



2023 Season

Game Changers EMEA: Contenders Series 1  
Supplementary Competition Ruleset

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# 1. Introduction and Purpose

## 1.1. Background

Riot Games, Inc. and/or its affiliate companies (collectively, “**Riot**” or the “**Riot Entities**,” or each, a “**Riot Entity**”) oversee a series of live and online, locally focused competitions throughout the world (“**Official Competition**”), aimed at creating new opportunities and exposure for women and other marginalized genders within VALORANT esports, collectively referred to as “VALORANT Game Changers Series” (each league, a “**GCL**” or “**Game Changers League**” or “**League**”), which feature competitive play of the video game VALORANT (“**Game**”). Game Changers Leagues are part of the second highest tier of VALORANT competition below the VALORANT Champions Tour (the “**VCT**”).

## 1.2. Purpose

Riot has engaged GGTech Entertainment (“**Tournament Operator**”) to operate the VALORANT Game Changers EMEA Contenders Series 1 (“**GC EMEA Contenders 1**” or “**Game Changers EMEA Contenders 1**” or “**Contenders 1**” or “**Contenders**”) event in the EMEA region (“**Region**”). Riot has delegated the responsibility to the Tournament Operator to develop these supplementary rules, which will apply to Contenders 1 and all of its games, and matches that are held in the Region (“**GC Supplementary Ruleset**” or “**Game Changers Supplementary Ruleset**”), in addition to the Game Changers Competition Ruleset (“**GC Competition Ruleset**” or “**Game Changers Competition Ruleset**”).

This GC Supplementary Ruleset is in addition to, and not in lieu of, the Game Changers Competition Ruleset. In the event of a conflict between the Global Policy and this EMEA Policy, the provisions that are most protective of Riot (as determined by Riot in its sole discretion) will govern.

## 1.3. Application of the Game Changers Competition Supplementary Ruleset

This Game Changers Competition Supplementary Ruleset will apply to and be binding on each of (1) the individual (natural person), entity and/or group (“**Owners**”) who registered a team to participate in a Game Changers event (“**Team**”), and (2) to each Team’s players, managers, coaches, owners and other representatives (the foregoing collectively, “**Team Personnel**”).

## 1.4. Disciplinary Action

The Tournament Operator, under the supervision of Riot, shall be entitled to undertake such disciplinary procedures as it determines in relation to any breach of, or failure to comply with this Game Changers Competition Supplementary Ruleset by the Team, any Owners or Team Personnel and to impose such fines, suspensions, disqualifications and other disciplinary actions (or combinations thereof) at the discretion of Riot and the Tournament Operator (collectively, “**Disciplinary Actions**”); and such Disciplinary Actions (i) may be publicly

disclosed by Riot and the Tournament Operator, and (ii) are reasonable and necessary in order to maintain the competitive integrity of Official Competition of the Game Changers League or the goodwill associated with VALORANT and the Game Changers Leagues.

***\*\*All Team Personnel must read, understand, and agree to the Game Changers Competition Ruleset and any of the Game Changers Supplementary Rulesets before participating in any Game Changers event.\*\****

## **2. Player Eligibility**

### **2.1. EMEA Home Region**

The EMEA Home Region is defined as the competitive region encompassing Europe, Turkey, Russia & CIS and MENA. Countries, territories and locales included in this region are: AFGHANISTAN, ALBANIA, ALGERIA, ANDORRA, ARMENIA, AUSTRIA, AZERBAIJAN, BAHRAIN, BANGLADESH, BELARUS, BELGIUM, BOSNIA AND HERZEGOVINA, BULGARIA, CROATIA, CYPRUS, CZECH REPUBLIC, DENMARK, DJIBOUTI, EGYPT, ESTONIA, FINLAND, FRANCE, GEORGIA, GERMANY, GREECE, HUNGARY, ICELAND, INDIA, IRAQ, IRELAND, ISRAEL, ITALY, JORDAN, KAZAKHSTAN, KOSOVO, KUWAIT, KYRGYZSTAN, LATVIA, LEBANON, LIBYA, LIECHTENSTEIN, LITHUANIA, LUXEMBOURG, MACEDONIA, MALTA, MAURITANIA, MOLDOVA, MONACO, MONTENEGRO, MOROCCO, NEPAL AND MALDIVES, NETHERLANDS, NORWAY, OMAN, PAKISTAN, PALESTINE (UN OBSERVER STATE), POLAND, PORTUGAL, QATAR, ROMANIA, RUSSIA, SAN MARINO, SAUDI ARABIA, SERBIA, SLOVAKIA, SLOVENIA, SOMALIA, SPAIN, SRI LANKA, SUDAN, SWEDEN, SWITZERLAND, SYRIA, TAJIKISTAN, TUNISIA, TURKEY, TURKMENISTAN, UKRAINE, UNITED ARAB EMIRATES, UNITED KINGDOM (UK), UZBEKISTAN, HOLY SEE (THE), WESTERN SAHARA (SAHRAWI ARAB DEMOCRATIC REPUBLIC), YEMEN.

