee the operation of the event. Tournament officials responsibilities are as follows:
 - a. Admitting or denying accessibility to Match Area
 - b. Carrying out necessary security protocols, affirmed by the Officials or Event Management
 - c. Enforce the Code of Conduct regarding player, team, and event expectations
 - d. Maintain communication with Teams and their Players throughout the length of a event

7.2.2. Head Official and Responsibility

- a) The Head Official is a higher-ranking tournament official who is responsible for the conclusive judgment on Matches. Oversight from these individuals include the following:
 - a. Verifying Team lineups prior to a Match
 - b. Review and monitor IGLLeague equipment and the Match Area
 - c. Commencing play at the beginning of the Match
 - d. Adjudicating pause/resume decision-making



- e. Issue sanctions in response to rule violations
 - e.1 Convening with tournament staff in gross violations
- f. Making the final decision in all Match-related conflicts

7.2.3. Conclusive Judgment

- a) All decisions surrounding rules, player eligibility, staging of events, penalties for misconduct, and any other decision-making, ultimately lies with the decision of the Head Official. These decisions cannot be appealed and cannot give rise to any legal or monetary counteraction.

7.3. Scheduling Changes

- a) Tournament Officials maintain the right to re-order the schedule of Matches within a specified day AND/OR change the date of a Match to a new date. Teams will be notified as soon as possible.
- b) In the event of an emergency, including but not limited to; “Natural disasters, health crisis, public safety, or any event at the discretion of tournament officials”

7.4. Competitive Transformation

7.4.1. Map Adjustments

- a) New Maps will be restricted for a preliminary period of four weeks upon their release into the Competitive rotation.



7.4.2. Agent Adjustments

- a) New Agents will be restricted for a preliminary period of two weeks upon their release into the competitive rotation at organizer discretion.

7.4.3. Additional Restrictions or Adjustments

- a) Additional Match Restrictions may be added by Riot Games or their representatives at any time, given that there are known bugs with the in-game content.

7.5. Pre-Match Setup and Formatting

7.5.1. Timelines of Match Process

- a) All Players are expected to resolve any issues with the necessary setup within the allotted time provided to them in the Match scheduling period. Sanctions for tardiness can be assessed and given at the direction of Tournament Officials.

7.5.2. Setup time and requirements at LAN

- a) Players will be assigned designated blocks of time prior to their Match time, to ensure that they are fully prepared to compete. Tournament Officials will inform the Players and Teams of their respective schedule and allotted duration prior. The schedule may change at any time. Setup time begins once Players enter the designated Match Area and consists of the following:
 - a. Verifying the quality of League-provided equipment.



- b. Connecting necessary peripherals.
- c. Verifying functionality of communication systems.
- d. Skin selection.
- e. In-game settings.
- f. In-game warm up period for Players.

7.5.3. Equipment Failure

- a) If a player encounters equipment conflicts during any time prior to the start of a Match, the player must immediately notify Tournament Officials. Pauses and delays might be imposed based on Failures and Problems.

7.5.4. Player Ready Agreement

- a) At LAN Events, a tournament official will confirm with each Player that their setup is complete five minutes prior to the Match schedule. Once all Players have confirmed their setup, the Players will be asked to enter the lobby and await the Match start.

7.5.5. Creation of the Lobby

- a) Excluding Online Qualifier matches, all Matches will be played in Match lobbies hosted by an Official. Officials will decide how the Match lobby will be created. For Online Events, Officials will notify Team Captains of the official accounts used to host the Match. For LAN Events, players will be informed by the Tournament Official when to join the designated Match lobby.



