



2023 Season

Game Changers EMEA: Contenders Series 2

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: Contender Series 2 (“**GC EMEA Contenders Series 2**” or “**Game Changers EMEA Contenders Series 2**” or “**Contenders Series 2**” or “**Contenders 2**”) event in the EMEA region (“**Region**”). Riot has delegated the responsibility to the Tournament Operator to develop these rules, which will apply to Contenders 2 and all of its games, and matches that are held in the Region (“**GC Ruleset**” or “**Game Changers Competition Ruleset**”).

This GC 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 Ruleset.

Standardized rules benefit all parties who are involved in the professional play of VALORANT. This Game Changers Competition 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 Ruleset and any Game Changers Supplementary Rules 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 additional Game Changers Supplementary Rulesets before participating in any Game Changers League event.*****

2. Ownership

2.1. Ownership Restrictions

- 2.1.1.** The VALORANT Concurrent Ownership Policy prohibits an owner or operator of a VALORANT team from having ownership or control of, or undue influence over, more than one team that competes in an Official Competition. The VCT Concurrent Ownership Policy applies to all Game Changers Leagues.
- 2.1.2.** An Organization or Team may only own one Game Changers Team across all Game Changers Leagues.
- 2.1.3.** As an exception, an Organization may own a Game Changers Team in addition to another second Team that competes in the VCT or Challengers Leagues.
- 2.1.4.** Organizations or Teams are only allowed to participate in one Game Changers League per split. Any changes can only take effect between splits and must follow the procedures and timeline outlined by the Game Changers officials.

2.2. Recognition of Ownership

- 2.2.1.** The Game Changers League shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple Team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the Game Changers League. Any person that petitions for ownership into a Game Changers League can be denied admission at the sole discretion of the Game Changers League. Team Owners agree that they will not contest any final determination of the Game Changers League in connection therewith.
- 2.2.2.** If an Owner is found to have any financial interest or benefit or any level of influence in another Team in breach of the VALORANT Concurrent Ownership Policy, the Owner will be required to immediately divest said interest in one of the two Teams and may be subject to Disciplinary Action by the Game Changers League.
- 2.2.3.** Ownership of a Team competing in a Game Changers League should be clearly indicated by the Team to Game Changers officials.

3. Player Eligibility

To be eligible to compete in the League, each player must satisfy all of the following:

3.1. Player Age

- 3.1.1.** No player shall be considered eligible to participate in any Game Changers competition before their 16th birthday, defined as having lived 16 full years (“**Minimum Age Requirement**”).
- 3.1.2.** If a player meets the Minimum Age Requirement, but is under the age of majority in their country of residence before the start of the Official Competition of the applicable Game Changers League, they may still compete in the Official Competition if (a) they meet the other eligibility criteria in this Game Changers Competition Ruleset and any Game Changers Supplementary Rules, and (b) a parent or legal guardian accepts this Game Changers Competition Ruleset and any additional Game Changers Supplementary Rules on behalf of the player, and consents to the player’s participation in the Official Competition using a parental consent form provided by the Game Changers Officials.

3.2. Player Gender

All players on a Team’s Roster must be persons that identify as women.

3.3. Eligibility Vouching

Unless permitted on a case-by-case basis by the Tournament Operator, the Team’s starting roster must have played together for at least two (2) weeks prior to the registration deadline for the Game Changers League. The Team must vouch that all of their players meet the player eligibility requirements in both the Game Changers Competition Ruleset and any applicable Game Changers Supplementary Ruleset.

The Tournament Operator reserves the right to reevaluate the eligibility of any player during a Game Changers event. If a player participating in a Game Changers event is determined, at the sole discretion of Tournament Officials, to have misled the Tournament Operator with regard to these player eligibility requirements, all Team members on the player’s Team may be sanctioned.

3.4. Residency & Representation

3.4.1. Regional Representation.

In order to encourage the training and development of players in each Game Changers League Territory and to maintain the regional identity of the Teams competing in the Game Changers League and to encourage the type of regional identification that is important to fans and sponsors, each Team must maintain on the Starting Roster (as defined below), at all times during Official Competition of the Game Changers League, at least three (3) players who are Residents (as defined below) of a country in the EMEA home region (“**EMEA Region**”), as defined below.

3.4.2. 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.

3.4.3. Resident Defined; Certification and Proof of Residency.

A player is considered a “Resident” of a country within the EMEA Region if the player is either (i) a citizen of a country in the EMEA Region or holds additional citizenship rights (such as those of the EU) for the EMEA Region, (ii) a lawful permanent resident, or (iii) the holder of other special status (e.g., refugee or asylum status) in a country in the EMEA Region. Each player must certify their residency by (a) submitting an eligibility form and (b) providing proof that the player holds one of the residency statuses set forth in causes (i)-(iii) above.

3.4.4. Single Residency Status.

For purposes of determining Residency and compliance with this Game Changers Competition Ruleset, a player may only be a Resident of one country at a time.

3.4.5. Dual Citizens.

A player who has dual citizenship or otherwise meets the qualifications to be considered a Resident of more than one country (a “**Dual Citizen**”) cannot be a Resident of more than one country simultaneously. Once a Dual Citizen registers with a Team as a Resident of a country within the EMEA Region

such Team belongs to (such country that the Dual Citizen declares their residency in, the “**Declared Resident Country**”), the Dual Citizen shall solely be deemed a Resident of the Declared Resident Country. Between Seasons only, a Dual Citizen may request to change their Declared Resident Country if (a) they qualify to be considered a Resident of such country in accordance with Section 3.4.3 above **AND** (b) one or more of the following applies: (i) the country that the Dual Citizen wishes to switch residency to is in the EMEA Region; or (ii) the Dual Citizen was, during the most recent split (or most recent Season if there are not multiple splits), on the Starting Roster of a Team that belongs to the EMEA Region, for at least fifty percent (50%) of the average number of regular season matches played by Teams in the applicable Game Changers League. Declared Resident Country change requests must be submitted to Game Changers Officials for review; approval of such requests shall be granted at the Tournament Operator and Riot’s discretion.

3.4.6. Residence Requirement Violations.

Each Team is responsible for ensuring that its players meet these residency requirements. It shall be a violation of this Game Changers Competition Ruleset, by both the Team and the player, if a player (or their parent or guardian) provides false, misleading or incomplete information resulting in the misclassification of such player’s residency. Such violation will subject the Team and/or player to Disciplinary Actions.

3.5. 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 the Game Changers.

3.6. Media and Sponsor Events

Each player agrees to participate in media interviews, press briefings, streaming sessions, sponsor events, photo or video shoots, charitable events, house tours, webcasts, podcasts, chats and other media events that Riot or the Tournament Operator organize in connection with the marketing and promotion of the an Official Competition, the Game Changers League, and/or VALORANT (“**Media Events**”), provided that these Media Events do not unduly interfere with a player’s game preparation or participation. The reasonable and pre-approved expenses incurred by a player in travel to and from a Media Event will be borne by the Tournament Operator or Riot. The Tournament Operator shall have the right to disqualify any player or Team that fails to attend and participate fully in any scheduled Media Event.

3.7. 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.

3.8. Player Vetting

- 3.8.1.** As part of the player registration process, Teams must submit the username and Riot ID for their main and up to one secondary (smurf) VALORANT account used in the last 3 months, for each player of the Team, to Tournament Officials. Failure to do so may result in Disciplinary Action.
- 3.8.2.** The vetting process may consist of anti-cheat and behavior checks across the submitted accounts to determine whether or not they are in line with the standards expected of players in the Game Changers Leagues.
- 3.8.3.** Tournament Officials will inform Teams of their players’ behavior check results upon completion. This process may take up to 1 week.
- 3.8.4.** If a player fails the anti-cheat and/or behavior check, a report containing information on why the player did not pass vetting will be compiled. Tournament Officials may share this report with the Team upon receiving written permission from the player.
- 3.8.5.** Players that fail the checks may also be subject to penalties depending on the severity of the case. At minimum, players will receive increased monitoring and be expected to demonstrate improved behavior during the next round of checks.
- 3.8.6.** Players that pass the check may still be subject to Disciplinary Action based on the specific results.

3.9. No Riot or Tournament Operator Employees

Team Owners and Team employees may not be employees of Riot or the Game Changers Tournament Operator or any of their respective affiliates. “Affiliate” is defined as any person or other entity which owns or controls, is under the ownership or control of, or is under common ownership or control, with the named entities above. “Control” shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

4. Roster Rules

4.1. Starters & Substitutes

Each Team must maintain, at all times during the Game Changers Season, five players (“**Starters**”) in the Team’s starting lineup (“**Starting Roster**”). A Team has the option of adding two additional players to act as substitutes (“**Substitutes**”).

Note: Travel accommodations will only be covered for one substitute. Tournament Officials have the right to disqualify any Team with an incomplete roster.

4.2. Minimum Roster Requirements

4.2.1. Roster Size

The Team is required to maintain, during the Game Changers League competitive season, a total competitive roster of no less than five (5) players (“**Minimum Roster**”), and no more than seven (7) players (the “**Maximum Roster**”).

All Starters, and any Substitute who replaces a Starter, must be eligible to participate in a Game Changers League competition. Teams must comply with the Minimum Roster requirement at all times during the Game Changers competition. If at any point a Team’s roster falls below the Minimum Roster requirement, that Team may be disqualified or otherwise subject to Disciplinary Action, unless given permission to drop below the Minimum Roster requirement by Tournament Officials, at their sole discretion.

4.2.2. Right to Progress

If a Team earns the right to progress to another stage of the Game Changers League competition (e.g., Game Changers Championship), the right is contingent on the Team retaining a minimum of three players that were on their Roster and played at least one official Game Changers League Match during the qualification process.

4.3. Single Team Exclusivity

- 4.3.1. A player or coach will not be allowed to compete for more than one Team concurrently, and cannot be listed on the Roster of more than one Team.
- 4.3.2. A player or coach cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the League in writing, except in accordance with the Content Creator Exception (defined below).

4.4. Content Creator Exception

4.4.1. Purpose

This exception to the Single Team Exclusivity rule (“**Content Creator Exception**”) is intended to provide an avenue for individuals that are employed or affiliated with an organization (“**Content Creator Organization**”) in a role that does not directly participate in or provide competitive support for an active Team in the VCT or Game Changers Leagues (“**Exception Eligible Role**”) (e.g., content creators) to participate as a player or coach on a Team (“**Competition Team**”) competing in the Game Changers Leagues or its direct qualifiers (“**Competition Team**”), while also mitigating potential conflicts of interest that may arise from such participation.

The Content Creator Exception is not intended to allow organizations to run a second team (e.g., pseudo-academy team) in the Game Changers Leagues, or to allow individuals to compete on more than one Team in the VCT or Game Changers Leagues.

4.4.2. Eligibility Criteria

- **Ineligible Individuals** - Individuals that are participating as a player, coach, team manager, or analyst (“**Exception Ineligible Role**”) on a Team in the VCT, Challengers Leagues, or Game Changers Leagues are ineligible. The spirit of the rule is that individuals that directly participate or provide direct competitive support for an active Team in the VCT, Challengers Leagues, or Game Changers Leagues are ineligible for the Content Creator Exception.
- **Eligible Individuals** - Individuals that are affiliated with a Content Creator Organization in a role that meets all of the following criteria are eligible to participate on a Competition Team in a VALORANT Game Changers League or their direct qualifiers under the Content Creator Exception to the Single Team Exclusivity rule:
 - (1) The individual is not affiliated with any organization in an Exception Ineligible Role; and
 - (2) The Content Creator Organization where the individual has an Exception Eligible Role does not have a Team in the same

VALORANT Game Changers League as the individual's Competition Team.

