



GIRLGAMER Challenge  
Valorant  
Rulebook

June 2021

COMPETITIVE RULES

## 1. Technical management

- a. For the GIRLGAMER Challenge, the current version of the game, available via the Riot application, is the version used for the competitions.
- b. The tournament will always be played on the latest patch.
- c. New agents and maps will be automatically restricted for four weeks from their release on live queue.



## 2. Competition Format\*

### 1. Open Qualifiers

- a. Game Format: Team Match (5-person team with no substitute)
  - b. Main Rounds (double elimination)
    - Winner and Loser Brackets Match – Best of 1.
    - Final – Best of 3
- ❖ Winner of qualifier 1 will be seed 1 and the runner-up will be seed 2
- ❖ Winner of qualifier 2 will be seed 3 and the runner-up will be seed 4

### 2. Playoff phase

- a. Game Format: Team Match (5-person team with no substitute)
- b. Main Rounds (double elimination)
  - Semi-finals – Best of 3
  - Winner Bracket Final – Best of 3
  - Loser Bracket Match & Consolidation Final – Best of 3
  - Grand Final – Best of 5; Winner bracket team will have an advantage game.

\*Format may change according to each region



### 3. Restrictions

- a. Teams and players may only participate in the qualifiers that is within their own region.
- b. Players may not change their in-game names, team names or tags at any point after the beginning of the qualifiers.
- c. GIRLGAMER has the right to deem any name or tag inappropriate. If a name or tag is flagged as inappropriate, teams or players must change it to something that is approved before she may be able to compete.
- d. GIRLGAMER holds the right to deny any representation of unwanted sponsors which can include, but not limited to gambling Sites, drugs, illegal activity, pornography, tobacco, competitors.
- e. Teams must hold an appropriate name. Any team attempting to sign up with a name deemed unsuitable will be asked to create a new team in-game to participate.

### 4. Pre-Match Rules/Guidelines

- a. Voice Chat

Voice chat will be provided only via Riot native system and through GIRLGAMER's Discord voice chat server. Tournament officials may monitor a team's audio at the discretion of the Tournament Official.

- b. Agent Selection process:
  - i. Once agent select is started, players have 85 seconds to pick their Agent, with both teams picking simultaneously.
  - ii. If a player picks an Agent by mistake during this phase, the player must notify the tournament official of their intended selection before the agent select timer expires.
  - iii. If the agent select is restarted, it will be restarted with the same picks up until the mistake occurred, after which the player must choose their intended Agent.



- iv. If the player notifies a tournament official after the timer has expired, the agent select will not be restarted and the player will be required to play with the selected agent.

## 5. Map List

### 1. Map List

Riot's active-duty map pool, as it stands two weeks before the event, is used.

Current map pool:

- Bind
- Haven
- Split
- Ascent
- Icebox



## 6. Map selection Process Order

### 1. Map selection order (Best of 1 match)

The best seeded team starts the map selection process:

- Team A removes two maps.
- Team B selects from the remaining maps.

Starting sides will be determined by a coin flip.

### 2. Map selection order (Best of 3 matches)

The best seeded team starts the map selection process:

- Team A removes one map.
- Team B removes second map.
- Team B selects the first map.
- Team A selects the side of the first map.
- Team A selects the second map.
- Team B selects the side of the second map.
- The remaining map is played as a decider, if required.
- Team A selects side of the decider map.

### 3. Map selection order (Best of 5 matches):

The team (Team A) that comes from the winner bracket will have one match advantage and starts the map selection process:

- Team A selects the first map.
- Team B selects the side of the first map
- Team A selects the second map.
- Team B selects the side of the second map.
- Team B selects the third map.
- Team A selects the side of the third map.
- Team B selects the fourth map.
- Team A selects the side of the fourth map.
- The remaining map will not be played.



## 7. Match setup

### a. Lobby settings

The official match lobby will be set to “tournament” mode with “overtime: win by two” turned on.

### b. Emergency substitutions

In the event of an emergency at any point during a match, a team will be given up to ten minutes to produce an eligible substitute. If a replacement can't be found then the Team will forfeit. Tournament officials will determine if an incident qualifies as an emergency. Any substitute must be a registered member of the team.

## 8. Post-Match Process

### 1. Between maps/matches

The standard time for transition in between maps is eight (8) to ten (10) minutes from the time of the last map's round until the players are ready for the next map.

If all players are not ready to play at the time designated by the tournament officials, the team can be sanctioned for the delay.

## 9. Pauses and crashes

### 1. Timeouts (Tactical pauses)

Teams are allowed to call timeouts of 30 seconds in duration one time per map. The 30 second clock will begin when both teams' coaches are connected and able to communicate with their players. Timeouts can be called via the in-game pause system. In the event of an Overtime, each Team will be granted an additional Timeout.

### 2. Crashes



- i. If a match is interrupted for reasons beyond the control of the players, the tournament official will restore the round using the in-game round restore feature but, in some scenarios, may decide to replay the round or even the complete match.
- ii. If the issue takes place during the first minute of the round, before any damage has occurred and the opponent or referee has been immediately notified, the round will be restored. Otherwise, it will not be restored.
- iii. The match will not be stopped and/or rounds will not be restored or replayed in cases where it is clearly a player's fault.

## 11. Determining a winner

- a. A winner is determined by one of the following methods, whichever occurs first:
  - i. Spike detonation
  - ii. Spike defusal
  - iii. Team eliminated before planting or defusing the spike
  - iv. Round timer expired
  - v. Team forfeit

## 12. Coaches

- a. If a Team has a coach, he may be present for every match in which the team participates.
- b. Coaches are only permitted to be in the Match Area during Agent and Map selection, timeouts, half-times and in-between maps.
- c. The coach may be connected to the voice communication system in the lobby and will only be allowed to talk to players and others during the Agent and Map selection process for every match, timeouts, half-times and in-between maps (if applicable).

\*Any room in which the player competes will be considered part of the match area.





## CHANGE OF RULES

These regulations apply to GIRLGAMER Challenge and may be altered in the following cases:

- a. Rules are subject to change after the release of new patches.
- b. Upon discovery of other reasonable factors.

When match rules are revised because of specific circumstances, the host has the obligation to announce revisions via website or any other viable source.