- a. Match settings will be set to the following in the lobby unless otherwise specified by a tournament official:
 - i. Standard Game
 - ii. Pre-selected Server Location
 - 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.
 - iii. Allow Cheats: Off
 - iv. Tournament Mode: On
 - v. Win by 2: On
 - vi. Play out all Rounds: Off
 - vii. Hide Match History: Off
 - viii. Closed Party

7.5.6. Map and Side Selection

- a) Best of One: Map selection will start with the highest Team Seed picking to be Team A or Team B. Team A and B will take turns choosing maps to ban, with Team A going first. Once only 2 maps remain, Team B will pick a Map to play. Team A will then choose a starting Side on the picked map.



- a. Ex. Highest Seed chooses to be Team A or Team B
 - Team A - Ban 1
 - Team B - Ban 2
 - Team A - Ban 3
 - Team B - Ban 4
 - Team A - Ban 5
 - Team B - Pick Map
 - Team A - Pick Side

- b) Best of Three: Map selection will start with the highest Team Seed picking 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 ban 1 Map. The remaining Map will be Map 3 with Team A picking their starting Side.
 - a. 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 - Ban 4/Pick Map 3

Remaining Map 3 is played

Team A - Pick Side Map 3

c) Best of Five: Map selection will start with the highest Team Seed picking 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 pick Map 3. Team B will then pick a starting Side on Map 3. Team B will pick Map 4. Team A will then pick a starting Side on Map 4. The remaining Map will be Map 5. Team A will choose a Starting Side on Map 5.

a. 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 - Pick Map 3

Team B - Pick Side Map 3



Team B - Pick Map 4

Team A - Pick Side Map 4

Remaining Map 5 is played

Team A - Pick Side Map 5

7.5.7. Matches Played Online (non-LAN)

- a) For Online Matches, Players will be expected to complete their setup, as outlined above, and confirm that they are ready at a time prior to the start of the Match. Players are responsible for all equipment and the performance of their setup, including hardware, internet connection and power supply. Conflicts with a Players setup are not justifiable reasons for tardiness or pausing that exceeds a Team's allowance. This also includes a player's equipment being faulty, damaged, or incompatible.

8. Internal Gameplay Element Restrictions/Regulations

- a) Restrictions to gameplay might be added at any point prior or during the progress of a Match. If there are known or suspected bugs regarding in-game content, Officials maintain the right to temporarily limit or restrict the content.



9. Substitutions during Match Play

- a) All Matches involving a best-of-three or more will afford Teams a replacement between current Starters and Substitutes between maps, given that the Team informs the opposition and garners approval from tournament officials. See section 7.5.7 a.
- b) At LAN events Substitutions are at a Tournament Official's discretion.

10. Game Interruptions

10.1. Technical and Tactical Pauses

- a) Teams are afforded a single 'Timeout' of 30 seconds per map. This can be done via the in-game pause feature. Extended at tournament officials discretion.
- b) If a Player faces difficulty that hinders continuing the play, they can use the pause function in-game. The Player's Team must announce the reason for the pause prior to initiating the pause feature. During periods of technical pause, all Players must keep their headsets on, unless otherwise directed by a certified Official to take other action. Communication between Players and Coaching Staff is not allowed during a pause. Officials retain the power to pause the game, in the event that the Player feature is not effective or working.



10.2. Software Crashes

- a) In the event of a Match being interrupted due to anything outside of the control of Players or IGLeague, the Officials can remake the game and the Map. In some cases, the Official may choose to replay the round, entire Map, or Series.
- b) Some regulations or requirements of crashes are as follows:
 - i. Matches will not be stopped nor restored nor replayed if Officials determine the software crash to be the fault of a Team or Player.
 - ii. In the event where a round has been played out and contains a clear winner at the time of the software crash, Officials maintain
 - iii. the capability to award that round to the proper team and consequently restore the in-game environment to the next round.
 - iv. If the issue occurs after damage occurs, but the round outcome can be contested, Officials can call for a replay of the round.
 - v. If the match is interrupted for any reasons outside of the control of Players, the Official can restore the round or replay the Map, pending decision of Officials.
 - vi. If a crash happens during the first minute of a round and prior to any damage occurring, the round will be restored.
 - vii. If the crash occurs during a round and an advantage has been determined by Tournament Officials, the round will not be



replayed nor restored. Players will be asked to play out the round.
This is up to the discretion of Officials.

