

STREAMERS LEAGUE

STREAMERS LEAGUE VALORANT RULEBOOK

1. Introduction to the rulebook

Dear streamers,

These rules were created to systematize the Streamers League. We want our tournament to be a perfect place for you to compete and engage your communities to cheer on your favorite idols.

On behalf of the whole team responsible for the organization of the Streamers League, we wish you good luck in the competition and a lot of fun with your teams and viewers!

2. Definitions

- 2.1. Round - the smallest timeframe of VALORANT gameplay. The outcome of a round is determined by the events listed below:
 - Spike explosion
 - disarming/defusing Spike
 - elimination of the whole team before the explosion or disarming/defusing of the Spike
 - expiry of the round time (timer located at the top of the screen)
- 2.2. Map - a set of rounds played until one of the teams reaches a score (13). In the event of a tie (12-12), the map ends with a tie or overtime rounds are played to a two-point advantage (e.g. 14-12). Overtime rules are specified in section 5.7 of the rulebook.
- 2.3. Match - a set of maps played until one of the teams reaches a score appropriate to the type of meeting being played.
- 2.4. Match type - BO1 (best of one) - the match is played over one map, BO2 (best of two) - the match is played over two maps, BO3 (best of three) - the match is played to two winning maps e.g. a score of "2-1" or "2-0".
- 2.5. Map banning - the procedure during which teams choose the maps on which the match between them will be played. A description of the map banning process can be found in section 5.3 of the rulebook.
- 2.6. Map pool - a list of maps approved for use in the matches. The list of approved maps can be found in section 5.4 of the rulebook.

3. General rules

- 3.1. The organizer of the "Streamers League" is White Eagle sp. z o.o. ul. Polska 39, 81-334 Gdynia Poland; KRS: 0000593878.
- 3.2. This rulebook applies only to the games of "Streamer League" played in VALORANT.

- 3.3.** The organizer reserves the right to adjudicate in situations that are not covered by this rulebook in order to maintain the principles of fair competition and sporting rivalry.
- 3.4.** The official website and source of information for the tournament is: <https://streamersleague.gg>
- 3.5.** The personal data the Tournament Organizer collects will be used only for tournament-related purposes. We will not share your data with third parties. You can request a manual review of your data. By participating in the tournament, you declare that the information you provide is correct. Organizer reserve the right to exclude a team due to false data.
- 3.6.** The tournament is divided into two phases: National Qualifiers and LAN Finals. The rules for each phase are described in the relevant section of the rulebook.
- 3.7.** Distribution of the prize pool in the tournament:

National qualifiers (Poland, Greece, Hungary, Czech & Slovakia, Romania)	
1 place	1 000 €
2 place	500 €
3rd/4th place	250 €

LAN Finals	
1 place	10 000 €
2 place	4 000 €
3rd/4th place	2 250 €
5th/6th place	750 €

- 3.8.** Awards will be paid to the account provided by the team captain within 45 business days of the completion of the tournament.
- 3.9.** List of tournament officials with contact information:

Mateusz Zaczyński	Game referee	Zaczek#8609
Tymoteusz Cierzan	Tournament Director	Zobek#7746
Michał Gibadło	Broadcast coordinator	mgister#6463

4. Teams and players

4.1. Players

- 4.1.1. A participant is understood as a person who meets all the points of this rulebook, has registered for the tournament, and his participation has been approved by the tournament officials.
- 4.1.2. Only people over the age of 13 may participate in the tournament.
- 4.1.3. The participant must provide all data required by the organizer (such as name, surname, nickname, photo).
- 4.1.4. Rules for selecting players for the team:
 - No players who are playing or were playing in VLR or VCT this year are allowed
 - Max 1 player who had the Radiant rank in Episode 04 (since Jan 11th, 2022) is allowed
 - Max 1 player who is or was playing in a TOP 50 team (based on vlr.gg ranking) is allowed

4.2. Teams

- 4.2.1. A team is defined as a group of a minimum of: five (5) primary players who have registered together.
- 4.2.2. A team is allowed a maximum of: five (5) primary players and one (1) reserve player.
- 4.2.3. One of the players on the team is also its captain. He/she is responsible for contacting the tournament officials through the official Discord server of the tournament. The captain must be elected by players before the start of the tournament. Information about the captain must be given to the tournament officials on the official Discord server or by email.
- 4.2.4. A substitute player may substitute for a regular player only if there is a technical problem preventing the regular player from playing. This change can be made between games, maps, and in exceptional situations during a map (with approval from tournament officials).

