

# RULEBOOK





## TOURNAMENT RULES

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## // 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 as a swiss bracket.
- 2.2. Each team will play one match per night.
  - 2.2.1. Match default time is 7:00pm AEST on Friday;

## // 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 only in a team
- 3.3. Players may not change roster more than once per season.
- 3.4. Players must have an Act Rank from the current or previous two Acts

#### **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 are allowed one Coach, who may use the Coach slot in the lobby for their team.
  - 4.3.1. Coaches must abide by Section 3.
- 4.4. Teams may change their roster during the season, but all new players must be eligible to join as per Section 3.
- 4.5. Team names may not be rude, crass or offensive in any way.
- 4.6. Rosters may be altered each week outside of the roster lock period.
  - 4.6.1. Rosters are locked from Wednesday 2pm AEST to Sunday 11:59pm AEST.

#### **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 ZERO TOLERANCE POLICY

- 7.1.1. AOEsports has a **zero tolerance policy** towards discrimination of any kind, harassment, & bullying.
- 7.1.2. AOEsports will not tolerate discrimination, harassment or bullying towards any individual on our platforms, in-game, or on wider social media. This includes but is not limited to:
  - 7.1.2.1. Threatening and/or targeting users on our platforms.
  - 7.1.2.2. Threatening and/or targeting users on related platforms [EXAMPLE: SOCIAL MEDIA - TWITTER].
  - 7.1.2.3. Releasing personally identifiable information (i.e. name, address, email, phone number, ect.) without prior consent.
  - 7.1.2.4. Expressed intent to harm another user.
  - 7.1.2.5. Racial, sexual or any other form of discrimination and/or harassment is not tolerated.
  - 7.1.2.6. Repeated unwanted and unsolicited contact towards any individual.
  - 7.1.2.7. Engagement with ongoing attacks towards any individual.
- 7.2. Any reports of harassment will be treated seriously, with sensitivity & confidentiality, except insofar as notifying parties directly involved in the incident and appropriate AOEsports staff.
- 7.3. AOEsports reserves the right to punish rule violations in the way it sees fit. Violation history will be recorded in accordance with our zero tolerance policy.
- 7.4. Potential punishments include but are not limited to:
  - 7.4.1. Temporary or permanent suspension from participation in all AOEsports tournaments (including as a substitute player.)
  - 7.4.2. Temporary or permanent suspension from AOEsports platforms such as Discord, Twitter, Twitch, ect.

- 7.4.3. Temporary or permanent limiting of viewable channels in AOEsports Discord.
- 7.5. Individuals should contact AOEsports staff through ModMail or private messaging if they wish to discuss the topic of their punishment for player conduct violations.
- 7.6. Every case will be thoroughly reviewed & investigated. All punishment violations will be peer-reviewed, as to provide a transparent and nuanced verdict.

## **8.0 GENERAL RELEASE**

- 8.1. 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.
- 8.2. 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

## 9.0 MATCH STRUCTURE

- 9.1. Every match will be a best-of-three map series.
- 9.2. All players must play on the account that they signed up with.
- 9.3. The team on the left of the bracket is responsible for setting up the lobby.
- 9.4. Map Veto
  - 9.4.1. A v!coinflip shall determine which team will proceed as "Team A" for the first map.
  - 9.4.2. Maps that are removed are unable to be picked for the remainder of the match
  - 9.4.3. During every match, maps are chosen from the pool by the team that lost the previous map.
  - 9.4.4. The team that won the previous map chooses whether to attack or defend first.
- 9.5. *Selecting Initial Map & Attack/Defence*
  - 9.5.1. Team A removes one map;
  - 9.5.2. Team B removes one map;
  - 9.5.3. Team A removes one map;
  - 9.5.4. Team B selects from remaining maps;
  - 9.5.5. Sides to be determined by v!coinflip.
- 9.6. Current active duty map group:
  - 9.6.1. Ascent
  - 9.6.2. Bind
  - 9.6.3. Haven
  - 9.6.4. Split
  - 9.6.5. Icebox
  - 9.6.6. Breeze

- 9.7. 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 is eligible per Section 3.

## **10.0 GAME LOBBY SETTINGS**

### **10.1. CUSTOM GAME**

- 10.1.1. CLOSED
- 10.1.2. SERVER: SYDNEY 1 or 2
- 10.1.3. MODE: STANDARD
- 10.1.4. CUSTOM GAME OPTIONS:
  - 10.1.4.1. Allow Cheats: OFF
  - 10.1.4.2. Tournament Mode: ON
  - 10.1.4.3. Overtime Win By Two: ON
  - 10.1.4.4. Teams: 5 v 5

## **11.0 PAUSES, LATE STARTS & OTHER DELAYS**

- 11.1. 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.
  - 11.1.1. Matches may be rescheduled from the preceding Wednesday 2pm AEST until the following Sunday 11.59pm AEST.
- 11.2. 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.
- 11.3. A team must have at least three rostered players participating at all times.
- 11.4. If a team forfeits a match three times in a row without rescheduling agreements, AOESports may remove that team from the tournament.

## 11.5. *Pauses*

- 11.5.1. 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.
- 11.5.2. Each team has ten minutes of pause time over a match. Pause time may be extended if given leave by the opposing Captain.
- 11.5.3. Pauses may not be used until five eligible players have joined the match lobby.
- 11.5.4. Matches may be paused if a moderator decides a match should be paused. This will not count towards either team’s pause time.
- 11.5.5. 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.
- 11.5.6. Teams can also use their two tactical timeouts. This will not count towards their pause time.

## 12.0 **POST MATCH PROCEDURES**

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

## 13.0 **SUBSTITUTIONS**

- 13.1. For a player to be eligible to substitute, they must:
  - 13.1.1. Meet player eligibility requirements of Section 3;
  - 13.1.2. Play on their highest ranked account
  - 13.1.3. Be ranked no higher than the ranked cap for their team’s group
- 13.2. All substitutes must be approved in advance by AOEsports.

## 14.0 **STREAMING & RECORDING**

- 14.1. Any match may be streamed or recorded on a five minute or longer delay.

- 14.2. No videos or streams (of anything related to AOEsports) that are found to be offensive can be made/produced.

## 15.0 OTHER

- 15.1. At all times while playing a match, all players and coaches are required to be in their team's dedicated voice channel within the AOEsports Discord Server.
- 15.2. AOEsports reserves the right to punish rule violations in the way it sees fit.
  - 15.2.1. AOEsports may force match forfeiture upon teams with invalid rosters;
  - 15.2.2. Players with a Riot Games Inc. account in bad standing may be disallowed from AOEsports tournaments at AOEsports discretion.
- 15.3. Players may not sign up to or be part of multiple teams within Conquest Clash.
- 15.4. 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.