### **2.2. Ranking Requirements**

All Players on a Team's roster must have held a ranking for VALORANT of "Platinum 1" or above at the time of registration, or during the preceding Act, for any Official Competition.

### **2.3. Tournament Eligibility**

Any player that has played in VCT Game Changers EMEA: Stage 1 will not be eligible to play in Contenders in the same split (Ex. A player that has played in VCT GC EMEA: Stage 1 will not be able to play in Contenders 1).

### **2.4. Proof of Residency, Age & Gender**

To ensure that only women participate in Game Changers, DivE will contact each player and ask for verification.

To prove residency, date of birth and gender (which can also be used as proof of residence):

- Any official identity document e.g., national identity card, passport, birth certificate.

- Government issued documents - e.g., government benefits record, military registration etc.
- Private Documentation - e.g., school records, deeds, leases, homeowner association docs, utility bills.

may be used.

In particular, DivE will ask you to show documents as proof of your eligibility on webcam. DivE will not keep any record of the documents used to verify your age, gender and residency. Please note that the verification is necessary to participate in the Game Changers. If you do not want DivE to verify your eligibility, you cannot participate in Game Changers.

### **3. Roster Rules**

All Team members of three teams that will compete in the upper bracket final and the lower bracket final must sign the Tournament Participant Affidavit of Eligibility and Release Form that will be provided by Tournament Officials.

#### **3.1. Roster Lock**

Teams participating in Game Changers Contenders 1 may not add or drop players from their main roster at any point between 3 (three) days before the start and the end of the Contenders. Any changes to the Starting Roster while the roster lock is active will not be accepted.

### **4. Broadcasting Rules**

#### **4.1. POV Streaming**

Competing players are permitted to publicly stream their own matches during Game Changer Contenders. These POV-streams must be player or coach point of view only, and exclude Team communications. A 3-minute delay at all times is required to maintain tournament integrity. Sponsor integration is not permitted.

#### **4.2. Main Event**

Some Matches in the Main Event will feature an official broadcast. Co-streaming or POV-streaming of these matches is not permitted.

In addition, Riot and the Tournament Operator may authorize approved content creators to use a provided clean feed to organize viewing/watching parties of the matches of the Main Event on their own channels.

## 5. Event Structure

### 5.1. Competitive Format

Riot and the Tournament Operator reserve the right to adapt the competitive format, depending on the final number of registered teams.

The Game Changers Contenders consists of two stages; the open qualifier stage (“**Open Qualifier**”), and the main event stage (“**Main Event**”).

#### 5.1.1. Open Qualifier

The Open Qualifier will be held online, and open to a maximum number of 128 eligible Teams only composed of women players.

The Open Qualifier will see Teams play 7 rounds of best-of-one (“**Bo1**”) matches in a Swiss format over the span of three days. Each Team will play one Bo1 match in each round. Teams will earn 3 points for each win, and 0 points for each loss.

For sake of clarity, the Swiss format is a tournament system where Teams meet one-on-one in each round and are paired to ensure that each Team plays opponents with a similar running score, but does not play the same opponent more than once.

Teams will be seeded at the beginning of the tournament based on their performance in the VCT Game Changers EMEA: Open Qualifier. If a Team did not compete in the VCT Game Changers EMEA: Open Qualifier, they will receive the lowest seed. This seeding will only apply to the Open Qualifier stage of the tournament.

#### 5.1.2. Main Event

The Main Event will be held online, and will consist of 32 Teams, that qualified through one of two ways:

- **Through the Open Qualifier**

The top 22 Teams of the Open Qualifier Stage will qualify to the Main Event. The ranking of the teams after the 7 Swiss rounds will be determined by the following criteria in this exact order:

- Total Points: Points accumulated through wins.
- Opponent Win Rate (“**OWR**”): The average of the win rates of all of your opponents.
- Score Difference: The difference between rounds won and rounds lost throughout all matches a Team played in the Open Qualifier so far.



- Head-to-Head: If two Teams have the same score for all previous criteria, the Teams' head-to-head score, if they have played a match against each other.