5. Game rules

5.1. The tournament is played on the latest available version of the game client.

5.2. The A team that votes first is chosen by a draw.

5.3. Procedure for banning maps:

5.3.1. B01 match

- Team A bans the map
- Team B bans the map
- Team A bans the map
- Team B bans the map
- Team A bans the map
- Team B bans the map
- The remaining map is played as the decider (the starting side is decided by a draw)

5.3.2. B02 match

- Team A bans the map
- Team B bans the map
- Team A bans the map
- Team B bans the map
- Team A chooses a map (Team B chooses a starting side)
- Team B chooses a map (Team A chooses a starting side)

5.3.3. B03 match

- Team A bans the map
- Team B bans the map
- Team A chooses a map (Team B chooses a starting side)
- Team B chooses a map (Team A chooses a starting side)
- Team A bans the map
- Team B bans the map
- The remaining map is played as the decider (the starting side is decided by a draw)

5.4. The map pool applicable to the tournament:

- Split
- Haven
- Bind
- Ascent

- Icebox
 - Breeze
 - Fracture
- 5.5. Responsible for hosting the lobbies is the game referee. In an exceptional situation, the organizer can appoint one of the captains to host the lobby.
 - 5.6. Once the lobby has been created, the referee invites the captains of both teams participating in the game to the lobby. The captains are responsible for inviting all their players.
 - 5.7. Match lobby settings: "Allow Cheats: Off", "Tournament Mode: On", "Playout All Rounds: Off", "Overtime: Win by Two: On" ("**Off**" in group stages), "Hide Match History: Off".
 - 5.8. Each team has one tactical pause (60 seconds) to use during the map half.
 - 5.9. In the event of technical problems, a team may request a longer technical break.
 - 5.10. The only people allowed to join the lobby are the primary players of the participating teams, tournament officials, and observers of the official tournament broadcast.
 - 5.11. The official server locations are: Warsaw, Frankfurt, Istanbul. During each game, the referee will designate the server that is closest to the players of both teams. In exceptional situations, tournament officials can decide to choose another server.

6. National qualifiers

6.1. Group stage

- 6.1.1. **Rules of the group stage for the Greece and Czech&Slovak qualifiers can be found in Appendix 7.**
- 6.1.2. The teams in the group stage will be divided into 2 groups with 4 teams in each group (8 teams in total).
- 6.1.3. In each group, BO1 matches are played against each other.
- 6.1.4. The two teams with the most points from each group go into the playoffs.
- 6.1.5. A number of points awarded based on the outcome of the match:
 - win: 3 points
 - tie: 1 point

- loss: 0 points

6.1.6. In case several teams have the same balance of points, the position in the table is determined by the balance of rounds.

6.2. Playoffs

6.2.1. In the playoffs, 4 teams compete against each other in a single-elimination bracket format.

6.2.2. All matches are played in BO3 format.

7. LAN Finals

7.1. Group stage

7.1.1. The teams in the group stage will be divided into 2 groups with 3 teams in each group (6 teams in total).

7.1.2. In each group, BO2 matches are played against each other.

7.1.3. The two teams with the most points from each group go into the playoffs.

7.1.4. A number of points awarded based on the outcome of the match:

- win: 3 points
- tie: 1 point
- loss: 0 points

7.1.5. In case several teams have the same balance of points, the position in the table is determined by the balance of rounds.

7.2. Playoffs

7.2.1. In the playoffs, 4 teams compete against each other in a single-elimination bracket format.

7.2.2. All matches are played in BO3 format.

7.3. Media-day

7.3.1. Attendance during media day is mandatory for each player. The schedule of the media day can be found in Appendix 7 (subject to change).

7.4. Tournament area rules

7.4.1. The organizer during the LAN finals provides the following equipment needed for the game:

- Tournament computer
- Monitor (min. 240hz, 1ms response time)

- Noise reduction headsets

It is the participant's responsibility to bring any other peripherals needed such as:

- mouse
- keyboard
- in-ear headphones
- mousepad
- mouse bungee

If one of these peripherals is missing, the organizer is not required to provide it to the players.

7.4.2. Players are required to send the organizer their required config files and a list of required drivers. During the event itself, it is forbidden to connect any USB drives, phones, etc. to the computers.

7.4.3. During the event, the organizer designates a tournament area that includes:

- players' computer stations
- scene

In this zone there are restrictions, which can be found in the following paragraphs of the rulebook.