4.4.3. Content Creator Roster Restriction

Teams competing in the Game Changers Leagues or their direct qualifiers may include any number of players (up to the Maximum Roster) and/or coaches that are eligible for the Content Creator Exception, but may only include up to two (2) players and/or coaches from the same given Content Creator Organization.

4.4.4. Sponsorship Restrictions

While participating in a Game Changers League or its direct qualifiers under this exception, individuals may not:

- (1) represent or promote their Content Creator Organization during a broadcast of a Game Changers Leagues or any of its direct qualifiers, including via in-game name, apparel, and/or shout outs; or
- (2) represent or promote the Content Creator Organization's sponsors during a broadcast of a Game Changers Leagues or any of its direct qualifiers.

While participating in a VALORANT Game Changers League or its direct qualifiers under this exception, individuals are expressly allowed to:

- (1) represent their Content Creator Organization through the individuals own social media accounts; and
- (2) represent their Content Creator Organization outside of the broadcasts or official media events of the Game Changers Leagues.

4.5. Submission of the Roster & Team Registration

Before the start of the Game Changers League competition, each Team must register its roster (including all Starters, any substitutes and coaches) using the tools and forms provided by Riot or the Tournament Officials. Except as set forth in the Roster Changes rule (Section 4.6.), no changes to a Team's roster will be permitted after a Team's registration has been processed without the prior approval of the Tournament Officials (including for changes due to sickness, visa issues, etc.)

4.6. Roster Changes

4.6.1. Roster Lock

A Team may complete trades involving players on other Teams, sign new players or free agents or otherwise change the players on its roster during any time outside of periods where Teams are prohibited from making roster

changes (“**Roster Lock Periods**”), using the tools and forms provided by Riot or the Tournament Officials.

Coaches and other Team Personnel are still allowed to be added and removed during the Roster Lock Periods. To add Coaches or other Team Personnel to the Team during the Roster Lock Period Tournament Officials have to be contacted.

The Roster Lock Period for Contenders 2 will start on Monday July 26th at 6 pm CEST, and end on Wednesday August 6th.

4.6.2. Roster Lock Exception

In the event of an emergency that causes a Team to be unable to field a full five (5) Starters in the Team’s starting lineup during a Roster Lock Period, the Team may be granted an exception to add players to its roster during the Roster Lock Period. The Team may complete trades involving players on other Teams or sign new players or free agents to add players to its roster in order to field five (5) Starters in the Team’s starting lineup. Tournament Officials will determine if an event qualifies as an emergency. Any Player that competed as a Starter on a Team in an immediately prior phase of Official Competition is not eligible to be added to a Team’s roster under the Roster Lock Exception.

Example: A Player that competed as a Starter on a Team in a Game Changers Playoffs would not be eligible to be added to a Team’s roster under the Roster Lock Exception for a Team that qualified into the Game Changers Championship.

In the case of extenuating circumstances, such as temporary visa issues, a competitive suspension or a medical emergency the roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of the Game Changers League.

Any player who is dropped from a Team's Roster may not rejoin that Team's Roster until a minimum of three weeks have elapsed after the effective date of the player's prior removal from the Team's Roster.

4.7. Substitutions

- 4.7.1.** Any substitution must result in the Team having an eligible Roster or Starting Roster.
- 4.7.2.** For Matches involving more than one Map (i.e., a best-of-three or best-of-five Match), a Team may replace their then-current Starters with Substitutes in between Maps, provided that the Team informs the opposing

Team and receives approval from the Referees of such substitution no later than five minutes after the conclusion of the previous game.

- 4.7.3. In the event that a Player disconnects during a map and is unable to return within the allocated pause time, the Team will be permitted to replace them with a Substitute from their Roster. The lobby will need to be remade, and the game manually reverted to the previous game state.
- 4.7.4. In the event of an emergency at any point during a Match, a Team will be given time to produce an eligible Substitute. The time that is given will be at the sole discretion of the Tournament Officials. If a replacement cannot be found then the Team will forfeit. Tournament Officials will determine if an incident qualifies as an emergency. Any substitute must be an eligible member of the Team roster.

4.8. VCT GC Contenders Eligibility

Any player that was part of the Main Roster of a Team that has competed in VCT GC EMEA Stage 2 (“**Stage 2**”) will not be eligible to play in Contenders 2. Substitutes of Teams that have competed in Stage 2 will only be eligible to play in Contenders 2 if they (a) have not played in any match during Stage 2, or (b) have exclusively played in matches where they were substituted in for an emergency situation.

4.9. Team Manager

Each Team must maintain, at all times during an Official Competition, one person who will act as the Team’s general manager (“**Team Manager**”). The Team Manager will be designated when the Team completes the registration process and will be responsible for all logistical and operational communications between Riot, the Tournament Operator, and the Owners of such Team. Riot and the Tournament Operator may rely upon any communications from the Team Manager as being made by all Owners of the Team. Any Owner or any Team Personnel, including the Team Captain (as defined below), is eligible to serve as the Team Manager. A Team may not change its Team Manager without providing prior written notice thereof to Riot and the Tournament Operator.

4.10. Team Captain

Each Team must designate one player as its captain when completing the registration process (“**Team Captain**”). In the event the Team Manager is unavailable, the Team Captain will be responsible for all Team communications with Tournament Officials. The Tournament Officials may rely upon any communications from the Team Captain as being made by all players on the Team. The Team Captain must at all times be a player on the Team’s roster. For the avoidance of doubt, the Team Manager (as defined below) or any Owner is eligible

to serve as the Team Captain, provided that they are also a player on the Team's roster. A Team may not change its Team Captain during an Official Competition without the prior written approval of the Tournament Officials.

4.11. Coaches

- 4.11.1. If a Team has more than one coach, the Teams must designate one (1) coach as the "**Match Coach**" that is allowed to communicate with the Team's players during the Agent and Map selection process for each Match, timeouts, half-times, in between regulation and overtime, and in between Maps (if applicable). If the Team has one coach, that coach will be classified as the Match Coach.
- 4.11.2. The Match Coach may be present for every Match in which the Team participates.
- For live, in-person tournaments ("LAN Events"), the Team's Match Coach may be on site throughout each such Match.
 - For online tournaments ("Online Events"), the Team's Match Coach may be connected to the voice communication system in the lobby and will only be allowed to talk to players during the Agent and Map selection process for each Match, timeouts, half-times, in between regulation and overtime, and in between Maps (if applicable).
- 4.11.3. The Team's Match Coach is only permitted to be in the Match Area during Agent and Map selection, Timeouts, Half-Times, in between regulation and overtime, and in between Maps. For the purposes of online competition, any room in which the player competes will be considered part of the Match Area.
- 4.11.4. At the Tournament Officials's sole discretion, up to two (2) other coaches and/or Team personnel may be provided with a means to communicate with the Match Coach during the Match. The other coaches and/or Team personnel may only communicate with the Match Coach using the means provided by the Tournament Officials.
- 4.11.5. The other coaches and/or Team personnel are not permitted to be in the Match Area, and may not communicate with the players during a Match unless authorized by the Tournament Officials.

Note: For Open Qualifiers, the use of "Coach Slots" will be determined by the Tournament Officials and communicated to Teams in advance of the tournament. For Game Changers matches, Coach Slots will be permitted. (Coach Slots Current Functionality: Coaches can spectate Tournament Mode games and are locked to observing the team chosen in the custom game lobby.)

- 4.11.6. In the event of an emergency, the Team can designate an interim Match Coach. Whether or not an event qualifies as an emergency is determined at the sole discretion of the Tournament Officials. The interim Match Coach can be a Team Manager.

4.12. Player Names

- 4.12.1. A player's official nickname (Tournament Handle) or Riot ID will be selected at the time of registration and may not be changed at any time without the prior written approval of Tournament Officials.
- 4.12.2. Tournament Handles may not exceed 11 characters, including spaces, and may use upper-case letters, lower-case letters, digits, underscores, or single spaces between words only.
- 4.12.3. Tournament Handles must be unique globally. In the event of a conflict, Tournament Officials will notify Teams and request submission of a new name.
- 4.12.4. A Tournament Handle may not include any word or phrase in any language that is offensive, toxic or hurtful.
- 4.12.5. A Tournament Handle may not include all or part of a corporate name or make use of the trademarks or other intellectual property of Riot, VALORANT or any third party without the prior written approval of Tournament Officials. In order to secure such approval, a player must provide a license agreement, sponsorship agreement or other documentary evidence to Tournament Officials sufficient to demonstrate to the satisfaction of the Tournament Officials that the player is properly licensed to use such third party's intellectual property. Notwithstanding any approval that may be provided by the Tournament Officials, the entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of a third party in or as part of a player's name or Riot ID shall be with the player.
- 4.12.6. Tournament Officials reserve the right to reject any Tournament Handle or Riot ID selected by a player for any reason and to require the player to select an alternate name that complies with this Game Changers Competition Ruleset or the Game Changers Supplementary Rules.

4.13. Team Tags (Tricodes)

- 4.13.1. Teams will be permitted a team tag of 2-4 characters to be added to the front of each Player's Tournament Handle on the Tournament Realm. These team tags must be a combination of uppercase letters and/or digits, and they must be unique globally in VALORANT.

5. Competition Format

5.1. Game Changers League Format

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

The Contenders Series 2 consists of two stages; the open qualifier stage (“**Open Qualifier**”), and the main event stage (“**Main Event**”).

1.1.1. 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 two 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 Contenders Series 1. If a Team did not compete in the VCT Game Changers EMEA Contenders Series 1, they will receive the lowest seed applicable. This seeding will only apply to the Open Qualifier stage of the tournament.

1.1.1. Main Event

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

- **Through VCT GC EMEA Stage 1**

2 Teams that got relegated from VCT GC EMEA Stage 1 are directly qualified to the Main Event.

- **Through the Open Qualifier**

The top 20 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 20 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 3 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 3.

Teams will be seeded randomly for the main event.

5.2. Schedule

5.2.1. Open Qualifier

The Open Qualifier will consist of two match days. Each Team will play three Bo1 matches on the first match day, and four Bo1 matches on the second match day. The matches will start at the designated time for each day, 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: 29th of July at 6 pm CEST
- Round 2: 29th of July at ~7.30 pm CEST
- Round 3: 29th of July at ~9 pm CEST
- Round 4: 30th of July at 4 pm CEST
- Round 5: 30th of July at ~5.30 pm CEST
- Round 6: 30th of July at ~7.30 pm CEST
- Round 7: 30th of July at ~9 pm CEST

5.2.2. Main Event

The schedule for the Main Event will be as follows:

- Monday July 31st 6 pm CEST: Upper bracket round of 32
- Tuesday August 1st 6 pm CEST: Upper bracket round of 16 and lower bracket round 1
- Tuesday August 1st 9 pm CEST: Upper bracket quarterfinals and lower bracket round 2
- Wednesday August 2nd 6 pm CEST: Lower bracket round 3
- Wednesday August 2nd 9 pm CEST: Lower bracket round 4
- Thursday August 3rd 6 pm CEST: Upper bracket semi final
- Thursday August 3rd 9 pm CEST: Lower bracket round 5
- Friday August 4th 6 pm CEST: Lower bracket round 6
- Friday August 4th 9 pm CEST: Lower bracket round 7
- Saturday August 5th 6 pm CEST: Upper bracket final
- Saturday August 5th 9 pm CEST: Lower bracket final

6. Prizes

6.1. Prize Pool

The total prize pool of VCT GC EMEA Contenders Series 2 is 10,000 €.

The prize pool distribution is as follows:

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

7th/8th	250
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6.2. Promotion

The upper bracket winner, and the lower bracket winner will be promoted to VCT Game Changers EMEA: Stage 3.

7. Travel & Expenses

The entire event will be held online.

