

ebattle Ruleset
Game: Valorant
Platform: PC
Version: 1.0.4
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Changes to the last document are highlighted in red.

1. Preamble

1.1. Area of application

This set of rules applies to Valorant Cups of ebattle, independent of the platform. By joining Valorant Cups, each team member accepts this set of rules. Each player is independently responsible for informing himself about the current version of the rules.

1.2. Modification of rules

ebattle reserves the right to penalize unsporting or unfair behaviour or actions as such, which are not included in this set of rules. If a change to the rules is necessary during the season, this change may be made and will be communicated to all teams.

1.3. Disclaimer

If a paragraph or rule in this set of rules turns out to be invalid, unlawful or unenforceable or violates applicable law, the rest of the set of rules shall remain valid. German law is considered to be the applicable law. Likewise, the decision on any situation not specified in this set of rules is at the discretion and in the decision-making power of the tournament management and the admins.

1.4. Confidentiality

All contents of protests, support requests and correspondence with the admins or the league management are to be treated confidentially and may not be published in pictures, text or in analogous reproduction. Publication requires the approval of the league leadership.

2. General rules

2.1. Additional agreement

Ebattle does not allow any agreements between the teams, which restrict the validity of the rules or make them completely invalid. Additional agreements must be approved by the tournament management or the admin team.

2.2. Participants

Players who are registered and registered on the participating team and on the ebattle website are eligible to play.

Players must be 16 years of age or older to participate. In case of non-compliance with this regulation, a distribution of the price is not guaranteed.

The Riot ID (Playername #ID) must be entered in his/her ebattle profile.

You are only allowed to participate any match, if you have a minimum 5 players in your matchlobby.

2.3. Player bans

If a player is blocked or banned by another league or cup organizer, this has no effect on the ebattle. Only players with an official Riot ban are also banned on ebattle.

2.4. Dates of play

Each team has the obligation to inform themselves about the given game dates and to be present at them. A game is not revoked due to a missing team.

2.5. Additional terms of participation

Players eligible for Valorant Cups must meet the following criteria:

- Player must be a natural person.
- Player must be at least 16 years old.
- Each person may only have one account within ebattle.
- Communication in German or English ist o be ensured.
- The Riot ID (Playername #ID) must be entered in his/her ebattle profile.
- Players must not have a publisher based ban.

2.6. Change of player

New players can be admitted to teams between cups without penalty. During a running cup, only players who are entitled to play may be used. These may be switched between two matches.

2.7. Prizepool distribution

The winnings are only distributed to the team owner, who is then responsible for the eventual redistribution. The distribution of the prizepool takes place by bank transfer. To do this, the team must specify the information necessary for a transfer.

2.8. Casting/Streaming

2.8.1. Streaming

If streamed from the ego perspective, you have to set a delay of at least 1:30min. Also, ebattle must be mentioned in the stream title. The stream title must not be offensive, racist or generally reputational. In case of disregard, the entire team can be disqualified. If a match is cast by an ebattle caster, it must not be streamed from the ego perspective.

2.9. Protests

Protests are directly match-related questions or accusations that determine the course or outcome of a match.

A protest may be used by any team at any time during the match. A protest must be reported in the match channel immediately after the offense occurred. **This must be marked with the note „Protest“ and the tag @ebattleADMIN.** In case of violations during an ongoing match, the match must be stopped until the buyphase of the following round is over and the protest must be reported in the matchchannel. After the end of the match, only offences of the last played round can be protested. This can be done until the result is confirmed. Protests, which are not made in the matchchannel are invalid and cannot be used as a reference. This rule also includes personal messages to admins or the tournament management.

A protest is only valid as long as the result has not been confirmed. If the match has already ended and the result has been confirmed, a protest will not be accepted or processed.

The tournament management reserves the right to override this rule in the event of proven cheating.

The tournament management and the admins always decide on the basis of the presumption of innocence. This means that the protester must present substantial evidence or argument, otherwise the protest will not proceed due to insufficient evidence.

2.10. Match result spoiler

If a team, whether on social media or in the Twitch Chat, announces a match result that has not yet been published in the corresponding stream, this team will be punished with appropriate severity.

2.11. Support requests

Support requests are indirect or non-match-related requests, which are purely informative, administrative or organizational concerns of the teams vis-à-vis the tournament management. A support request must be submitted via the support ticket system integrated into Discord. Support requests that are not made through the ticket system are invalid and cannot be used as a reference. This rule also includes personal messages to admins or the tournament management.

3. Requirements of players

3.1. Illegal programs and modifications

Any hardware and software that gives a player an advantage over his opponent is strictly prohibited. In case of violation, the entire team may be disqualified.

3.2. Additional hardware and software (general)

Any hardware or software that gives a player an advantage over his opponent is strictly prohibited. The same applies to actions that give a player or team an advantage in any way. This applies in particular to the exploitation of bugs and glitches.

3.3. Bugs and glitches

Taking advantage of glitches and bugs will result in the loss of the round.

It is important to distinguish between glitches and bugs and spots on the map that can be reached normally. In case of doubt the tournament management has to be informed. Using paths outside the map (out of map) is not a rule violation.

