

RULEBOOK





TOURNAMENT RULES

TABLE OF CONTENTS

// TOURNAMENT FUNDAMENTALS

1. BASIC INFORMATION
2. GENERAL STRUCTURE

// TOURNAMENT ELIGIBILITY

3. PLAYER ELIGIBILITY
4. TEAM ELIGIBILITY
5. PLAYER CONDUCT
6. SPECTATOR CONDUCT
7. GENERAL RELEASE

// TOURNAMENT MECHANICS

8. MATCH STRUCTURE
9. GAME LOBBY SETTINGS
10. PAUSES, LATE STARTS & OTHER DELAYS
11. POST MATCH PROCEDURES
12. SUBSTITUTIONS
13. STREAMING & RECORDING
14. OTHER

// TOURNAMENT FUNDAMENTALS

1.0 BASIC INFORMATION

- 1.1. Conquest Clash is a VALORANT competition run by Amateur Oceanic Esports (“AOEsports”).
- 1.2. To participate in Conquest Clash, each player must agree (or, if under 18 years of age or the age of majority as defined in such player’s country of residence (a “Minor”), such player’s parent or legal guardian must agree on such player’s behalf) to follow these Rules at all times, including Code of Conduct in Section 3.
- 1.3. AOEsports reserves the right to alter these rules, as well as the right to interpret, modify, clarify, or otherwise issue official changes to these rules without prior notice.
- 1.4. By participating in any game or match that is part of Conquest Clash, a player is confirming that they have accepted these rules.
- 1.5. This competition is not affiliated with or sponsored by Riot Games, Inc.

2.0 GENERAL STRUCTURE

- 2.1. The competition will be played over five weeks.
 - 2.1.1. Default match time is 7pm AEDT on Fridays.
- 2.2. At the beginning of the competition teams will be sorted into divisions made up of approximately six teams.
 - 2.2.1. AOEsports will rank them based on a number of factors, primarily their VALORANT Competitive Rank.
 - 2.2.2. Each division will play a five-week round robin bracket.
 - 2.2.3. At the end of the season, the best & worst performing team(s) from each division will face divisional promotion/relegation respectively going into the next season.

// TOURNAMENT ELIGIBILITY

3.0 PLAYER ELIGIBILITY

- 3.1. Anyone is eligible to participate as a player in the Conquest Clash except for:
 - 3.1.1. Individuals currently suspended or banned from AOEsports platforms (such as Discord, Twitter, Twitch, ect.);
 - 3.1.2. Other individuals specifically prohibited from participation by AOEsports;
 - 3.1.3. Individuals thirteen years of age and younger who do not have their parent/guardians' permission.
- 3.2. Players may sign up to Conquest Clash in a team or as a free agent.
- 3.3. Players may not change roster more than once per season.

4.0 TEAM ELIGIBILITY

- 4.1. Each team must have a minimum of five players and a maximum of seven.
- 4.2. Teams must have a nominated Captain, who must be a rostered player.
 - 4.2.1. Captains can be replaced by their team with a supermajority vote;
 - 4.2.2. Teams may also have a team manager and may select which they would prefer to be the point of contact.
- 4.3. Teams may change their roster during the season, but all new players must be eligible to join as per Section 3.
- 4.4. Team names may not be rude, crass or offensive in any way.
- 4.5. Rosters may be altered each week outside of the roster lock period.
 - 4.5.1. Rosters are locked from Friday 2pm AEDT to Sunday 11:59pm AEDT.

5.0 PLAYER CONDUCT

- 5.1. Players are responsible for:
 - 5.1.1. Behaving in a respectful manner towards tournament officials, other tournament participants, and spectators - refraining from unsporting conduct at all times;
 - 5.1.2. Maintaining a clear and legal game state;
 - 5.1.3. Calling attention to any rule or policy infractions they notice during their matches;
 - 5.1.4. Player account names may not be rude, crass or offensive in any way;
 - 5.1.5. Any form of cheating or interference with tournament operations will not be tolerated;
 - 5.1.6. Any attempt to intentionally alter true results of any match is strictly prohibited;
 - 5.1.7. Do not attempt to interfere with another player's connection.
- 5.2. Players must provide AOEsports with any details requested, including but not limited to; Riot IDs, Discord IDs, Career profiles screenshots, and email addresses.
- 5.3. If players have multiple game accounts, they must provide AOEsports with the details of the account with the highest competitive rank.

6.0 SPECTATOR CONDUCT

- 6.1. Spectators must abide by Section 3.
- 6.2. Spectators must get permission from both teams to view a match.
- 6.3. Only AOEsports staff & casters are allowed to use moderator cheats as a spectator.
- 6.4. Players & Tournament officials may request that a spectator not observe their matches.
 - 6.4.1. Spectators are responsible for remaining silent and passive during matches;
 - 6.4.2. If spectators believe they have observed a rules or policy violation, they are encouraged to alert

AOEsports staff as soon as possible.

