ESPORT ADRIA RULEBOOK

This document outlines the rules that should at all times be followed when participating in an Esport Adria competition. Failure to adhere to these rules may be penalized as described. It should be remembered that it is always the administration of the tournament that has the last word and that decisions that are not explicitly supported, or detailed in this Rulebook, or even goes against this Rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

1. GENERAL

1.1. Nationality of players

The nationality of all players competing in the Esport Adria tournaments has to be from one of the following countries: Albania, Bosnia & Herzegovina, Croatia, Kosovo, Macedonia, Montenegro, Serbia or Slovenia. All players have to submit proof of nationality by sending copies of a passport or ID card if requested by an admin. Failure to prove nationality will be penalized with a default loss and possible disqualification from the tournament.

1.2. Team and player names

Team and Player names can't contain socially unacceptable and disrespectful words and must be changed at admins request. If any team or player fails to comply, the admin team can disqualify them.

1.3. Rule Changes

Esport Adria administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice. The Esport Adria administration also reserves the right to make a judgement on cases that are not specifically supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship.

1.4. The validity of the rules

If any provision of the Rulebook shall be invalid or impracticable in whole or in part this shall not affect the validity of the remaining part of this Rulebook. Instead of the invalid or impracticable provision, an appropriate provision shall apply, which is nearest to the intent of to what would have been the intention in keeping with the meaning and purpose of the Rulebook.

1.5.. Confidentiality

The content of protests, support tickets, discussions, or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without written consent from the tournament directors.

1.6. Code of conduct

All Teams and Players agree to behave appropriately and respectfully towards other Teams and Players, spectators, the press, the broadcast team, tournament officials, and tournament administration. Being role models is the occupational hazard of being a Player or organizer, and we should behave accordingly. Any sort of harassment should be reported to the Esport Adria administrators immediately. Harassment includes but is not limited to offensive statements or actions related to gender, gender identity, and expression, age, sexual

orientation, disability, physical appearance, body size, race, religion. Also considered harassment are things like sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

1.7. Collusion

Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as: Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game. Pre-arranging to split the prize money and/or any other form of compensation. Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

1.8. Bribery

No Team Member may offer any gift or reward to a player, coach, manager, Esport Adria, or person connected with or employed by another Esport Adria team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

1.9. Association with gambling

No Team Member or Esport Adria Management may take part, either directly or indirectly, in betting or gambling on any results of any Esport Adria game, match or tournament.

1.10. Match broadcasting

Players are allowed to stream their matches during the tournament only if that match is not being streamed on official Esport Adria channels and with proper delay. Breaking this rule repeatedly might result in disqualification.

2. VALORANT RULES

This competition is not affiliated with or sponsored by Riot Games, Inc. or VALORANT Esports.

2.1. Teams and rosters
■ Each team must consist of maximum 5 players.
■ Once the tournament starts, you cannot replace any player.
■ Match has to be played in the following format: 5v5.
■ A player is allowed to represent only one (1) team in the same tournament.

2.2. Age restrictions
Each participant needs to be of the age of Sixteen (16) or older at the point of the tournament.

2.3. Match join procedure
Each team has 10 minutes after the scheduled match starting time to join or create the match and then start the match. Failure to do so will result in a DQ. If one team fails to connect on time, other team has to send proof (screenshot) in #support channel on Esport Adria discord under the Valorant subsection. It is highly recommended that you correspond with your opponent before the match time to set up the lobby. 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.
If the game is BO3 or higher, the games have to start as soon as possible between each other.

2.4. Hosting rights
■ The top team will be the host of the match. A team member of said team should create a private match and send out invites for both teams to join. It is recommended that the opposing teams communicate via discord to get the proper information to invite each other.
■ NO observers are allowed. If there are observers present, please contact a tournament administrator immediately.
   Exception: There will be observers for streamed matches. However these observers will be Esport Adria Employees or approved by Esport Adria to protect the competitive integrity of the match.

2.5. Lobby settings

- CUSTOM GAME
  - Party Status: CLOSE
  - Map: Designated through ban system, see below
  - Mode: Standard
  - Cheats: OFF (Only will be used in seminfinals and finals)
  - Overtime: OFF (Only will be used in finals)
  - Tournament Mode: OFF

2.6. Map selection

BO1

- Team on the top – banning the map from the map pool.
- The team on the bottom – banning the map from the map pool.
- Team on the top – banning the map from the map pool.
- The team on the bottom – choosing side which they will start on (Attackers/Defenders)

BO3

- Team on the top – choosing the first map from the map pool.
  The team on the bottom – choosing a side on which they will start on the first map.
- The team on the bottom – choosing the second map from the map pool.
  The team on the top – choosing side on which they will start on the second map.
- The team on the bottom – choosing the third map from the map pool.
  The team on the top – choosing side on which they will start on the third map.

2.7. Match start

- 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.
- In the case that the game started before writing ready from both sides, the team which did not write ready has the right to call a remake before round 1 of the game starts. (before the countdown in the game of round 1 reaches 0).
- If any of the players are not connected to the game before the counter reaches 0, the team can call a remake and the game has to be remade.
- If the game started on the wrong map, the game has to be remade.
- In order to do the remake, all the players have to leave the match. Start the next game as soon as possible. Both team captains will have to write ready again. If the team is not ready by 5 minutes after the remake, the

team which is not ready will be disqualified. Game can be remade only once, the game has to be played in the way it started after the remake, even if the issues will occur. The situation can still be reported in #support channel on Esport Adria discord under the Valorant subsection.

- If the team which is hosting the game does not remake. The Opposing team can report the situation to the Admins on the Esport Adria discord in the #support channel on Esport Adria discord under the Valorant subsection. The case will be reviewed and can result in disqualification of the team which did not do a remake.
- If a player disconnects during the game, the game has to continue and will not be paused or remade. (If the game has the Esport Adria admin as observer and cheats are enabled, the game can be paused during the buy phase of the game, but a team has to write before the countdown of the round reaches 0).
- If the servers are acting badly for both teams or the game goes down, please report it to us in #support channel on Esport Adria discord under the Valorant subsection.

2.8. Submitting match information

After match completion, the team captain of each team is required to report the match outcome. This includes:

- A screenshot of the full scoreboard with all in game usernames being shown.
    - If you have left the lobby, you can still retrieve the match data by going to the 'Career tab' → Match History → Select the appropriate match → Scoreboard
- Acceptable formats
    - Screenshot of the scoreboard in its' entirety
    - Video Clip of scoreboard
- Acceptable areas to report/send/post match results
    - Under the #results channel on Esport Adria discord under the Valorant subsection
- If one of the teams will not send the screenshot within 15 minutes of the match end, the screenshot which was sent by the other team will be taken into account.
- If the screenshots of both teams are missing within 15 minutes of the match end, the game will not be counted and in case of BO1, both teams will be disqualified