8. Broadcasting Rules

8.1. 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.

8.2. Main Event

Some Matches in the Main Event will feature an official broadcast. POV-streaming of these matches by players 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.

9. Sponsors

- 9.1.1.** Teams, players, and coaches are encouraged to develop relationships with sponsors and advertisers, subject to the restrictions set forth in this Game Changers Competition Ruleset that are designed to avoid sponsor conflicts and preserve the integrity of competition and the reputation of the Game Changers Leagues, VALORANT, and Riot.
- 9.1.2.** Neither a Team nor any player nor coach shall enter into any sponsorship, endorsement, advertising or related agreement, for any VALORANT line of business, with any person or entity that is determined by Riot or the Tournament Officials to conduct business within any product or service category that is on the Prohibited Sponsorship Categories List (Appendix 1).
- 9.1.3.** A Team, player, or coach shall have the right, subject to Riot or the Tournament Officials prior written approval on a case-by-case basis, to enter into a sponsorship, endorsement, advertising or related agreement, for any of the Team's VALORANT esports line of business, with any person or entity

that is determined by Riot or the Tournament Officials to conduct business within any product or service category that is on the Internationally Prohibited Sponsorship Categories List (Appendix 2); provided, however, that any such business within the Internationally Prohibited Sponsorship Categories List shall only be promoted or otherwise displayed at regional or local events (and not international events). Teams interested in pursuing a regional sponsorship on the Internationally Prohibited Sponsorship Categories List should contact Tournament Officials for more information on the approval process, including lists of certain pre-approved sponsors on the Internationally Prohibited Sponsorship Categories List.

- 9.1.4. Additionally, a player or coach shall not enter into any sponsorship, endorsement, advertising or related agreement, for any line of business (even unrelated to VALORANT), with any person or entity that is determined by Riot or the Tournament Officials to conduct business within any product or service category that is on the Prohibited Sponsorship Categories List (Appendix 1)
- 9.1.5. Game Changers Leagues may implement additional restrictions on sponsorship acquisition as defined in the Game Changers Supplementary Rules. Teams are obliged to notify the Game Changers League of the intended acquisition of a new sponsor before the acquisition is finalized. If the sponsorship is classified as a Prohibited Sponsorship, then the sponsorship may not be displayed by the Team or players during the use or play of VALORANT, adjacent to VALORANT related material, the VCT, Game Changers Leagues, or any other Riot-affiliated event.
- 9.1.6. No person or entity may hold the naming rights to more than one Game Changers Team at a time. A sponsor which holds naming rights to a Team may not sponsor other Teams in the Game Changers League in any capacity. No person or entity acting as an owner, partial or total, or as a corporate officer for one Organization may sponsor a Team of a different Organization through themselves, a direct connection, another Organization they represent, or a proxy.

9.2. Compliance with Brand Guidelines

- 9.2.1. All sponsorship, endorsement, advertising or related agreements that a Team, player, or coach enters into, and all underlying transactions or actions taken pursuant to those agreements shall:
 - Comply with the terms of the then-current VALORANT Branding and Style Guide.
 - Not have any exclusivity or other provision that is binding on Riot, the Game Changers League or any other person or entity

(other than the Team, player, or coach who is entering into the agreement).

9.3. Decisions Relating to the Prohibited Sponsorship List

- 9.3.1.** Riot may make changes to the Prohibited Sponsorship List. It is the Team's, player's, and coach's responsibility to review the Prohibited Sponsorship List for updates or changes.
- 9.3.2.** Riot or the Tournament Officials may, in its sole judgment, reject or terminate the right of a Team, player, or coach to display an advertisement or sponsorship in any of the categories on the Prohibited Sponsorship List.

9.4. Unauthorized Use of Trademarks

- 9.4.1.** Nothing in this Game Changers Competition Ruleset grants, by implication, waiver, estoppel or otherwise, to a Team, player, or coach any right or license to use the name VALORANT, or any other trademark, trade name or logo owned by or licensed to Riot or its affiliates.
- 9.4.2.** Any unauthorized use by a Team, player, or coach of a trademark, trade name or logo owned by or licensed to Riot or its affiliates is prohibited and will be considered in breach of this rule.
- 9.4.3.** A Team, player, or coach may not endorse or sponsor any product or service in a way that could cause people to believe that the product or service has been endorsed or approved by Riot, the Game Changers Officials or any of their respective affiliates.

10. Uniforms and Apparel

10.1. Definitions.

10.1.1. Team Apparel.

Any article of clothing or apparel that is branded with the logo and/or official colors of the Team ("**Team Apparel**"). Tournament Officials reserve the right to prohibit Team Apparel that is deemed inappropriate or unsuitable.

10.1.2. Official Tournament Apparel.

Any article of clothing or apparel that has been created by the League and branded for the tournament or event ("**Official Tournament Apparel**"). For clarity, only the Official Tournament Apparel created specifically for a tournament or event will be considered Official Tournament Apparel for official Matches at that tournament or event. Official Tournament Apparel created for previous tournaments or events will not be considered Official Tournament Apparel.

10.2. Online Matches

These Uniform and Apparel requirements may be relaxed for online Matches held as part of a Game Changers League at the discretion of Tournament Officials.

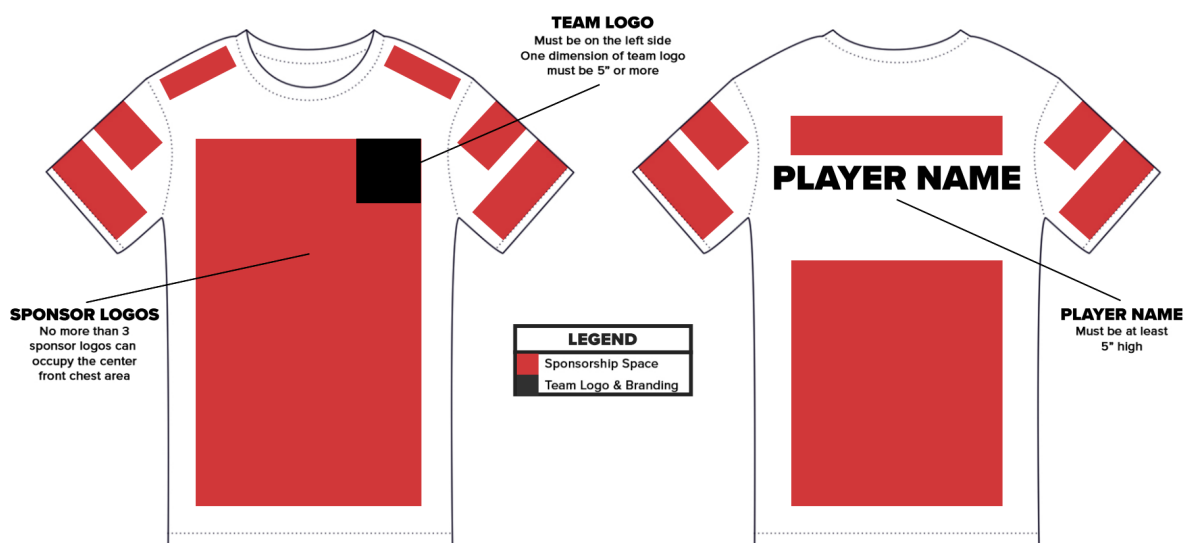
10.3. Team Uniform.

Players must wear approved apparel (“**Team Uniform**”) to all official Matches. The Team Uniform includes the following mandatory elements:

10.3.1. Team Jersey.

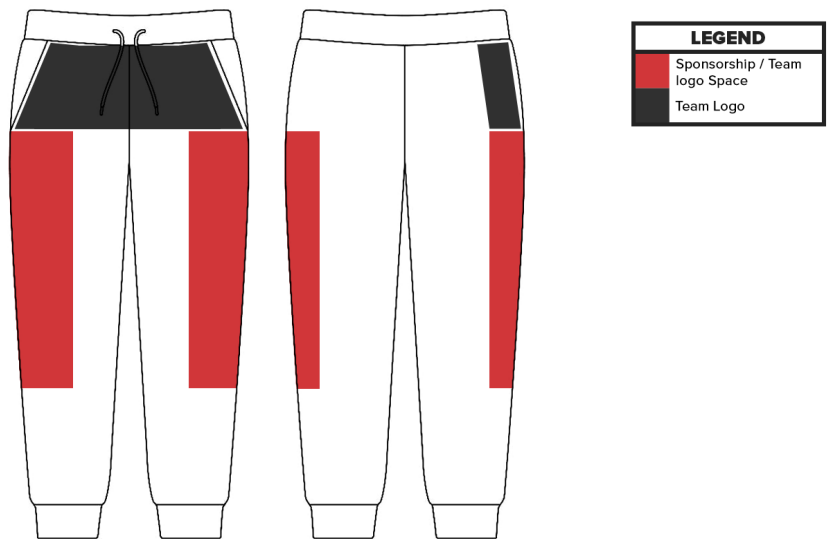
Players must wear official, approved, and identical game day jerseys during Official Competition (“**Team Jerseys**”). All Team Jerseys must comply with the following:

- **Red - Sponsorship Space**
- **Black - Team Logo & Branding**



- **Riot IP.** The team may not use any Riot Games marks or IP without express written permission from Riot Esports. This includes, but is not limited to: Riot Games Logo, Event Logos, VALORANT Logos, or VALORANT IP (such as agent art, etc.).
- **Sponsor Logo Restrictions.** No more than three (3) sponsor logos can occupy the center front chest/stomach area of the Team Jersey. No restrictions are placed on the number of sponsor logos for the sleeves, shoulders, or back of the Team Jersey.

- **Special Event Team Jersey.** Teams may submit an alternative Team Jersey that may be used for a temporary period of time (e.g. Team organization’s birthday). The use of the alternative Team Jersey may be approved on a case-by-case basis.
- **Legwear.** All players on a Team must all wear either pants or shorts (“**Legwear**”). Legwear must match across all players, and may not include a mix of pants and shorts. All Legwear must be either (a) official and approved Team Legwear, (b) non-branded neutral color (e.g. black, white, or gray) Legwear, or (c) Official Tournament Apparel Legwear.
- **Team Legwear Logos.** All Team Legwear may have a maximum of: 1 sponsor logo, 1 manufacturer logo, and the Team logo. Sponsor and Team logos should remain inside the areas designated below. If the Team Legwear includes sponsor logos, mockups for the Team Legwear must be sent to the Game Changers League for final approval. All sponsor restrictions for the Team Jersey also apply to pants (e.g., Betting/Gambling: Not allowed).



- **Shoes.** Players must wear closed-toe shoes. Players may wear any brand of shoes.
- **National Flags.** Flags that represent or symbolize a nation are prohibited from being included on any apparel worn by the Team.

10.3.2. Optional Apparel.

- **Head Apparel.** Players may wear head apparel (e.g. beanies, hats, etc.) provided such head apparel does not (a) interfere with the use of competition headset and/or in-ear headphones, such as by covering the player's ears, (b) block the player's face, or (c) block any broadcast lights from illuminating the player's face. The Head Apparel must be either unbranded, Team Apparel, or Official Tournament Apparel.
- **Under-Jersey Apparel.** Long-sleeved shirts or sweatshirts may be worn underneath the Team Jerseys provided such apparel does not obscure the Team Jersey. The under-jersey apparel does not need to be the same, however they must be either Team colors or a neutral color (e.g. black, white, or gray). No sponsor logos will be allowed on the under-jersey apparel. Individual player branding (e.g. player [In-Game Name]) and Team branding (e.g. the Team name or logo) are acceptable.
- **Over-Jersey Apparel.** Over-Jersey Apparel, including warmups, hoodies and jackets, that are worn over and obscure the Team Jersey, may only be worn on stage if they accurately replicate the approved Team Jerseys or have been approved in advance by the Game Changers League, or (a) reflect the Team's official colors; and (b) are consistent with the Jersey Guidelines (e.g., have a Team logo or lettering on the front and do not have sponsors in places or in sizes restricted by the Jersey Guidelines). Over-Jersey Apparel that are Official Tournament Apparel specific to the event a player is currently competing at, are also acceptable.
- **Accessories.** Players may wear a reasonable amount (as determined by Tournament Officials) of jewelry, rings, bracelets, and necklaces.
- **Watches.** Players may wear any brand of watch. Smart watches and any other type of wrist-mounted device that is capable of receiving wireless signals are prohibited.

