



CALYX

VALORANT

P A K I S T A N

RULE BOOK

Tournament Rules

1. Requirements

1.1. Teams

A Team's Roster can have a maximum of 6 players (1 Substitute)

All players must be residents/citizens of any city in Pakistan.

Tournament officials might require documental proof of both residency & nationality of players participating in the tournament.

The proposed team name entered upon registration may be in English; however, it may not be offensive, racist, or sexual in nature. If found to be in violation of this rule, the team will be disqualified.

2. Match Process

2.1. Changes to Schedule

Tournament Officials may, at their sole discretion, re-order the schedule of Matches within a given day and/or change the date of a Match to a different date or otherwise modify the schedule of Matches. In an event where the tournament Admins modify a Match schedule, they will notify all Teams as soon as possible.

2.1.1. Tournament Admin Responsibilities.

Tournament admins shall be entitled to:

Review the match results from the winning team and approve the same.

Assign roles to team captains on the tournament's dedicated discord server.

Make the final decision in the event of any dispute.

Refute any rule depending on the situation at hand.

Carry out security protocols directed by the Head Admin and other Tournament Officials, and/or in support of these Tournament Rules or the Global Policy.

Administer the player checklist and enforce these Tournament Rules and the Global Policy, including directing players to take or refrain from taking any action.

Communicate with players about any issues experienced, in-game and out.

2.1.2 Finality of Judgment.

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the event, and penalties for misconduct, lie solely with the Head Admin, the decisions of which are final. Head Admin decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

2.2. Pre-Match Setup

2.2.1. Online Matches.

For Online Matches that are part of the tournament Players will be expected to confirm readiness at a time specified by Tournament Admins prior to each match. (15mins) Players are responsible for ensuring the performance of their chosen setup, including computer hardware and peripherals, internet connection, DDOS protection and power. Issues with this setup are not an acceptable reason for lateness or pausing beyond a Team's allowance.

Starting the Match:

CASE 1: ADMINS REQUIRE OBSERVER IN THE GAME

1. Admins will search for the Riot IDs of the team captains and invite them into a lobby.
2. The team captains must then invite the rest of their team members into the lobby.

CASE 2: ADMINS DO NOT REQUIRE OBSERVER IN THE GAME

1. Players must search for the Riot IDs of their opponents from their upcoming matches in the sheet that will be provided by Tournament Admins.
2. Team A captain must follow the Lobby settings when creating the Lobby.

3. After the two team captains confirm their readiness, the Lobby owner can start the match.

Each team must be in the Lobby within 15 minutes from the official time of each match as scheduled. Failure to do so shall entitle the Tournament Admin to disqualify the team for their tardiness.

Match Result Reporting:

A screenshot must be attached as a proof in the results reporting page and posted on Discord. (mandatory).

2.2.2. Map Selection Process.

Any team on the top side or left side of the bracket shall be considered as Team A, while teams on the bottom or right side of the bracket shall be considered as Team B.

2.2.3. Map Selection Process for Best-of-One Matches.

Team A bans a map from the map pool.

Team B bans a map from the map pool.

Team A picks a map from the remaining 2 maps.

Team B will pick a side (Attackers/Defenders) to start on.

2.2.4. Map Selection Process for Best-of-Three Matches.

Team A bans a map from the map pool.

Team B bans a map from the map pool.

Team A picks a map, which will be the first map of the best-of-three matches.

Team B picks the side of the map they will start on for the first map and pick the map for the second map of the best-of-three matches.

Team A pick the side of the map they will start on for the second map.

The third map, if required, will be chosen at random from the full map pool with the sides for each team on such a map to be determined by coin flip or random name picker site.

2.2.5. Map Selection Process for Best-of-Five Matches.

Team A picks the map for the first map of the best-of-five matches.

Team B picks the side of the map they will start on for the first map, and picks the map for the second map of the best-of-five matches.

Team A picks the side of the map they will start on for the second map, and picks the map for the third map of the best-of-five matches.

Team B picks the side of the map they will start on for the third map, and picks the map for the fourth map of the best-of-five matches, if required.

Team A selects the side of the map they will start on for the fourth map, if required.

The fifth map, if required, will be chosen at random from the full Map Pool with the starting sides for each Team on such map to be determined by coin flip or random name picker site.

2.2.6. Start of Agent Selection Process.

Once Agent Select has started, Players will have (85) seconds to pick their Agent, with both Teams picking simultaneously. If a Player picks an Agent by mistake during this phase, the Player must notify a Tournament admin of their intended selection before the Agent Select timer expires. In this case the Agent Select process will be restarted with the same Picks up until the mistake occurred, after which the Player must choose their intended Agent. In the case the Player notifies a Tournament Admin after the timer has expired, the Agent Select process will not be restarted and the Player will be required to play through.

3. Pauses and Crashes

3.1. Timeouts (Tactical Pauses)

Teams are allowed to call Timeouts of 30 seconds in duration one time per map.

Timeouts can be called via the in-game pause system.

3.2. Pause Allowance

Every team has a maximum of 10 minutes of pause time per match.