3.4. Anti-Cheat software

3.4.1. RemoteControlSystems (RCS) & VPN

RCS and VPNs are strictly prohibited in use at eBattle and will result in team disqualification. The use of a Remote Control System (for example „Teamviewer“) must be properly proven. The same rule applies to programs such as Skype, Zoom or Microsoft Teams (the programs mentioned are only a selection).

4. Game settings

4.1. Hosting

4.1.1. Matchhost

Normally, a player opens the lobby. The team that is allowed to select the side is responsible for hosting the match. The host is also responsible for the correctness of the settings.

4.1.2. Teamhost

The team that has selected/banned the penultimate map hosts the match and has to make the correct settings.

4.1.3. Game settings

Standard server: Frankfurt 1

Exception: Teams can choose another server if both teams agree. This must be written in the matchchannel.

- Allow Cheats: Off
- Tournament Mode: On
- Overtime: Win By Two: On
- Play Out All Rounds: Off
- Hide Match History: Off

4.1.4. Caster/Observer

If a match is casted, the teams are notified and the caster or observer opens the lobby. The team captains are invited into the lobby and ensure the correct settings. It is not allowed to open your own lobby or to start the game independently if a caster or observer is set as the game host.

4.1.5. Timing schedule

Each team has to be ready to be in the game lobby before the scheduled match date to avoid delays. Each team is also responsible for the individual team members and their punctuality. If a team is not in the game lobby after a period of **10** minutes after the official match start, an admin must be informed and this cast must be proven with a screenshot of the lobby.

4.1.6. Coach

Coach slots are allowed.

The user, who wants to use the coach slot, has to be part of the team before the tournament start.

4.2. Mapvoting

The mapvote will take place in your match on the ebattle website. The Mapvote is activated 15 minutes before the match starts.

The website will randomly choose a team which starts banning a map. The maps will be voted alternately, so that one map (decider map) remains.

The team that has banned/selected the penultimate map selects the desired side (attacker or defender) on the decidermap.

The mapvote will proceed as the following:

Bo1:

TeamA bans Map

TeamB bans Map

TeamA bans Map

TeamB bans Map

TeamA wählt Seite

Bo3:

TeamA bans Map

TeamB bans Map

TeamA picks Map **and picks the side for this map**

TeamB picks Map **and picks the side for this map**

TeamA picks the side for decidermap

4.3. Mappool

The current mappool consists of Haven, Ascent, Bind, Split, Icebox, **Breeze**.

In general, only 5 of the maps will be available in our mapvote.

Here we rely on a rotating system to ensure fairness.

The maps for the mapvote are stored in the respective tournament description.

New maps are blocked four weeks after release.

4.4. Agents

Agents who are banned from Riot Competitive are also banned from eBattle.

New agents are blocked two weeks after release.

4.5. Wrong game settings

If a match has been started with incorrect match settings, the opponent must be informed immediately. If two full rounds have passed and the incorrect settings have not been communicated in the match channel, the settings are considered as accepted and will not be changed.

5. Obligations and right of players

5.1. Discord

Prior to the start of the tournament, at least the Team Captain of each team must link their eBattle account to Discord via "My Profile" → "Connect Discord" and be actively on Discord during the entire match process and scheduled lead time. A channel will be created on Discord for each match where support and questions will be handled. Communication between the players also takes place here. Before the start of the match, each team must declare its presence. Each player represents his team in the Discord. This means that each player in the Discord represents an equal function and is entitled to instructions.

5.2. End of match

Each player has the obligation to remain in the lobby after the end of the match. Players are not allowed to leave the lobby until the host is back in the settings menu. Should this rule be disregarded, the player will be reminded once. Should the behaviour occur repeatedly, the player will be deprived of the right to play for future games.

5.3. Connection

Each player is responsible for ensuring the best possible connection

for him, taking into account the region and the technical conditions (ping).

5.3.1. Ping

The maximum latency in the Valorant tournaments is 120ms. If a player repeatedly exceeds this limit, a rehost must take place first before a match protest can be opened. If a protest is initiated, the match is interrupted and, if the problem is not resolved, the game must be finished with the remaining players. For the validity of a protest, at least 3 screenshots must be submitted over the period of 2 rounds showing the latency exceedance.

5.3.2. Rehost

Each team is allowed to take one rehost per map.

Rehosts are only allowed between two maps or in halftime. A rehost may be max. 10min.

To take a rehost, the team has to leave the match before the second half starts.

Exception: lobby / match bugs (matchbreaking bugs)

If a game breaking bug occurs (examples: timeout bug, agent bugs, entire lobby has highping), a rehost has to be done.

In this case, both teams must take a screenshot of the current scoreboard. An admin must be informed to do the rehost.

5.3.3. Breaks/Timeouts

Each team is allowed to take two timeouts (60 seconds each) per map via the ingame timeout function.

5.3.4. Disconnect

If a player has a disconnect or leaves the lobby, he has the duty to reconnect to the lobby. If he is unable or unwilling to join, the match must be completed with the remaining players. The player may only be replaced by another eligible player between matches or maps and not during a match. A rehost may only be used in the first 10 seconds of the first round of a half and only if no damage were made. Each player is responsible for his own software and hardware.

5.4. Technical issues

Each player is responsible for his/her hardware and Internet connection. A game is not reset due to technical problems or missing players. If a team is unable to compete with the rotor registered for the tournament, the match will be counted as a freewin for the opponent.