10.3.3. Prohibited Apparel.

- **Branded Apparel.** Apart from Team Apparel that is official and approved by the Game Changers League, players are prohibited from wearing other articles of clothing or accessories that display sponsor logos or other visible words, characters, or other images or messages, other than as expressly permitted by Tournament Officials.
- **Electronic Devices.** Players are prohibited from wearing any type of smart device, fitness device, or other electronic devices

that are capable of receiving wireless signals. Players should seek approval from Tournament Officials before wearing any type of electronic device with computing capabilities.

- **Opaque Glasses.** Players are prohibited from wearing fully opaque glasses during an official Match.

10.3.4. Approved Apparel.

Players may request the use of additional apparel under special circumstances only. Tournament Officials will approve or decline any Team or player request for additional apparel on a case-by-case basis.

10.3.5. League Content.

During all pre-match and post-match interviews at a venue owned or operated by the Game Changers League (“**League Venue**”), or in game-day content created by the Game Changers League, players must wear appropriate Team Apparel or Official Tournament Apparel. For other content, including analyst desk, features content and shoulder content, apparel guidelines will be communicated by the Game Changers League in connection with those appearances.

10.3.6. Coach Apparel.

The Team’s coaches and other staff who will be on-stage must wear appropriate attire while on-stage or in Game Changers League content, including interviews. Proper attire includes professional attire, the Team Uniform, Team Apparel, and Official Tournament Apparel. If chosen, professional attire includes khakis, slacks and dress pants, skirts and dresses, blazers, button-up shirts, polo-shirts, blouses, and other attire that looks professional.

11. Match Area

The “**Match Area**” is the area immediately surrounding any competition PCs used during Match play at a LAN or online event. During Match play, the presence of Team Personnel in the Match Area is restricted solely to the players of the Teams participating in the Match.

11.1. Team Manager and other Team Personnel

- 11.1.1.** Team Personnel, including managers, may be in the Match Area during the Match preparation process, but must leave prior to the Agent and Map Selection phase and may not return until after the end of the Match.

11.2. Coach Match Area Access

- 11.2.1.** Coaches for Teams participating in a given day's Matches will be granted Match Area access and will be allowed to communicate with their Team during the pick/ban map selection process. No other Team Personnel will be permitted in the Match Area during this time without the express permission of Tournament Officials.
- 11.2.2.** All coaches will exit the Match Area to a designated position promptly after the pick/ban map selection process ends. For the purposes of online competition, any room in which the player competes will be considered part of the Match Area.

11.3. Wireless Devices

- 11.3.1.** Wireless devices, including mobile phones, tablets, and smart watches are not allowed in the Match Area while the players are involved in active play, including during the pick/ban map selection phase, pauses, remakes, and between Maps of multi-Map Matches.
- 11.3.2.** At LAN events, Tournament Officials will collect such devices from players in the Match Area and return them after the end of the Match. For Online Matches, Players must leave their devices away from the Match Area. This rule also applies to notes and notepads.

11.4. Notes and Notepads.

- 11.4.1.** Players are not permitted to bring any written or printed materials into the Match Area during a Match. Any written or printed materials must be removed from the Match Area before the start of the Match.

11.5. Consumable Restrictions.

11.5.1. Allowed Consumables:

- Drinks are permitted in the Match Area. During LAN events, drinks are only permitted in approved re-sealable containers. Tournament Officials will provide such containers to players upon request.
- Chewing gum is allowed in the Match Area.

11.5.2. Prohibited Consumables:

- Food is prohibited in the Match Area.
- Tobacco and other nicotine products are prohibited in the Match Area.

- 11.5.3.** Teams may not leave any trash or gum within the Match Area after the conclusion of the Match.

12. Match Process

12.1. Role of Referees

12.1.1. 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 the Game Changers Competition Ruleset and any Game Changers Supplementary Competition Ruleset.
- Confirming the end of Matches and their results.

12.1.2. 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 the Game Changers Competition Ruleset or any Game Changers Supplementary Competition Ruleset.
- Administering the player checklist and enforcing this Game Changers Competition Ruleset and any Game Changers Supplementary 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.

12.2. 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 the event that the Tournament Officials modify a Match schedule, they will notify all Teams as soon as possible.

12.3. Punctuality

- 12.3.1.** Players and coaches participating in an official Match are required to be fully ready in the respective game lobby no later than the time specified by Tournament Officials.
- 12.3.2.** If a Team is not fully ready at the specified times, Disciplinary Action may be applied.
- 12.3.3.** If a Team or any of their players does not show up at the specified time for any of their Matches, due to unforeseen circumstances, Teams must inform Tournament Officials immediately. Tournament Officials may postpone, suspend or cancel the Match at their sole discretion.
- 12.3.4.** If a Match is postponed, it will be rescheduled to a date within the same or the following week, unless another agreement can be found among Teams and Tournament Officials. The exact Match date will be communicated by Tournament Officials at the earliest convenience.

12.4. Competition Patches

- 12.4.1.** Matches during the 2023 Season will be played on the respective patch available on the Live Server, once a sufficient testing period has occurred. Changes to the competitive patch and champion availability will be at the sole discretion of the Game Changers League. Contenders 2 will cbe played on the live patch.
- 12.4.2.** New Agents - will be automatically restricted for two weeks from their release on the competitive queue. Example: Agent A was released on February 5, so Agent A will become eligible to be used in all Matches on February 19.
- 12.4.3.** New Maps - will be automatically restricted for four weeks from their release on the live queue. Example: Map A was released on January 1, so Map A will become eligible to be used in all Matches on January 29.
- 12.4.4.** Additional Restrictions - (e.g. disabling certain weapons) may be added by Riot or Tournament Officials at any time before or during a match, if there are known bugs with any items, Agents, skins, or abilities. New agents and maps may be restricted for longer periods of time at the discretion of Tournament Officials.

12.5. Player Accounts

- 12.5.1.** 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.

- 12.5.2. 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.
- 12.5.3. In the event that tournament realms are unavailable, players will use their main “Live” accounts as provided during the registration process. It is the players’ responsibility to configure their primary “Live” account to their preferences, including setting the Riot ID to their official tournament handle. If a player cannot change their name, they must contact a Tournament Official for support.
- 12.5.4. In the event that a Team or Player is experiencing issues with the tournament realm client, that are preventing them from playing, and that are not able to be fixed in a reasonable time, players will use their “Live” accounts as provided during the registration process. Whether an issue warrants playing on “Live” servers is at the sole discretion of the Tournament Organizer. In the event that of any such issue, the player is obligated to share any game logs requested by the Tournament Organizer.

12.6. Game Settings

- 12.6.1. All players will be required to have the in-game settings for blood and bodies turned off.
- 12.6.2. Titles and gun buddies awarded for winning an event, including Masters, Champions, and Game Changers Champions, may only be equipped by players that have earned those titles and gun buddies.
- 12.6.3. FPS/Latency text and graph trackers must be disabled during gameplay.

12.7. 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.

12.8. Pre-Match Setup

- 12.8.1. Players will have designated blocks of time prior to their Match time to ensure they are fully prepared. Tournament Officials will inform players and Teams of their scheduled setup time and duration as part of their Match schedule.

12.8.2. Tournament Officials may change the schedule at any time. Setup time is considered to have begun once players enter the Match Area, at which point they are not allowed to leave without permission of a Tournament Official.

12.8.3. Setup consists of the following:

- Confirm Tournament Realm Account name accuracy
- Ensuring the working function of all equipment, network connection and DDOS protection.
- Connecting and calibrating peripherals.
- Ensuring proper function of voice chat system.
- Selecting skins.
- Adjusting in-game settings
- Limited in-game warm-up.

12.8.4. Technical Failure of Equipment - If a player encounters any equipment problems during any phase of the setup process, player must notify a Tournament Official immediately.

12.8.5. 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.

12.9. Player Ready State & Lobby Creation

12.9.1. It is expected that players will resolve any issues with the setup process within the allotted time and that the Match will begin at the scheduled time. Sanctions for tardiness may be assessed at the discretion of Tournament Officials.

12.9.2. At the specified time before the Match is scheduled to begin, a referee will confirm with each player that their setup is complete. Once all ten players in a Match have confirmed completion of setup, players may not enter a warm-up Match or leave the Match Area.

12.9.3. Other than with respect to online qualifier matches, all Matches that are part of a Game Changers event will be played in Match lobbies hosted by a Tournament Official. Tournament Officials will decide how the official Match lobby will be created and players will be directed by a referee to join a Match lobby as soon as testing has been completed.

12.10. Media Obligations.

12.10.1. Teams will be required to make available to the media for a minimum of 15 minutes at least one player who is intended to start any Match that day. If a player has started at least 2 Matches in the Game Changers League, the

player will be required to have made themselves available to the media at least once during the event.

12.10.2. A Team may not make available the same player to the media for 4 consecutive Match days.

12.10.3. Players will be informed of any pre-Match obligations, including, but not limited to, media appearances, interviews, or further discussion of any Match matters.

12.11. Lobby Setup & Play Restrictions

12.11.1. Match Definition

A “**Game**” is an instance of competition on a VALORANT map that is played until a winner is determined for the map. A “**Match**” is a set of games that is played until one Team wins a majority of the total games (e.g., winning two games out of three (“**best-of-three**” or “**Bo3**”); winning three games out of five (“**best-of-five**” or “**Bo5**”). For clarity, a Match that concludes with a Team winning three games out of five will be considered a “Bo5 Match”. The winning Team will either receive a win tally in a league format or advance to the next round in a tournament format. In a “**best-of-one**” (“**Bo1**”) format, the terms game and Match may be used interchangeably.

12.11.2. Lobby Settings

The official Match lobby will be set to “Tournament” mode with “Overtime: Win by Two” turned on.

12.11.3. 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.

12.12. Map Selection Process

12.12.1. At a time specified by Tournament Officials prior to the start of a match, the map selection process will be conducted. Under no circumstances may a map be played twice in one Match unless all other available maps have been played. When instructed in the Map Selection Process, the Team must ban a map and cannot choose to skip the map ban.

12.12.2. 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.

- 12.12.3.** The map pool consists of seven (7) maps. The full map pool is: 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 12.4.3. of the GC Competition Ruleset.

