

## 5v5 Valorant RULES

### GENERAL INFORMATION

1. All participants must meet the eligibility requirements listed in the Intramural Sports Policies and Procedures handbook. Each player must be an FIU student or current FIU Faculty/Staff with a Wellness and Recreation Center membership. All expired memberships must be updated before the individual may play in any game. Participants must have their Panther ID at every game. Any games in which an ineligible player signs in will be considered a forfeit.
2. All intramural participants must personally sign the Waiver Release and are responsible for their own medical expenses.
3. Teams are responsible for keeping their players under control. Misconduct of players can result in penalty, ejection or forfeiture of the game.
4. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
5. IM Sports Officials/Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.

### Rule 1. Location

**ART. 1 ...** The tournament will be hosted in the Graham Center E-Sports Lounge.

**ART. 2 ...** Computers and Monitors that are supplied will be the ones used.

**ART. 3 ...** Mice, Keyboards, and headsets will be supplied, but a player may bring their own equipment if they so choose.

### Section 2. Maps

**ART. 1 ...** There are a total of 8 Valorant maps available to play, listed below:

- Fracture
- Breeze
- Ascent
- Split
- Haven
- Ice Box
- Bind
- Pearl

**ART. 2 ...** To start the game, the home team will get to veto one map (make a map unplayable). Then the away team will get to veto two of the remaining seven maps. The home team will then vetoed two of the remaining five maps. Finally, the away team will select which map will be played based on the remaining three maps. Lastly, the home team will select if they wish to be attacking or defending first.

### Rule 2. Teams

## **Section 1. Composition and Registration**

**ART. 1 ...** A team must be composed of exactly 5 players, no more, no less.

**ART. 2 ...** All participants must be listed on the Official Team Roster prior to their participation in any Intramural Sports activity.

**ART. 3 ...** A team roster may only have 1 member from the FIU Valorant E-Sports Gold team.

**ART. 4 ...** A team roster may only have 1 member from the FIU Valorant E-Sports Blue team.

**ART. 5 ...** A team roster may only have 1 member from the FIU Valorant E-Sports Pink team.

**ART. 6 ...** A team roster may only have 1 Radiant Ranking player.

**ART. 7 ...** A team roster may only have 2 Immortal Ranking players.

**ART. 8 ...** A team is limited to each of the individual conditions above. Eg. If a team consists of 1 gold, 1 blue, 1 pink, and 2 random players, but all three ranked players are immortals, then the team would **not** be allowed to participate.

## **Section 2. Players and Substitutions**

**ART. 1 ...** There will be no substitutions allowed during the games. The roster must have exactly 5 players for the duration of the tournament.

**ART. 2 ...** Under extreme circumstances, rosters may adjust their 5 players as long as it is between the games.

### **Rule 3. – Games**

**ART. 1 ...** After the two teams have selected the map to be played on, the game will commence. The games will be decided in a first to 13 rounds won. If the game is tied at 12-12, then overtime will start.

**ART. 2 ...** Overtime is a must win two rounds in a row, once attacking, and once defending. Each time the rounds are split 1-1, overtime restarts. (Winning the second round of overtime to make it 1-1, and the first round of the next overtime, do NOT constitute winning two rounds in a row)

### **Rule 4. Forfeits**

#### **Section 1. Forfeits**

**ART. 1 ...** If, at game time, one team does not have enough players, but their opponents do, then the team ready with the minimum number of players will be given two options:

- take the win by forfeit with a score of 13-0, or
- allow a maximum 10-minute grace period to allow their opponents time to check in the minimum number of players. During this 10-minute grace period time will run off the game clock and the team with the minimum number of players will be awarded 1 round

for every minute or part of a minute their opponents do not have enough people to play. If enough players arrive within the 10-minute period, then rounds will stop accumulating but the game clock will continue to run. The team that was on time will also decide the map as well as if they will be attacking/defending first. If the opponents do not obtain the minimum number of players to participate within the 10-minute period, then the match will be forfeited and the score recorded as 13-0 for the game.

NOTE: This procedure is known as Captain's Choice.