Pausing beyond allowance-time will be considered unfair play and match must be un-paused. If a team disregards the pause allowance rules, contact an admin immediately via our channels on discord.

Please Note: These Rules may be amended, modified or supplemented by Tournament Organizer, from time to time, in order to ensure fair play and the integrity of the Tournament.

4. Broadcast & Stream

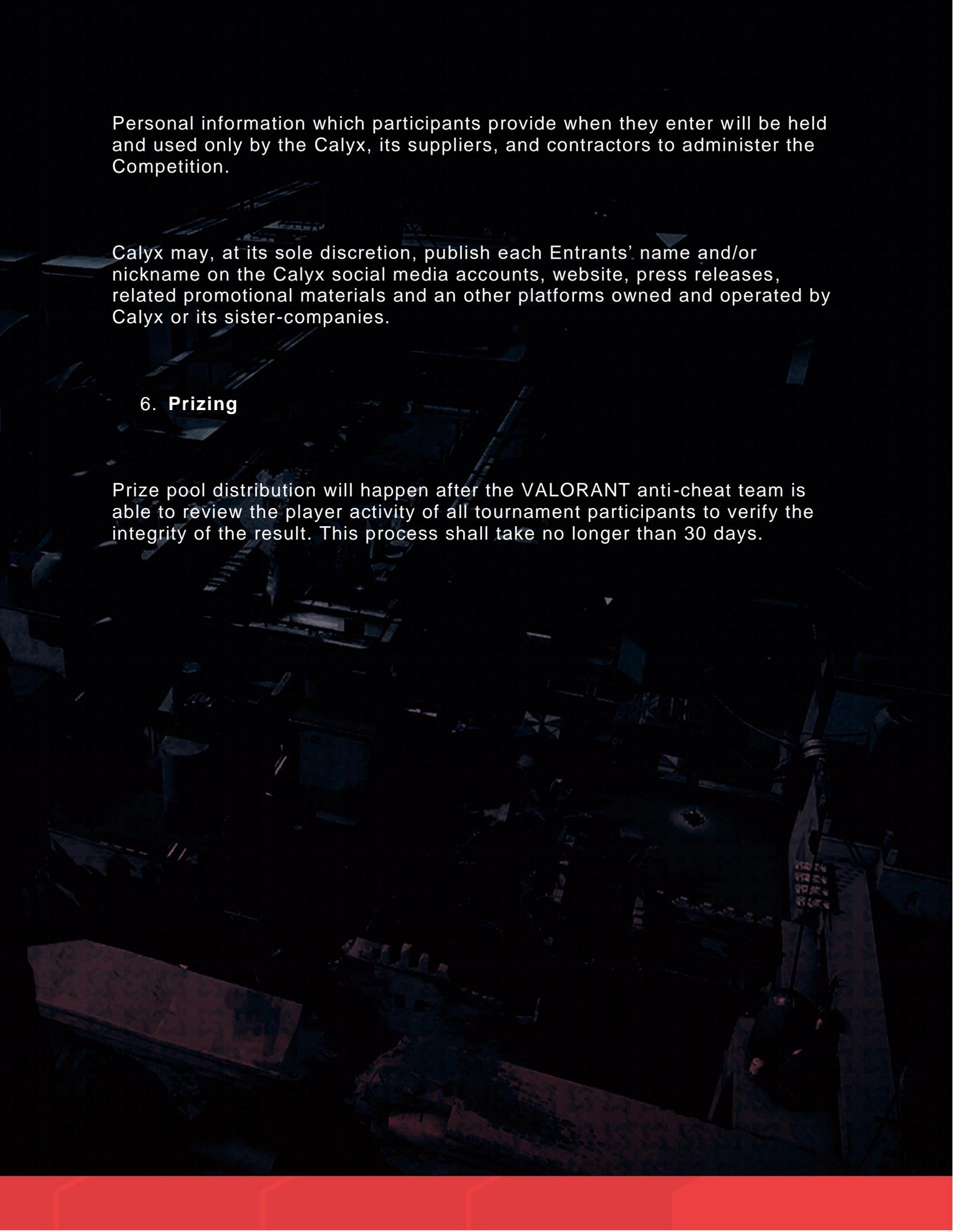
Broadcasting & streaming rights of this tournament are exclusive to the channels owned and operated by Calyx

Players, streamers, team organizations, and other third parties cannot stream/broadcast the matches of the tournament without a direct permission of tournament organizer (Calyx).

Players, streamers, team organizations, and other third parties are encouraged to host the official broadcast on their channels to support the overall tournament exposure.

5. Participating Players

Calyx shall not be liable for any loss, damage, or injury which an Entrant suffers as a direct or indirect result of the tournament.



Personal information which participants provide when they enter will be held and used only by the Calyx, its suppliers, and contractors to administer the Competition.

Calyx may, at its sole discretion, publish each Entrants' name and/or nickname on the Calyx social media accounts, website, press releases, related promotional materials and an other platforms owned and operated by Calyx or its sister-companies.

6. Prizing

Prize pool distribution will happen after the VALORANT anti-cheat team is able to review the player activity of all tournament participants to verify the integrity of the result. This process shall take no longer than 30 days.