12.12.4. Best-of-One Matches

The better-seeded or “Home” team will decide if they are either Team A or Team B. If the Game Changers League in question has no predetermined seeding, the “better-seeded team” for purposes of this Section will be determined at random. Team A starts the process and the map for the Match will be selected according to the following procedure:

- Team A bans 1 map
- Team B bans 1 map
- Team A bans 1 map
- Team B bans 1 map
- Team A bans 1 map
- Team B bans 1 map
- Map 1 is the only Map remaining
- Team A picks side

12.12.5. Best-of-Three Matches

The better-seeded or “Home” team will decide if they are either Team A or Team B. If the Game Changers League in question has no predetermined seeding, the “better-seeded team” for purposes of this Section will be determined at random. Team A starts the process and the map for the Match will be selected according to the following procedure:

- Team A bans one Map
- Team B bans one Map
- Team A picks Map 1
- Team B picks side for Map 1
- Team B picks Map 2
- Team A picks side for Map 2
- Team A bans one Map
- Team B bans one Map
- Map 3 is only Map remaining
- Team A picks side for Map 3

12.12.6. Best-of-Five Matches

The better-seeded or “Home” team will decide if they are either Team A or Team B. If the Game Changers League in question has no predetermined seeding, the “better-seeded team” for purposes of this Section will be

determined at random. Team A starts the process and the map for the Match will be selected according to the following procedure:

- Team A bans one Map
- Team B bans one Map
- Team A picks Map 1
- Team B picks side for Map 1
- Team B picks Map 2
- Team A picks side for Map 2
- Team A picks Map 3
- Team B picks side for Map 3
- Team B picks Map 4
- Team A picks side for Map 4
- Map 5 is only Map remaining
- Team B picks side for Map 5

12.12.7. Best-of-Five Matches for Double Elimination Grand-Finals

The upper bracket team will decide if they are either Team A or Team B. Map picks and bans for the Match will be selected according to the following procedure:

- Upper bracket Team bans two maps
- Team A picks map 1
- Team B picks side for map 1
- Team B picks map 2
- Team A picks side for map 2
- Team A picks map 3
- Team B picks side for map 3
- Team B picks map 4
- Team A picks side for map 4
- Map 5 is only map remaining
- Team B picks side for map 5

12.13. Agent Select & Match Start

- 12.13.1.** 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 Official 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 that the player notifies a Tournament Official after the timer has expired, the Agent Select process will not be restarted and the player will be required to play through.

12.13.2. A Match will start immediately after the Agent/Map Selection process is complete, unless otherwise stated by a Tournament Official.

12.13.3. Players are not allowed to quit a Map during the time between the completion of picks/bans and Map launch, also known as “Free Time.”

12.14. Controlled Match Start

In the event of an error in Match start or a decision by Tournament Officials to separate the pick/ban process from Match start, a Tournament Official may start the Match in a controlled manner and all maps will be selected in accordance with the previous valid completed pick/ban process.

12.15. Slow Client Load

If a game crash, disconnect, or any other failure occurs which interrupts the loading process and prevents a player from joining a Match on Match start, the Match must be immediately paused until all ten players are connected to the Match.

12.16. Restrictions on Gameplay Elements

Restrictions may be added at any time before or during a Match, if there are known or suspected bugs with any Agents, skins or maps, or for any other reason as determined at the discretion of Tournament Officials.

13. Post-Match Process

13.1. 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.

13.2. Technical Issues

Players will identify any technical issues with Tournament Officials.

13.3. Between Maps

Tournament Officials will inform players of the remaining amount of time before the next Map in the Match, if applicable. For online events, the standard time for transitions between Maps is eight (8) to ten (10) minutes from the time of the last Map's Round until players are required in their seats for the next Map. The next Map, if applicable, will commence as soon as both Teams have confirmed to a Referee or Tournament Official that all players are ready to play and, at LAN Events, in their seats.

13.4. Between Matches

For online events, the standard time for transition in between Matches is thirty (30) minutes from the time of the last Match's Round until players are required in their seats for the next Match. The next Match, if applicable, will commence as soon as both Teams have confirmed to a Referee or Tournament Official that all players are ready to play and, at LAN Events, in their seats. If all the players are not ready to play and in their seats (if applicable) at the time designated to them by the Referees or Tournament Officials, the Team can be sanctioned for delay of Game.

13.5. Post-Match Obligations.

Players will be informed of any post-Match obligations, including, but not limited to, media appearances, interviews, or further discussion of any Match matters. Players are required to perform these post-Match obligations.

13.6. Results of Forfeiture.

Matches won by forfeit will be reported by taking into account any Maps or Rounds won by the forfeiting Team (e.g. in a Bo3 Match a Team won one Map, and had to forfeit in the middle of the second Map. The Match score will be reported as 2-1, and any Rounds won in the second Map will be counted). Maps that were not played in a Match will be reported with a 13-0 score.

13.7. Tie-breakers.

Game Changers Leagues that include formats where ties may occur between Teams shall use the following tie-breaker process to determine who advances.

13.7.1. Head-to-Head Tie-Breaker Process:

- (1) Head-to-head Match score.
- (2) Head-to-head map differential.
- (3) Head-to-head round differential.
- (4) Split/event map differential.
- (5) Split/event round differential.

13.7.2. 3-Way Tie-Breaker Process:

- (1) Head-to-head for all three teams
 - (a) Team with a two matchup head-to-head advantage automatically receives first of the group. Tie-breakers for the remaining two teams are determined using the above head-to-head tie-breaker process.
 - (b) If no team has a two matchup head-to-head advantage (i.e., all Teams are 1-1 head-to-head), then proceed to step (2) of the 3-way tie-breaker process.
- (2) Total split/event map differential.

- (3) Total split/event round differential.
- (4) Bo1 Match is held for a tie-breaker.
 - (a) The Bo1 Match will be implemented at the discretion of Tournament Officials. An alternative process may be implemented on a case-by-case basis.

14. Pauses

14.1. Timeouts

Teams are allowed to call timeouts of sixty (60) seconds in duration (“**Timeouts**”) two times per map, at any time not limited by half. The sixty second clock will begin when both Teams’ Match Coaches are connected and able to communicate with their players. In the event of overtime, each team will be granted an additional Timeout.

14.1.1. Timeout Protocol

Communication will be limited to players and coaches. All Timeouts must be taken within the first twenty (20) seconds of a Buy Phase. Any Timeout taken after twenty seconds will be deferred to the next round, unless the next round is after the end of the half or the end of regulation, in which case the Timeout will be spent with no additional time given.

Players are not allowed to leave the Match Area at any time during a Timeout.

14.1.2. Timeout Agent Control

During a Timeout, headsets have to stay on and players are prohibited from controlling their agent (i.e., players can not move or use utility during a Timeout).

14.2. Technical Pauses

14.2.1. Technical Pauses Categories

- Suspension of Play (Expected delay: Greater than 10 minutes)
Examples: player disconnected from game, monitor went black, computer froze for longer than 3 seconds (less time could classify as an equipment check), any programs crashed during gameplay, etc.
- Equipment Check (Expected delay: 3-5 minutes)
Examples: mouse battery died, peripheral stopped working, audio became bugged, settings suddenly reset, etc.

14.2.2. Technical Pause Protocol

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

Players are not allowed to leave the Match Area at any time during a technical pause.

14.2.3. Technical Pause Agent Control

During a technical pause, headsets have to stay on and players are prohibited from controlling their agent (i.e., players can not move or use utility during a Timeout). Any form of communication including but not limited to text and voice communication between players and coaches is forbidden during a technical pause, unless instructed to do so by a Tournament Official.

14.2.4. Invalid Technical Pauses

Technical pauses will not be granted for the following non-exhaustive reasons:

- Accidentally hitting power button of monitor;
- Minor audio adjustments; or
- In-ear headphone adjustments.

14.3. Player Emergency Pause

14.3.1. Player Emergency Protocol.

Teams will be granted a maximum of one (1) pause for an emergency situation (“**Player Emergency Pause**”) per Map in a Match for a maximum aggregate total of twenty (20) minutes across the Match. If a Team requires more than twenty (20) minutes of Player Emergency Pauses, then the players using the Player Emergency Pause will become ineligible to continue play and must be substituted. The time allowed for player emergencies may be increased at the sole discretion of the Tournament Officials.

If the Team is unable to field a full five (5) players, the team shall forfeit the Match unless a Tournament Official, in his/her discretion, determines that victory in the Match shall be awarded to one of the Teams. Teams that misuse the Player Emergency Pause for non-emergencies will be sanctioned.

14.3.2. Illness, Injury, or Disability.

Minor player illness, injury, or disability is not an acceptable reason for a Player Emergency Pause. Players may inform Tournament Officials prior to the start of a Match to reserve the right to use the Player Emergency Pause. Tournament Officials may grant a Player Emergency Pause during the Match

in order to evaluate the issue and to determine whether the player is ready, willing, and able to continue playing.

15. Additional Rules for Online Events

15.1. Coaching Slot in the VALORANT Client

In order to secure and protect the competitive integrity of online events in the Game Changers Leagues from misuse of the coaching slot privilege granted to Teams during these events, tournament Officials have the right to prohibit access to the coaching slot, audit any in-client communications of a player or a coach in an online event, and mandate additional rules and processes for monitoring a player or coach's adherence to this Game Changers Competition Ruleset for online events of the Game Changers Leagues.

15.2. Match Communications

15.2.1. Players and coaches in an ongoing match of an online event shall only communicate with the other players and coaches in the same ongoing match, and Tournament Officials.

15.2.2. Any unauthorized communication with anyone other than the players and coaches in the ongoing match and Tournament Officials is prohibited. Players and coaches must obtain authorization from a Tournament Official before engaging in any communication with anyone outside of the ongoing match.

15.2.3. If a Team has more than one coach, the Team must designate one of the coaches as the Match Coach. At the Tournament Officials's sole discretion, the Match Coach may be provided with a means to communicate with up to two (2) other coaches and/or Team Personnel. The Match Coach and the two other coaches and/or Team Personnel may only communicate in the manner authorized by the Tournament Officials.

15.2.4. Allowed Match Communications

The following types of communications will be allowed in an ongoing match of an on event:

- Voice or chat communication between players on the same Team.
- Voice or chat communication between the coach and the players on the same Team during the agent and map selection process for each Match, timeouts, half-times, and in between Maps (if applicable).
- Any communications with Tournament Officials.
- Any communications that have been expressly authorized by a Tournament Official.

15.2.5. Prohibited Match Communications

The following types of communications are prohibited in an ongoing match of an online event without authorization by a Tournament Official:

- Any communication with anyone outside of the ongoing Match of the online event.
- Any communication between a coach and the players on the same Team outside of the agent and map selection process for each Match, timeouts, half-times, and in between Maps (if applicable).

15.2.6. Match Communication Authorization

Players and coaches are obligated to obtain authorization from Tournament Officials prior to engaging in any type of communication with anyone that is not an allowed match communication.

15.2.7. Unauthorized Match Communication

A Player or coach in an ongoing Match of an online event that breaches these match communication rules will be subject to Disciplinary Action.

15.3. Ongoing Match Points of View

15.3.1. Players and coaches in an ongoing match shall only view the Point of View (“POV”) afforded to that player or coach by the VALORANT client being used for the online event.

15.3.2. Allowed POV

- Players in a player slot of the VALORANT client are allowed to view the POV afforded to that player slot by the VALORANT client.
- Players on the same Team are allowed to observe each other's monitors showing the POV afforded to those players by the VALORANT client.
- Coaches in a coach slot of the VALORANT client are allowed to view the POVs afforded to that coach slot by the VALORANT client.

15.3.3. Prohibited POV

- Players and coaches in an ongoing match are prohibited from using any broadcast, stream, or other method for presenting video or audio content of the ongoing Match outside of the POV afforded to that player or coach by the VALORANT client.

- A player or coach that views a prohibited POV without authorization by a Tournament Official shall be subject to Disciplinary Action.

15.4. Player and Coach Monitoring

Tournament Officials have the right to implement a monitoring and auditing process to protect the integrity of the online event. Players and coaches shall comply with the monitoring and auditing process, and any other requirements raised by the Tournament Officials for implementing that monitoring and auditing process.

Players and coaches that do not comply with the requirements set forth by the Tournament Officials shall not be permitted to participate in any matches of the online event. Tournament Officials have the right to deny players and coaches access to the player or coach slots of a match of the online event if those players or coaches fail to adhere to the requirements set forth by the Tournament Officials.