11. Post-Match Formatting

11.1. Posting of Results

- a) Officials will confirm and record the Match result and individual Map results.

11.2. Technical Notes

- a) In the event that any Player faces technical issues, they will record the conflict and identify it with Officials.

11.3. Tiebreakers

- a) In the event of a tiebreaker, the following statistics will be used to determine a winner:
 - a. Overall record, if tied then
 - b. Highest amount of rounds won, if tied then
 - c. Lowest amount of rounds lost, if tied then
 - d. A Best-of-Three or Best-of-One match will take place at the discretion of the Head Admin.

12. Intermission

12.1. Breaks between Maps

- a) Officials will inform all Players of the amount of time remaining prior to the beginning of the next Map in the



Match schedule. For online events, a transition period of approximately ten minutes will be allotted between Map Play. This time range starts from the end of the final round of the previous map and will expire at the point where all Players are in their respective Match Area for the initiation of the next Map.

b) For LAN Events, a standard transition period between maps will range from five to ten minutes, largely dependent on the discretionary choice of the Officials. This time range starts from the end of the final round of the previous map and will expire at the point where all Players are in their respective Match Area for the initiation of the next Map. The next Map will begin once both Teams confirm their readiness with a Tournament Official.

12.2. Breaks between Matches

- a) For all IGLLeague events, the transition time between Matches will be approximately ten to fifteen minutes, with the time calculation starting at the time of conclusion of the previous Match and ending at the required time that Players will return to the Match Area.
- b) In both online and LAN play, the beginning of the next Match will not commence without confirmation from both Teams, to the Tournament Official, that all Players have returned and are ready to begin. Any Team found to cause a delay of game might be



sanctioned or punished appropriately, pending a review from Officials.

- c) For online play, the transition time between Matches will be approximately ten to fifteen minutes, with the time calculation starting at the time of conclusion of the previous Match and ending at the point in time that Players are requested to return to their gaming setup.

13. Dishonorable Gameplay

13.1. Exploits

- a) Exploits are defined as utilizing unintended game mechanics to grant an advantage. Exploits will be at the discretion of Tournament Officials and the Head Admin, however here are some examples.
 - i. Shooting a Sova dart in a spot that grants vision of the enemy team, but is not able to be destroyed.
 - ii. Utilizing one-way smokes that are deployed out-of-bounds of the map.
 - iii. Standing on map geometry that is not intended to be reached.
 - iv. Leaving the buy zone early before the map-wide wall lowers and the round begins.
 - v. Placing a Sage Wall on out-of-bounds geometry “pixel perfect” areas that prevents the wall from being normally destroyed



upon deployment, granting an unfair vision advantage when standing on top of.

- vi. Planting the spike or destroyable utility in impossible to destroy areas.
- vii. “Hyper Dashing” on Jett to reach unintended heights.

13.2. Cheating

- a) Players who are using non-native or native programs to gain an advantage in-game are cheating. Cheating can also be achieved by using modified game files. Players or Teams who are found to be cheating in IGLLeague events will be immediately disqualified with penalties to follow.

Cheating Examples;

- i) Using a macro to perform an action that would otherwise be impossible to do.
- ii) Using a non-native or native program to read or reveal hidden game data that provides an advantage to the player or team.
- iii) Modifying game data in a way that is not intended by the developer.
 - 1) ex. Limiting GPU capabilities to only output low polygon architecture, letting you see through some areas of a map or not loading distracting visual abilities.



- iv) Using any program or hardware that provides Aimbots, Wallhacks, or any other similar illegal tool that can be utilized to grant an unfair advantage in gameplay.

Players found to be in violation of Section 13 may be issued bans, penalties, and/or fines. Section 13 punishment and appeals are solely up to the Head Admin.

This document is subject to change at any time.