7.4.4. Consumption of food is prohibited in the tournament area.

Consumption of drinks is only possible in special bottles provided by the organizer. Drinks may not be on the desks.

7.4.5. The use of mobile phones and other electronic devices (smart watches, tablets, etc.) is prohibited in the tournament area. The referee will remove all devices from players before they enter the tournament area.

7.4.6. Each team is assigned a referee. In case of a technical pause or any problems, he/she is the first contact person for the players.

7.4.7. The way of communication during the LAN stage is the Teamspeak 3 server provided by the organizer. The organizer reserves the right to record, monitor, and broadcast team communication during the match.

8. Broadcast rights / sponsorship obligations

- 8.1. All broadcast rights of the tournament belong to the Organizer, including: audio streams, video streams.
- 8.2. Organizer provides unlimited license to broadcast **national qualifiers** tournaments on Twitch.tv, Youtube, Facebook to all participants.
- 8.3. In order to make a license available for a participant, it is necessary to put a text in the title of the stream: "STREAMERSLEAGUE.GG", add the Moobot/Nightbot command "!league" informing about the competition, and include an in-game overlay provided by the Organizer.
- 8.4. The organizer reserves the right to transfer broadcasting rights to individual matches or the entire tournament to other entities.

9. Violation of the rules

- 9.1. All Streamers League participants are obliged to behave according to generally accepted social norms. Any signs of racial, religious, or sexual discrimination will be severely punished.
- 9.2. Any manipulation of the final match score (match submission, etc.) will be punished by disqualification from the tournament.
- 9.3. The use of any kind of cheats will be punished by disqualification from the tournament. Cheats include multihacks, wallhacks, aimhacks, etc.

Appendix 1

NATIONAL QUALIFIER ROMANIA (LOCATION: ONLINE)		
08.04	15:00 EEST [BO1]	Group A match #1 (Team A vs Team B)
08.04	16:15 EEST [BO1]	Group A match #2 (Team C vs Team D)
08.04	17:30 EEST [BO1]	Group A match #3 (Team A vs Team C)
08.04	18:45 EEST [BO1]	Group A match #4 (Team B vs Team D)
08.04	20:00 EEST [BO1]	Group A match #5 (Team A vs Team D)
08.04	21:15 EEST [BO1]	Group A match #6 (Team B vs Team C)
09.04	15:00 EEST [BO1]	Group B match #1 (Team A vs Team B)
09.04	16:15 EEST [BO1]	Group B match #2 (Team C vs Team D)
09.04	17:30 EEST [BO1]	Group B match #3 (Team A vs Team C)
09.04	18:45 EEST [BO1]	Group B match #4 (Team B vs Team D)
09.04	20:00 EEST [BO1]	Group B match #5 (Team A vs Team D)
09.04	21:15 EEST [BO1]	Group B match #6 (Team B vs Team C)
10.04	12:00 EEST [BO3]	Semifinal #1 (#1 Group A vs #2 Group B)
10.04	15:15 EEST [BO3]	Semifinal #2 (#2 Group A vs #1 Group B)
10.04	18:30 EEST [BO3]	Grand Final

Appendix 2

NATIONAL QUALIFIER HUNGARY (LOCATION: ONLINE)		
22.04	15:00 CEST [BO1]	Group A match #1 (Team A vs Team B)
22.04	16:15 CEST [BO1]	Group A match #2 (Team C vs Team D)
22.04	17:30 CEST [BO1]	Group A match #3 (Team A vs Team C)
22.04	18:45 CEST [BO1]	Group A match #4 (Team B vs Team D)
22.04	20:00 CEST [BO1]	Group A match #5 (Team A vs Team D)
22.04	21:15 CEST [BO1]	Group A match #6 (Team B vs Team C)

23.04	15:00 CEST [BO1]	Group B match #1 (Team A vs Team B)
23.04	16:15 CEST [BO1]	Group B match #2 (Team C vs Team D)
23.04	17:30 CEST [BO1]	Group B match #3 (Team A vs Team C)
23.04	18:45 CEST [BO1]	Group B match #4 (Team B vs Team D)
23.04	20:00 CEST [BO1]	Group B match #5 (Team A vs Team D)
23.04	21:15 CEST [BO1]	Group B match #6 (Team B vs Team C)
24.04	12:00 CEST [BO3]	Semifinal #1 (#1 Group A vs #2 Group B)
24.04	15:15 CEST [BO3]	Semifinal #2 (#2 Group A vs #1 Group B)
24.04	18:30 CEST [BO3]	Grand Final