15.4.1. Client Communication Auditing

Tournament Officials and Riot have the right to audit any voice or chat communication within the VALORANT client of any player or coach in the online event. Tournament Officials and Riot may view the all chat, team chat, and whisper logs of any player or coach in the online event.

15.4.2. Voice Communication Systems

Players and coaches are prohibited from using any voice or chat communication system outside of the native voice and chat communication systems of the VALORANT client without authorization of Tournament Officials.

Tournament Officials have the right to monitor any voice or chat communication system being used by the players and coaches of an ongoing match. Tournament Officials have the right to audit any voice or chat communications of players and coaches that occur during an ongoing match.

15.4.3. Screen Capture Monitoring

Tournament Officials have the right to implement requirements for players and coaches to use a screen capture program specified by the Tournament Officials to record the player's or coach's screen and/or display output during an ongoing match.

15.4.4. Camera Capture Monitoring

Tournament Officials have the right to implement requirements for players and coaches to use a physical camera device to capture a specified point of view of the players, coaches, and their surroundings.

15.4.5. Screen Capture and Camera Data Storage Requirements

Players and coaches must store any data resulting from the screen capture monitoring and/or the camera capture monitoring requirements for a minimum of two (2) weeks after the end of the online event.

15.4.6. Screen Capture and Camera Data Auditing

Tournament Officials have the right to request and audit the screen capture and camera data at any time during the online event and for two (2) weeks after the end of the online event.

Any player or coach that refuses, or is unable to furnish the requested data for auditing purposes will be subject to Disciplinary Action.

15.4.7. 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.

16. Bugs

16.1. Types of Bugs

A bug is an error, flaw, or fault in the Game that produces an incorrect, unintended, or unexpected result. Bug classification will be communicated via the Esports Bug List shared with each patch.

16.1.1. Play Through Bug

A “**Play Through Bug**” is defined as a bug that does not significantly alter the competitive integrity of the game. This may mean that there are mitigation steps available or the impact has been deemed insufficient to warrant a disable or remake.

16.1.2. Major Bugs

A “**Major Bug**” is defined as a bug that has the potential to significantly impact a player’s ability to compete in the game, significantly alters game stats or gameplay mechanics, and has no reasonable mitigation steps. The determination of impact will be at the sole discretion of Tournament Officials.

16.1.3. Unknown Bugs

An “**Unknown Bug**” is defined as a bug that is not on the Esports Bug List shared with the current patch.

16.1.4. Game Breaking Bugs

A “**Game Breaking Bug**” is defined as a bug whose occurrence undermines the competitive integrity of a round as a whole, and causes the outcome of the round to become undeterminable. Any bugs that fall within this category will be explicitly listed in the Esports Bug List shared with each patch.

16.2. Use of Round Rollback for Bugs

16.2.1. Pre-Damage

If, at the time that a bug occurs in a round, no damage has been directly caused by any player to an opponent in the round, then Tournament Officials may initiate a round rollback for Unknown Bugs and Major Bugs that impact a player’s ability to compete in the game for reasons outside of the player’s control.

16.2.2. Post-Damage

If, at the time that a bug occurs in a round, damage has already been directly caused by a player to an opponent in the round, Tournament Officials will not initiate a round rollback unless the bug was a Game Breaking Bug.

16.2.3. Round Rollback for Game Breaking Bugs

If a Game Breaking Bug occurs at any time during a round, Tournament Officials will initiate a round rollback to restore the game to the start of the round.

17. Exploit Adjudication

A player-caused bug that has the potential to significantly alter the competitive integrity of the game and provide an unintended competitive advantage. As a standard, regardless of impact, exploit usage is not permitted and if found will result in a penalty, as outlined below.

17.1. Agent Specific Exploits

Non-limiting examples of “Agent Specific Exploits” are detailed in the Esports Bug List. Any use of a bug or exploit specifically listed in the Esports Bug List, or covered under a blanket prohibition will be considered a violation of these rules.

17.1.1. Cypher

All Cypher cam placements that afford an unfair competitive advantage via abusing map textures and/or geometry to prevent the Cypher cam from being destroyed or seen are considered banned exploits. All Cypher cam placements must result in a Cypher cam that is destructible, that is viewable by both teams, and that does not exploit map textures and/or geometry to

create a one-way view that provides an unfair advantage. Any other uses of a Cypher cam that are determined by a Tournament Official to provide an unfair competitive advantage will also be considered banned exploits.

17.1.2. General Agent Utility Rule

All uses of agent utility that afford an unfair competitive advantage via abusing map textures and/or geometry to prevent the agent utility from being destroyed or seen are considered banned exploits. Agent utility cannot be used in areas that are outside of map boundaries while potentially providing any useful information or advantage at any point. Areas that are within map boundaries are defined as areas where all utility is (1) destructible as intended for that utility, (2) has the ability to be seen by both teams as intended for that utility, and (3) does not exploit map texture and/or geometry to provide an unfair competitive advantage.

A player shall not alter the utility's intended purpose and scope of usage by abusing map textures and/or geometry, abusing unintended interactions with other utility, unintended interactions with weapons, or other types of unintended interactions to gain an unfair competitive advantage. Any other uses of an agent's utility that are determined by a Tournament Official to provide an unfair competitive advantage will also be considered banned exploits.

SPECIAL EXCEPTIONS: KAY/O's ZERO/POINT ability is intended to be usable outside of map boundaries, and is a special exception regarding these rules. KAY/O's ZERO/POINT ability is allowed to be placed outside of map boundaries, and at other locations that cause KAY/O's ZERO/POINT ability to be indestructible and/or unviewable by the enemy players. However, the knife model of KAY/O's ZERO/POINT ability cannot abuse or exploit map textures and/or geometry to travel to unintended locations. For example, the knife model of KAY/O's ZERO/POINT ability may not travel through or inside map textures and/or geometry that are intended to be solid. Teams should clear specific trajectories or end locations for KAY/O's ZERO/POINT ability with Tournament Officials prior to usage if the Team is unsure whether that usage complies with this special exception rule.

17.1.3. Agent Character Model Boosting

Players are prohibited from using another agent's character model to boost to a location out of intended jumping range.

17.2. Assessment of Penalties

When assessing the appropriate penalty, Tournament Officials shall take into account the past punishments for the same or similar situation, exploit classification, prior communication, impact, and intent. The following questions and assessments shall be considered by Tournament Officials in each category to apply appropriate penalties.

17.2.1. Exploit Classification

- Is the exploit on the Esports Bug List, and how is it classified?
- If the exploit isn't in the Esports Bug List, is it similar enough to another that a reasonable person would assume that the classification would be the same?
- If the exploit isn't in the Esports Bug List and isn't similar to another known exploit, Tournament Officials should use the other criteria to help inform any action.

17.2.2. Prior Communication

- Has the Esports Bug List been shared with the team and/or player?
- Was the Esports Bug List for the patch version designated by the Game Changers Officials for the event shared within a reasonable timeframe for them to inform themselves and make necessary adjustments?
- If the Esports Bug List hasn't been communicated at all or in a reasonable timeframe, this should be a mitigating factor.

17.2.3. Impact

- What impact did the exploit have on the round and/or outcome of the map - e.g., Damage dealt, info gained (vision, sound etc.), prevented opponents actions (bomb defusal/plant).
- What impact could this exploit have on the perception of the sport? Could it bring the sport into disrepute?

17.2.4. Intent

- How hard is it to use the exploit accidentally? Does it require a specific set of actions that don't occur in the normal course of play?
- Has the player or Team received penalties for the same exploit in the past?
- Did the player or Team discuss usage in voice comms?
- Did the player or Team notify a referee immediately after the exploit had occurred?

17.3. Types of Penalties

The following list of penalties is a non-exhaustive list. Tournament Officials may, at their sole discretion, issue other types of Disciplinary Actions such as Fines or Suspensions on a case-by-case basis.

17.3.1. Warning

Tournament Officials may issue warnings for a low impact first offense in order to prevent widespread usage of low impact exploits.

Warnings may be issued for unintended bugs that did not give a competitive advantage, or bugs deemed small enough to not have a significant impact on the competitive integrity of the Match.

17.3.2. Round Rollback

Tournament Officials may perform a round rollback when an exploit has had a significant impact on the outcome of the round, but the intent of the player that performed the exploit cannot be determined, or for low impact second offenses.

Round rollbacks may be used for unintended exploits that give a competitive advantage. Tournament Officials shall evaluate the intent of the player that performed the exploit on a case by case basis. If a player contacts an official immediately after the unintended exploit occurs, then Tournament Officials shall consider issuing a round rollback.

Round rollbacks may also be issued for a major exploit that impacts the integrity of the round, but is not the fault of any player or coach.

17.3.3. Round Loss

Tournament Officials may issue a round loss when an exploit has a significant impact on the outcome of the round, and Tournament Officials have determined that the player or team intended to perform the exploit. Round losses may also be issued if a round rollback threshold has been exceeded, as determined by Tournament Officials.

Round losses may be applied using the following methods:

- Roll back to the round where the exploit was used and award the Team that did not perform the exploit the round win via elimination in round rollback settings.
- If rolling back isn't an option, round loss should be applied at the start of the next round. If the current round could result in the map ending, the loss should be applied to the current round.

Round losses may be issued for intended exploits that give a competitive advantage. Intent will be assessed by Tournament Officials. If the exploit is listed on the current Esports Bug List given to Teams in a reasonable timeframe, the exploit will automatically be classified as an intended exploit if considered egregious.

17.3.4. Map Forfeit Loss

Tournament Officials may issue a forfeit loss for a map of the Match in the following scenarios:

- An exploit had a significant impact on the outcome of a map or provided a significant unintended competitive advantage, but the map has concluded and round rollback and/or remake is not possible.
- Second offenses for low impact exploits where round rollback and/or remake is not possible.
- Second offenses for high impact exploits while the map is still being played, and a round loss has already been applied.

- Egregious cases that warrant an immediate escalated penalty, as determined at the sole discretion of the Tournament Officials.

17.3.5. Match Forfeit Loss

Tournament Officials may issue a forfeit loss for a Match when the actions of the Team Personnel of one of the participating Teams has irreversibly undermined the competitive integrity of the Match, including, but not limited to, cheating and match fixing. Tournament Officials may issue a forfeit loss for a Match where one of the Teams used an exploit that would have resulted in a map forfeit loss, but was not caught until the Match had already concluded, and no reasonable mitigation steps are available.

17.4. Finality of Judgment on Bug and Exploit Adjudication

Tournament Officials have the right to assess and make final calls on all exploit decisions. All decisions regarding the interpretation of this lie solely with the Tournament Officials; such decisions are final, cannot be appealed, and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

18. Crashes and Interruptions of Gameplay

18.1. Discontinuity of Gameplay

If a Match is interrupted for reasons beyond the control of the players (e.g., server crash, mass internet outage, mass power outage, DDOS, etc.), Tournament Officials may restore the round using the in-game round restore feature to the beginning of the most recent round.

18.2. Individual Player Gameplay Interruptions

Matches will not be stopped and rounds will not be restored or replayed in cases where the issue is clearly a player's fault (e.g., mis-buying a weapon, alt-tabbing, turning off monitor, etc.).

18.2.1. Transient Interruptions

Rounds will not be replayed due to issues that cause a short-term interruption in gameplay that does not persist for the remainder of the round (e.g., alt-tab, client minimization, transient packet loss, transient networking issues, etc.). If multiple players experience transient interruptions to gameplay in the same round for reasons beyond their control, Tournament Officials may, at their discretion, determine that a discontinuity of gameplay has occurred.