The 22 Teams that qualify through the Open Qualifier will be announced by Tournament Officials on official channels after the 7th Swiss round. Any other rankings are not official, and have no bearing on the tournament.

- **Through Regional Tournament**

10 Teams will qualify by placement in regional tournaments. The regions, numbers of spots, and the names of the tournaments are as follows:

- DACH - 2 Spots - PROJECT QUEENS
- NE - 2 Spots - Birds of Prey
- Turkey - 2 Spots - Rebels
- MENA - 2 Spots - Al Majd
- Spain - 1 Spot - Our Party Game Changers
- Italy - 1 Spot - Minerva

Teams that would earn a spot through a regional tournament, but are already a Team that will play in the VCT Game Changers EMEA: Stage 2 will not earn a spot in the Contenders Main Event, and their spot will go to the next highest ranked Team from their regional tournament.

The Main Event will be a double elimination bracket. All matches in the Main Event will be played as best-of-three (“Bo3”) matches. The grand final of the double elimination bracket will not be played. The winners of the upper bracket final and the lower bracket final will qualify to VCT Game Changers EMEA: Stage 2.

Teams will be seeded randomly for the main event.

## **5.2. Schedule**

### **5.2.1. Open Qualifier**

The Open Qualifier will consist of three match days. Each Team will play three Bo1 matches on each match day. The matches will start at 6 pm CEST, and each subsequent round will be played after all matches of the previous round have ended. The approximate times for the Open Qualifier rounds is as follows:

- Round 1: Monday May 22nd 6 pm CEST
- Round 2: Monday May 22nd 7:30 pm CEST
- Round 3: Monday May 22nd 9 pm CEST

- Round 4: Tuesday May 23rd 6 pm CEST
- Round 5: Tuesday May 23rd 7:30 pm CEST
- Round 6: Tuesday May 23rd 9 pm CEST
- Round 7: Wednesday May 24th 6 pm CEST

### 5.2.2. Main Event

The schedule for the Main Event will be as follows:

- Wednesday May 24th 8 pm CEST: Upper bracket round of 32
- Thursday May 25th 6 pm CEST: Upper bracket round of 16 and lower bracket round 1
- Thursday May 25th 9 pm CEST: Upper bracket quarterfinals and lower bracket round 2
- Friday May 26th 6 pm CEST: Lower bracket round 3
- Friday May 26th 9 pm CEST: Lower bracket round 4
- Saturday May 27th 6 pm CEST: Upper bracket semi final
- Saturday May 27th 9 pm CEST: Lower bracket round 5
- Sunday May 28th 6 pm CEST: Lower bracket round 6
- Sunday May 28th 9 pm CEST: Lower bracket round 7
- Monday May 29th 6 pm CEST: Upper bracket final
- Monday May 29th 9 pm CEST: Lower bracket final

## 6. Match Process

### 6.1. Player Accounts

Players will use their own online accounts and Riot IDs during play of the Open Qualifier Stage and most of the Main Event Stage of the Contenders event.

Players may be provided with accounts (“**Tournament Realm Accounts**”) by Riot and/or the Tournament Operator for the upper and lower bracket finals of the Main Event. It is the players' responsibility to configure their account to their preferences.

### 6.2. Role of Referees

#### 6.2.1. Head Referee

The “**Head Referee**” is a Tournament Official who is responsible for the judgments on every Match-related issue, question and situation which occurs before, during, and immediately following Match play. Their oversight includes, but is not limited to:

- Checking the Teams’ lineups before Matches.
- Announcing the beginning of the Matches.
- Ordering pause/resume during play.

- Issuing sanctions and disciplinary action in response to rule violations during the Matches.
- Making all Match-related determinations under this Game Changers Supplementary Ruleset and the Game Changers Competition Ruleset.
- Confirming the end of Matches and their results.

#### 6.2.2. Referee Responsibilities

“**Referees**” are Tournament Officials who work on behalf of the Tournament Operator and are subject to the direction, review and oversight of the Head Referee. Referees are responsible for:

- Admitting or denying access to the Match Areas, if applicable.
- Carrying out security protocols directed by the Head Referee and other Tournament Officials, and/or in support of this Game Changers Supplementary Ruleset or the Game Changers Competition Ruleset.
- Administering the player checklist and enforcing this Game Changers Supplementary Ruleset and the Game Changers Competition Ruleset, including directing players to take or refrain from taking any action.
- Communicating with players about any issues experienced, in-game and out.
- Upon request, explaining any bug exploits.