7.0 GENERAL RELEASE

- 7.1. As a condition to being allowed to participate in the Conquest Clash and to the greatest extent permitted by the applicable laws and regulations, entrants agree to release and hold harmless the Released Parties from any liability whatsoever, and waive any and all causes of action, related to any claims, costs, injuries, losses, or damages of any kind arising out of or in connection with AOEsports or delivery, misdelivery, acceptance, possession, use of or inability to use any prize (including, without limitation, claims, costs, injuries, losses and damages related to personal injuries, death, damage to or destruction of property, rights of publicity or privacy, defamation or portrayal in a false light, whether intentional or unintentional), whether under a theory of contract, tort (including negligence), warranty or other.
- 7.2. Entrants agree to be bound by these rules and by the decisions of AOEsports which are final and binding in all respects. AOEsports reserves the right to alter the Rules at any time, at its sole discretion, and to suspend or cancel the Conquest Clash or any entrant's participation in the Conquest Clash should something affects the administration, security or proper play of the Conquest Clash or AOEsports becomes incapable (determined at its discretion) of running the Conquest Clash as planned.

// TOURNAMENT MECHANICS

8.0 MATCH STRUCTURE

- 8.1. Every match will be a best-of-one map series.
- 8.2. All players must play on the account that they signed up with.
- 8.3. The team on the left-hand side of the bracket is responsible for setting up the lobby.
- 8.4. *Selecting attack/defence*
 - 8.4.1. The team which decided attack / defence is selected via coin flip, we have a bot in the AOEsports discord to assist with this.
 - 8.4.1.1. The team on the left side of the bracket is tails.

8.4.1.2. The team on the right side of the bracket is heads.

8.5. *Selecting a Map.*

8.5.1. All maps are pre-set by AOEsports. By default the maps will be as follows:

8.5.1.1. Week 1 (13/11): Ascent

8.5.1.2. Week 2 (20/11): Bind

8.5.1.3. Week 3 (27/11): Haven

8.5.1.4. Week 4 (4/12): Split

8.5.1.5. Week 5 (11/12): Icebox

8.5.2. If the server a match is being played on crashes during the middle of a map, that map will be restarted. If a player cannot rejoin, their team may substitute in another player who are eligible per [Section 3](#).

9.0 GAME LOBBY SETTINGS

9.1. CUSTOM GAME

9.1.1. CLOSED

9.1.2. SERVER: SYDNEY 2

9.1.3. MODE: STANDARD

9.1.4. CUSTOM GAME OPTIONS:

9.1.4.1. Allow Cheats: OFF

9.1.4.2. Tournament Mode: ON

9.1.4.3. Overtime Win By Two: ON

10.0 PAUSES, LATE STARTS & OTHER DELAYS

10.1. Any match during the Conquest Clash may be rescheduled. In order to be rescheduled, a new time for the match must be accepted in writing by both team captains, and then communicated in the public reschedule channel, in the AOESports discord server.

- 10.1.1. Any match in Conquest Clash may be rescheduled on or between the Wednesday *prior* and the Tuesday post default match day.
- 10.2. All teams should be present ten minutes before their match starts. If one team does not have five players ready fifteen minutes after the scheduled start time then they forfeit unless given leave by the opposing Captain.
- 10.3. A team must have at least three rostered players participating at all times.
- 10.4. If a team forfeits a match three times in a row without rescheduling agreements, AOEsports may remove that team from the tournament.
- 10.5. *Pauses*
 - 10.5.1. During any match, teams may request a pause at their discretion by posting “p” or “pause” in the lobby match chat within VALORANT, or by direct messaging (whispering) the lobby host.
 - 10.5.2. Each team has ten minutes of pause time over a match. Pause time may be extended if given leave by the opposing Captain.
 - 10.5.3. Pauses may not be used until five eligible players have joined the match lobby.
 - 10.5.4. Matches may be paused if a moderator decides a match should be paused. This will not count towards either team’s pause time.
 - 10.5.5. If a player disconnects due to a personal network or hardware issue and cannot rejoin, the team can wait for ten minutes before they must continue without them or forfeit the map.

11.0 POST MATCH PROCEDURES

- 11.1. All scores must be reported in the appropriate place as soon as possible.

12.0 SUBSTITUTIONS

- 12.1. For a player to be eligible to substitute, they must:

- 12.1.1. Meet player eligibility requirements of Section 3;
- 12.1.2. Play on their highest ranked account;
- 12.1.3. Be no higher than the ranked cap for their team's division.

12.2. All substitutes must be approved in advance by AOEsports.

13.0 STREAMING & RECORDING

- 13.1. Any match may be streamed or recorded on a two minute or longer delay.
- 13.2. No videos or streams (of anything related to AOEsports) that are found to be offensive can be made/produced.

14.0 OTHER

- 14.1. AOEsports reserves the right to punish rule violations in the way it sees fit.
 - 14.1.1. AOEsports may force match forfeiture upon teams with invalid rosters;
 - 14.1.2. Players with a Riot Games Inc. account in bad standing may be disallowed from AOEsports tournaments at AOEsports discretion.
- 14.2. Players may not sign up to or be part of multiple teams within Conquest Clash.
- 14.3. If Riot Games releases a new map or agent for VALORANT during the tournament, then they will generally be disabled throughout the tournament. AOEsports may decide to keep agents or maps disabled for longer periods of time.