18.2.2. Crash/Interruption of Gameplay

If a round of a Match has an issue that causes an interruption to gameplay that prevents individual players from playing out the round (e.g., client crash, computer crash, individual internet outage, individual power outage, etc.), Tournament Officials may restore the round using the in-game round restore feature to the beginning of the most recent round in the following scenario:

- All of the following conditions are met: (a) issue occurred during the first minute of the round, (b) issue occurred before any damage was caused to any player's agent by the opposing Team, and (c) the Tournament Official was immediately notified.

Interruptions to gameplay that occur after a player's agent has been eliminated from the round will not be considered.

19. Code of Conduct

19.1. Conduct Generally

19.1.1. Competitive Integrity.

All Teams, players, and coaches are expected to compete to the best of their skill and ability at all times in any Official Competition.

19.1.2. High Standards.

All Teams, players, and coaches must observe the highest standards of personal integrity and good sportsmanship at all times. Players and coaches must behave in a professional and sportsmanlike manner in their interactions with other competitors, Tournament Officials, the Tournament Operator, the media, sponsors and fans.

19.1.3. Disciplinary Action and Sanctions.

A violation of this Game Changers Competition Ruleset or any applicable Game Changers Supplementary Rules will result in disciplinary action or sanctions at the discretion of the Tournament Operator and/or Riot.

19.2. Competitive Integrity

Set forth below is a non-exclusive list of examples of conduct that has an adverse impact on the competitive integrity of the game, all of which are prohibited:

19.2.1. Match-Fixing.

No Team Personnel may offer, agree, or conspire to fix a match or take any other action to intentionally and unfairly alter, or attempt to alter, the results of any game (or any play or component thereof). If a Team, player, or coach is asked to "fix" the outcome of a game or to otherwise take part in any actions prohibited by this Game Changers Competition Ruleset, that Team,

player, or coach must immediately report this request to the Tournament Operator.

19.2.2. Bribery.

No Team or Team Personnel may offer any gift, cash, or other reward to a player, coach, manager, other Team Personnel, Tournament Official, the Tournament Operator or any other person connected with or employed by another Team in order to influence the outcome of a game in an Official Competition.

19.2.3. Gifts.

No player or coach may accept any gift, reward or compensation from another Team or player (or anyone acting on behalf of another team or player) in connection with any Official Competition.

19.2.4. Gambling.

Gambling on the outcome of a tournament, match or game in any esports competition (including any plays or components of a game) can pose a serious threat to the integrity of, and public confidence in, esports competitions. Players and coaches are not allowed to (a) place, or attempt to place, bets on any esports competition (or any plays or components thereof), or (b) associate with high volume gamblers, or deliver information to others that might influence their bets.

19.2.5. Cheating.

Cheating is prohibited. Any modification of the VALORANT game client by a Team, player, or coach is prohibited. The use of any kind of cheating device or cheat program shall be deemed cheating.

19.2.6. Exploiting.

Intentionally using any in-game bug to seek an advantage is exploiting and is prohibited. Exploiting includes acts such as making use of any game function that, in Riot and the Tournament Operator's sole judgment, is not functioning as intended and violates the design purpose of VALORANT. Teams may confidentially check with the referee at the beginning of a competition to determine if a specific act would be considered exploiting. Riot and the Tournament Operator reserve the right to make an ex-post-facto determination of whether an exploit has occurred.

19.2.7. Ringing.

Playing under another player's account or Riot ID, or soliciting or inducing someone else to play under another player's account or Riot ID, is prohibited.

19.2.8. Studio Interference.

At Live Events, no player or coach may interfere with lights, cameras or other studio equipment.

19.2.9. Unauthorized Communications.

At Live Events, all communication devices other than devices authorized by the Tournament Operator and Tournament Officials for use at that Live Event must be removed from the play area before any official game begins. Players may not text/email or use social media while in the match area. During the match, communication by a player shall be limited to the other players on the Team.

19.2.10. Drop Outs and Refusals to Participate.

If a Team, player, or coach registers for, or agrees to participate in, any Official Competition, he or she may not, without the prior written consent of the Tournament Operator, drop out or refuse to participate in any game or other related event held during the applicable season. An unexcused absence from a game after the registration process is complete may result in sanctions.

19.2.11. Non-Compliance.

No player or coach may refuse to comply with the instructions or decisions of the Tournament Operator or the Tournament Officials.

19.3. Unprofessional Behavior or Illegal Acts

Set forth below is a non-exclusive list of examples of unprofessional behavior or illegal activities, all of which are prohibited.

19.3.1. Vulgar or Hateful Speech.

Team Personnel, during a Live Event, Online Event, Media Event or in any communication relating to any Official Competition or VALORANT, use any language that is offensive, insulting, libelous, slanderous, defamatory, obscene, discriminatory, threatening, foul or vulgar. Team Personnel may not post, transmit, or disseminate any such prohibited communications. Team Personnel may not use this type of language on social media or during any public-facing events or in any broadcast or stream of VALORANT. This rule applies to speech in English and all other languages. In addition, Team Personnel may not encourage members of the public to engage in any activities that are prohibited by this rule.

19.3.2. Violence.

Team Personnel are expected to settle their differences in a respectful manner and without resort to violence, threats or intimidation (physical or non-physical). Violence is never permitted at Live Event or against any competitor, fan or Tournament Official.

19.3.3. Drugs and Alcohol.

The use, possession, distribution or sale of controlled substances, such as drugs or alcohol, or being under the influence of such controlled substances, is strictly prohibited while a player or coach is engaged in any Official Competition or other event or on premises that are owned by or leased to Riot or the Tournament Operator. The unauthorized use or possession of prescription drugs by a player or coach is prohibited. Prescription drugs may be used only by the person to whom they are prescribed and in the manner, combination and quantity as prescribed. Prescription drugs may only be used to treat the condition for which they are prescribed and may not be used to enhance performance in a game. Each player or coach must report any violation of this rule to the Tournament Operator.

19.3.4. Harassment.

Harassment is prohibited. Harassment is defined as systematic, hostile and repeated acts taking place over a period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or diminish the dignity of the person.

19.3.5. Sexual Harassment.

Sexual harassment is prohibited. Sexual Harassment is defined as unwelcome sexual advances. The assessment is based on whether the person being harassed would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

19.3.6. Discrimination and Denigration.

Team Personnel may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

19.3.7. Defamatory Statements.

Team Personnel may not make, issue, authorize or publish any statement that denigrates, disparages or defames any Official Competition, Tournament Operator, Tournament Official, Riot or its affiliates, sponsors, or VALORANT.

19.3.8. Illegal Activity.

Teams and Team Personnel must comply with all applicable laws at all times. A Team or Team Personnel may not engage in any activity which is in violation of public health, safety or security regulations.

19.3.9. Immoral Activity.

Team Personnel may not engage in any activity which, in the sole determination of the Tournament Operator, is unethical, immoral or disgraceful.

19.4. Confidentiality.

Team Personnel may not, without the consent of the Tournament Operator, disclose any confidential or proprietary information provided or made available by Riot or the Tournament Operator to the Team Personnel in relation to any Official Competition. Team Personnel shall be obligated to keep the confidential or proprietary information provided by Riot or the Tournament Operator. The “confidential or proprietary information” of Riot and the Tournament Operator includes all information and materials disclosed (whether in oral, written, or other tangible or intangible form) or otherwise made available by Riot or the Tournament Operator to Team Personnel concerning or related to VALORANT, any Official Competition or any Official Competition which the Team Personnel knows or should know, given the facts and circumstances surrounding the disclosure of the information, is confidential information of Riot or the Tournament Operator. Confidential information includes, without limitation, development plans and release dates for updates to VALORANT, information and materials concerning or related to the content of all protests, discussions or any other correspondence between Team Personnel and Riot or the Tournament Operator, the configuration of the stage used at Live Events and other similar information that is withheld from fans in order to preserve the “reveal” at an Online Event or a Live Event.

19.5. Terms of Use

Any conduct that (a) violates the Terms of Use for VALORANT; (b) violates any guidelines, or any policy posted on the official websites or social media accounts for VALORANT; or (c) interferes with use or enjoyment of VALORANT by others is prohibited and a violation of this Game Changers Competition Ruleset.

19.6. False Information

Tax forms, registration forms, parental consents, and other documentation may be required at various times by the Tournament Operator. Team Personnel violates this Game Changers Competition Ruleset if he or she knowingly provides false or inaccurate information to the Tournament Operator. A Team may be subject to sanctions if the documentation is not completed to the standards set by the Tournament Operator.

20. Disciplinary Regulations

20.1. Disciplinary Actions

20.1.1. If the Tournament Officials determine that Team Personnel or a Team has committed a violation of the Game Changers Competition Ruleset or any Game Changers Supplementary Rules or applicable law, Riot and the Tournament Officials may issue any or all of the following disciplinary actions: (a) verbal or written public warning(s); (b) prize forfeiture(s); (c) game forfeiture(s), (d) tournament forfeiture(s); (e) forfeiture(s) of a slot; (f) suspension(s); and (g) disqualification(s) and ban(s), including from any future Official Competitions or other events related to VALORANT or other video games or esports properties owned or controlled by Riot or its affiliates.

(1) The type and extent of the Disciplinary Actions that may be imposed is based on the specific circumstances of each case, taking into account the gravity of the offense, as well as aggravating and mitigating circumstances.

(2) Repeated violations or infractions may be considered as aggravating circumstances and may be subject to escalating sanctions.

(3) Multiple measures may be used in combination for a single breach where the circumstances warrant it.

(4) Violations are subject to action, whether or not they were committed intentionally or as part of a joke, a stunt, or some form of social media performance.

(5) Attempts to commit such offenses or infringements are also subject to sanction.

20.1.2. If a Team or Team Personnel has been previously disqualified or banned from participating in events that feature play of VALORANT in any jurisdiction in the world, or has committed an especially egregious act outside the Riot esports ecosystem, the Tournament Officials may disqualify or ban that Team or Team Personnel from participation in an Official Competition.

- 20.1.3.** Any prospective Team Personnel serving an active suspension, issued by an esports publisher or an industry-recognized governing body, is prohibited from participating in any official competition unless explicitly permitted by Riot.

20.2. Match Operations Regulations

20.2.1. Scope of Application

Cooperation with Tournament Officials is critical for the smooth delivery of a competitive event. For example, non-compliant behavior includes, but is not limited to, refusal to promptly follow Match lobby instructions, failure to adhere to the Match schedule, failure to promptly carry out instructions, tardiness in entering the Team Ready State or any other behavior that may cause delays to the scheduled broadcast.

These Match Operations Regulations apply to all Matches of Official Competition of a Game Changers League. These Match Operations Regulations apply for the duration of a Match, between the start of pre-Match setup and the end of post-Match obligations.

20.2.2. Delay of Game

Teams may be sanctioned for delay of game according to the following penalty schedule. Tournament Officials have the right to assess and make final calls on all delay of game decisions. Tournament Official decisions with respect to delay of game sanctions cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

The following penalty schedule may be taken into consideration by the Tournament Officials when rendering a decision.

Delay of Game Count Per Match	Penalty
1	Warning
2-4	Loss of Timeout
5	Map Forfeit

The penalty schedule does not exclude the competence of the Tournament Officials to render decisions on a case-by-case basis in light of the particular circumstances of each case.

Fines may be increased per each additional case of repetition.

20.2.3. Non-Compliance

Players, coaches, and other Team Personnel must cooperate with Tournament Officials and comply with instructions in a prompt and timely manner. Failure to cooperate with instructions from Tournament Officials during a live Match may be sanctioned with delay of game in addition to other Disciplinary Actions.

20.3. Team Personnel Behavior Regulations

20.3.1. Scope of Application

Tournament Officials, event security, team handler staff, and other competition staff working in an official capacity, hold a position of trust, and play a critical role in the operation of the competition. Therefore, any unprofessional or hostile behavior toward competition staff, or refusal to comply with reasonable instructions from competition staff will result in Disciplinary Action.