Appendix 3

NATIONAL QUALIFIER GREECE (LOCATION: ONLINE)		
06.05	15:00 EEST [BO2]	Group A match #1 (Team A vs Team B)
06.05	17:00 EEST [BO2]	Group A match #2 (Team B vs Team C)
06.05	19:00 EEST [BO2]	Group A match #3 (Team C vs Team A)
07.05	15:00 EEST [BO1]	Group B match #1 (Team A vs Team B)
07.05	17:00 EEST [BO1]	Group B match #2 (Team B vs Team C)
07.05	19:00 EEST [BO1]	Group B match #3 (Team C vs Team A)
08.05	12:00 EEST [BO3]	Semifinal #1 (#1 Group A vs #2 Group B)
08.05	15:15 EEST [BO3]	Semifinal #2 (#2 Group A vs #1 Group B)
08.05	18:30 EEST [BO3]	Grand Final

Appendix 4

NATIONAL QUALIFIER POLAND (LOCATION: ONLINE)		
13.05	15:00 CEST [BO1]	Group A match #1 (Team A vs Team B)
13.05	16:00 CEST [BO1]	Group A match #2 (Team C vs Team D)

13.05	17:00 CEST [BO1]	Group A match #3 (Team A vs Team C)
13.05	18:00 CEST [BO1]	Group A match #4 (Team B vs Team D)
13.05	19:00 CEST [BO1]	Group A match #5 (Team A vs Team D)
13.05	20:00 CEST [BO1]	Group A match #6 (Team B vs Team C)
14.05	15:00 CEST [BO1]	Group B match #1 (Team A vs Team B)
14.05	16:00 CEST [BO1]	Group B match #2 (Team C vs Team D)
14.05	17:00 CEST [BO1]	Group B match #3 (Team A vs Team C)
14.05	18:00 CEST [BO1]	Group B match #4 (Team B vs Team D)
14.05	19:00 CEST [BO1]	Group B match #5 (Team A vs Team D)
14.05	20:00 CEST [BO1]	Group B match #6 (Team B vs Team C)
15.05	12:00 CEST [BO3]	Semifinal #1 (#1 Group A vs #2 Group B)
15.05	15:15 CEST [BO3]	Semifinal #2 (#2 Group A vs #1 Group B)
15.05	18:30 CEST [BO3]	Grand Final

Appendix 5

NATIONAL QUALIFIER CZECH & SLOVAKIA (LOCATION: ONLINE)		
27.05	15:00 EEST [BO2]	Group A match #1 (Team A vs Team B)
27.05	17:00 EEST [BO2]	Group A match #2 (Team B vs Team C)
27.05	19:00 EEST [BO2]	Group A match #3 (Team C vs Team A)
28.05	17:00 EEST [BO1]	Group B match #1 (Team A vs Team B)
28.05	19:00 EEST [BO1]	Group B match #2 (Team B vs Team C)
28.05	21:00 EEST [BO1]	Group B match #3 (Team C vs Team A)
29.05	14:00 EEST [BO3]	Semifinal #1 (#1 Group A vs #2 Group B)
29.05	17:00 EEST [BO3]	Semifinal #2 (#2 Group A vs #1 Group B)
29.05	20:00 EEST [BO3]	Grand Final

Appendix 6

LAN FINALS SCHEDULE (LOCATION: WROCLAW, POLAND, TIME CEST)		
18.06	9:30 [BO2]	Group A match #1 (Team A vs Team B)
18.06	11:45 [BO2]	Group A match #2 (Team B vs Team C)
18.06	14:00 [BO2]	Group A match #3 (Team B vs Team C)
18.06	16:15 [BO2]	Group B match #1 (Team A vs Team B)
18.06	18:30 [BO2]	Group B match #2 (Team B vs Team C)
18.06	20:45 [BO2]	Group B match #3 (Team C vs Team A)
19.06	12:00 [BO3]	Semifinal #1 (#1 Group A vs #2 Group B)
19.06	15:15 [BO3]	Semifinal #2 (#2 Group A vs #1 Group B)
19.06	18:30 [BO3]	Grand Final

Appendix 7

1. The teams in the group stage will be divided into 2 groups with 3 teams in each group (6 teams in total).
2. In each group, BO2 matches are played against each other.
3. The two teams with the most points from each group go into the playoffs.
4. A number of points awarded based on the outcome of the match:
 - map win: 3 points
 - map tie: 1 point
 - map loss: 0 points
5. In case several teams have the same balance of points, the position in the table is determined by the balance of rounds.