#### 6.3. Voice Communication Systems

Each Team will have a dedicated voice-chat channel on the official VCT Game Changers EMEA: Emergents Discord server. In cases where Teams want to use a different communication channel (Different Discord server, TeamSpeak server, etc.) for their official matches, they must inform the Tournament Officials, and give access to said communication channels prior to their match starting.

#### 6.4. Player and Coach Monitoring

During each match all communication between the players and their coaches must be recorded. At least one player point-of-view (“**POV**”) must be recorded for each map. This recording must be at a reasonable quality. All recordings must be made available to Tournament Officials at their request.

#### 6.5. Lobby Setup

##### 6.5.1. Map Selection Process

The better-seeded Team (“**Home Team**”) will be displayed on the official match page by the Team’s seed number. The lower a Team’s seed number is the higher they are seeded. If two Teams have the same seed, the Home Team will always be displayed on the left side of the official match page, or on top in the bracket view. The Home Team will start the map selection process.

### **6.5.2. Map Pool**

The map pool consists of Pearl, Haven, Bind, Fracture, Lotus, Ascent, and Split. Any additional maps released on live will be added to the Challenger map pool in accordance with Rule 10.3.3 of the GC Competition Ruleset.

### **6.5.3. Lobby Creation**

Unless stated otherwise by the Tournament Operator, all match lobbies will be created by the Team Captain of the Home Team. It is the sole responsibility of the players to add all required players to the match lobby, and ensure all lobby settings are set correctly.

### **6.5.4. Server Selection**

All Matches will be played on the “Frankfurt” server. If Team Captains of opposing Teams agree to play on a different server, they are allowed to do so by informing the Tournament Officials.

## **7. Post-Match Process**

### **7.1. Results**

Each Team must provide Tournament Officials with a screenshot of the final scoreboard at the end of each map played. At the end of each match, Teams must enter the final score on the official match page.

### **7.2. Results of Forfeiture.**

The score will be recorded as 13-0 on each map that was forfeit.

## **8. Pauses**

### **8.1. Player Emergency Pause Protocol**

If a player has a problem that prevents the player from continuing play, the player must notify Tournament Officials and the opposing Team immediately, and initiate a technical pause in-game.

## **9. Prizes**

### **9.1. Prize Pool**

The total prize pool of VCT GC EMEA Stage 1 is 10,000 €.

The prize pool distribution is as follows:

Placement	Prize (€)
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Upper Bracket Winner	3,500
Lower Bracket Winner	2,500
3rd	1,500
4th	1,000
5th/6th	500
7th/8th	250

## **9.2. Promotion**

The upper bracket winner, and the lower bracket winner will be promoted to VCT Game Changers EMEA: Stage 2.

## **10. Travel and Expenses**

The entire tournament will be held online.

## **11. Communication with the Tournament Organizers**

For the purpose of the Tournament, Teams must join the Official Game Changers EMEA Discord server, provided by the Tournament Officials. Tournament Officials can be contacted primarily through the Discord server or via the ticket support on the official tournament website.

## **12. Interpretation and Construction**

### **12.1. Tournament Operator's Right of Interpretation**

Any matters relating to a Game Changers event that are not covered by this Game Changers Supplementary Ruleset or the Game Changers Ruleset will be subject to an interpretation made by the Tournament Operator and provided to the Teams from time to time in the form of an update to, or interpretation of, this Game Changers Supplementary Ruleset or the Game Changers Ruleset. All decisions made by the Tournament Operator and Tournament Officials in regard to interpretations of these Game Changers Rules and the Global Policy are final and binding.

### **12.2. Business Judgment**

Whenever this Game Changers Supplementary Ruleset or the Game Changers Ruleset grants, confers or reserves to Riot or the Tournament Operator the right to take action, refrain from taking action, grant or withhold consent or grant or withhold approval or make any other determination, unless the provision

specifically states otherwise, each of Riot and the Tournament Operator will have the right to engage in such activity in its sole discretion based on its own business judgment, taking into consideration its assessment of the best interests of Riot and the Tournament Operator and the short and long term interests of the Official Competitions, the Game Changers events, VALORANT and the businesses and activities of the affiliates and group companies of Riot and the Tournament Operator. Neither a Team nor a Team Member will have any claim or cause of action based on an assertion that Riot, the Tournament Operator or any Tournament Official has unreasonably withheld or delayed any consent, approval, determination or other requested action under this Game Changers Supplementary Ruleset or the Game Changers Ruleset.

### **12.3. Language**

The original Game Changers Competition Supplementary Ruleset has been written in the English language. In the event of an unintentional conflict in interpretation between the English version and such translation, the English version will control.

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