Team Personnel behavior regulations apply to all Official Competitions of the Game Changers Leagues. Team Personnel behavior regulations apply during any interactions between Team Personnel and any staff working in an official capacity for an Official Competition of the Game Changers Leagues

During a LAN event held as part of the Game Changers Leagues, Team Personnel behavior regulations apply on all competition grounds, including the event venue, event hotel, party venue, feature sites, and all other official locations designated by Riot and/or the Tournament Operator.

20.3.2. Unprofessional or Hostile Behavior

The following behaviors will be considered a breach of these Team Personnel behavior regulations.

- Unprofessional Behavior: Any behavior that impedes the smooth running of the competition, or impedes competition staff from performing in their official capacity at the competition.
- Hostile Behavior: Any behavior that is considered or can be considered as aggressive or rude. For example, such behavior includes, but is not limited to, yelling at competition staff, being belligerent with competition staff, or refusing to cooperate with competition staff.
- Non-compliance with Instructions: Players, coaches, and other Team Personnel must comply with instructions from Tournament Officials. Reasonable discussion regarding an instruction is allowed. However, Team Personnel must cooperate with Tournament Officials in the execution of those instructions.

20.3.3. Excluded Behavior

Behaviors that are generally considered unethical in nature or breaches of the Code of Conduct, or other Riot esports regulations shall not be additionally sanctioned under these Team Personnel behavior regulations.

20.4. Investigation by the Tournament Operator

20.4.1. Riot, the Tournament Operator, and Tournament Officials will have the right to monitor compliance with this Game Changers Competition Ruleset and any Game Changers Supplementary Rules and investigate possible breaches. By agreeing to this Game Changers Competition Ruleset, the Team Personnel agree to cooperate with Riot, the Tournament Operator, and Tournament Officials in any internal or external investigation conducted relating to a suspected breach.

20.4.2. Team Personnel have a duty to tell the truth in connection with any investigation conducted by or for Riot and the Tournament Operator and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.

20.4.3. Riot and the Tournament Operator shall have the right to publish a declaration stating that Team Personnel and/or a Team have been penalized. Any Team Personnel and/or Team that may be referenced in such declaration hereby waive any right of legal action against the Tournament Operator, Riot, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.

20.5. Finality of decisions

All decisions made by Riot, the Tournament Operator, and Tournament Officials in regard to (a) violations of this Game Changers Competition Ruleset and any Game Changers Supplementary Rules; (b) the appropriate Disciplinary Action (or combination of Disciplinary Actions) are final and binding.

21. Limitations of Liability

21.1. No Punitive Damages

To the maximum extent permitted by Applicable Law, neither Riot, the Tournament Operator nor any of their respective affiliates or licensors (collectively, the “Riot Parties”), shall be liable in any way for any loss of profits or any indirect, incidental, consequential, special, punitive, or exemplary damages, arising out of or in connection with this Game Changers Competition Ruleset, the Game Changers Supplementary Rules, the Official Competitions or VALORANT, or the delay or inability to use or lack of functionality of VALORANT, even if a Riot Party is at fault and even if a Riot Party is aware of the possibility of such damages.

21.2. Cap on Liability

To the maximum extent permitted by Applicable Law, the aggregate liability of the Riot Parties arising out of or in connection with this Game Changers Competition Ruleset, the Game Changers Supplementary Rules, the Official Competitions or VALORANT will be limited to a player's or coach's direct damages in an amount not to exceed US \$25,000. Multiple claims will not expand this limitation. These limitations and exclusions regarding damages apply even if any remedy fails to provide adequate compensation. Riot neither assumes, nor authorizes the Tournament Operator or any other person or entity to assume on Riot's behalf, any liabilities in addition to those liabilities expressly set forth in this Section.

22. Dispute Resolution

22.1. Finality of Certain Decisions

All decisions regarding player eligibility, sponsor restrictions, Official Competition scheduling and staging, and violations of, and infractions committed under, this Game Changers Competition Ruleset and the Game Changers Supplementary Rules lie solely with Riot and the Tournament Operator or, at the option of Riot and the Tournament Operator, with Tournament Officials. The decisions of Riot, the Tournament Operator, and/or the Tournament Officials are final and binding and shall not give rise to any claim for monetary damages or any other remedies.

22.2. Remedies

Notwithstanding the foregoing, Riot and the Tournament Operator shall have the right to commence and prosecute any action or proceeding before any court of competent jurisdiction to obtain injunctive or other equitable relief against a Team, player, or coach in the event that such action is necessary or desirable. In the event of a breach by Riot or the Tournament Operator of any of the provisions of this Game Changers Competition Ruleset or the Game Changers Supplementary Rules, a Team, player, or coach shall be limited to his/her/its remedies at law for damages, if any, and in no event shall a Team, player, or coach be entitled to enjoin or restrain Riot or the Tournament Operator from operating any Official Competition, conducting any Media Event or distributing any broadcasts, streams or other audiovisual content. Neither Riot nor any of its affiliates or group companies has any fiduciary relationship with or duty to a Team, player, or coach.

23. Construction, Amendments and Other General Provisions

23.1. Priority and Conflicts

In the event of a conflict between (a) any term of this Game Changers Competition Ruleset and the terms of a Team Participation Agreement, or (b) any term of this Game Changers Competition Ruleset and the terms of a Game Changers

Supplementary Rules and/or Guidance Document, Riot, in its sole discretion, shall determine the terms that shall govern and prevail. Any remedies set forth in this Game Changers Competition Ruleset, Game Changers Supplementary Rules, or Guidance Document shall be in addition to, and shall not supersede, any remedies set forth in a Team Participation Agreement.

23.2. Amendments to the Game Changers Competition Ruleset

This Game Changers Competition Ruleset may be amended, modified, updated or supplemented by the Tournament Operator and Riot from time to time, provided that no such amendment, modification, update or supplement will have the effect of amending, canceling, superseding or modifying any material term of a Team Participation Agreement. Riot and the Tournament Operator may discuss material proposed amendments, modifications, updates or supplements to this Game Changers Competition Ruleset with Teams, it being understood that Riot and the Tournament Operator retain the authority to amend, modify, update or supplement this Game Changers Competition Ruleset without engaging in any such discussions.

23.3. Consents and Approvals

Whenever this Game Changers Competition Ruleset grants, confers or reserves to Riot or the Tournament Operator the right to take action, refrain from taking action, grant or withhold its consent or grant or withhold its approval or make any other determination, unless the provision specifically states otherwise, Riot and the Tournament Operator will have the right to engage in such activity at their sole discretion based on their own business judgment, taking into consideration their assessment of the best interests of Riot, the Tournament Operator, the Game Changers Leagues, and VALORANT. If any of the foregoing activities or decisions are supported by the Riot's business judgment, then a court, judge, tribunal or arbitrator reviewing those activities or decisions will not substitute its/his/her own judgment for the Riot's judgment.

23.4. Construction

For purposes of this Game Changers Competition Ruleset, (a) the words "include," "includes" and "including" shall be deemed to be followed by the words "without limitation"; and (b) the words "herein," "hereof," "hereby," "hereto" and "hereunder" refer to this Game Changers Competition Ruleset as a whole. Unless the context otherwise requires, (i) references herein: (A) to sections, schedules and exhibits mean the sections of, and schedules and exhibits attached to, this Game Changers Competition Ruleset; (B) to an agreement, instrument or other document means such agreement, instrument or other document as amended, supplemented and modified from time to time to the extent permitted by the provisions thereof; (C) to a statute means such statute as amended from time to time and includes any successor legislation thereto and any regulations promulgated thereunder; and (ii) the singular includes the plural, the plural includes the singular, the use of any

gender is applicable to all genders and the word “or” has the inclusive meaning represented by the phrase “and/or”.

23.5. Language

The original Game Changers Competition 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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24. Glossary & Exhibits

Services Agreement	The contract between an Organization and their players or coaches.
Competition Week	A Competition Week is defined as the timeframe between the first scheduled official Match of a week and the first scheduled official Match of the next week.
Game Changers Supplementary Rules	Means rules that apply to one specific Game Changers League competition and not to others, these are created and provided by the respective Game Changers Tournament Operator.
Free Agent	A Free Agent is a Player eligible to participate in the Game Changers League and either (1) has not yet signed a valid written Services Agreement with a Team or (2) has been released from a Team or has had a contract expire without renewal.
Riot ID	Means the Riot ID of a player or coach's main or smurf accounts. Instructions on finding the Riot ID can be found here .
Gameplay Elements	Gameplay Elements include but are not limited to weapons, skins, agents and maps.
Intentional Disconnect	A player losing connection due to the player's actions. Any actions of a player leading to a disconnect are considered intentional, regardless of the actual intent of the Player.
Resident	The player or coach is either (i) a lawful resident of a jurisdiction in a particular Region on the date that the player registers for the Game Changers League, or (ii) a citizen or national of a country in such Region.
VCT	VALORANT Champions Tour. The highest level of professional competition in VALORANT esports globally.
Tournament Operator	The entity that operates a particular Official Competition (whether it is Riot, a Riot affiliate or a third-party organizer).
Prohibited Sponsorship	A non-exhaustive list of prohibited sponsors as outlined in section 8. and Appendix 1.
Match	A set of games which is played until one Team wins a majority of total games.
Match Area	The area immediately surrounding any PCs for the competition. During Matches, presence in the Match Area is restricted to the Starting Roster.

Owner	Means any individual or group registered as an owner of a Team during its registration for the Official Competition
Red List	Means the list of prohibited product or service categories
Tournament Officials	Means the officials, referees and administrators designated by the Tournament Operator to operate an Official Competition.
Roster	The sum of a Team's starting roster and substitutes.
Season	Defined as the entirety of the year between the start of the first Competition Week in a given year and the end of Official Competition of the Game Changers League in that same year.
Server Crash	All players losing connection due to an issue with a game server, Tournament Realm or venue internet instability.
Starter	A player on the Starting Roster.
Starting Roster	The five players actively participating for a Team in a given Game.
Substitute	A player who is on a Team's Roster but not on the Starting Roster.
Off-Season	The period between the end of Official Competition of the Game Changers League and the first Competition Week of the following Season.
Team Manager	The primary point of contact for a Team as specified during the player or coach registration process.
Unintentional Disconnect	A player losing connection due to issues with the game client, platform, network or PC.

25. Appendix 1 - Globally Prohibited Sponsorship Categories

1.	Video games other than VALORANT
2.	Video game developers or publishers other than Riot Games
3.	Video game consoles
4.	Esports or competitions, leagues or events for video games other than VALORANT
5.	Other esports teams or any owner or affiliate thereof
6.	Prescription drugs
7.	Firearms, ammunition or firearm accessories
8.	Pornography or pornographic products
9.	Tobacco products and related paraphernalia
10.	Companies related to betting and gambling (including bookmakers and betting sites)
11.	Alcohol products (including non-alcoholic beverages marketed by alcohol companies) other than beer and wine products.
12.	Intoxicants whose sale or use is regulated
13.	Sellers or marketplaces for counterfeit or illegal virtual goods
14.	Fantasy esports operators
15.	Political campaigns or political action committees
16.	Charities that endorse religious or political positions
17.	Disreputable charities (by way of example, reputable charities include Red Cross, Stand-Up to Cancer and other similar mainstream charities)
18.	Cryptocurrencies or other unregulated financial instruments or markets

26. Appendix 2 - Internationally Prohibited Sponsorship Categories

1.	Cryptocurrency Exchanges
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2.	Beer and Wine products
3.	Products that contain non-psychoactive cannabis-derived compounds, including cannabidiol (CBD)

27. Change Log

Date	Section	Previous rule	Updated rule