



**VALORANT™**

**VALORANT Professional Esports  
VCT Challengers - Stage 3 Competition Rules**

(Version 3 - 7.2021)

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## 1. BACKGROUND AND PURPOSE

This document serves as “**Event-Specific Rules**” that establish rules for VALORANT Challengers Hong Kong / Taiwan – Stage 03.

These “**Event-Specific Rules**” apply to and are binding on: (1) the individual (natural person), entity and/or group (“**Owners**”) who registered a team to participate in VALORANT Challengers Hong Kong / Taiwan – Stage 03 event (“**Team**”), and (2) to each Team’s players, managers, coaches, owners and other representatives. A Team’s players, managers, coaches, Owners and other representatives are referred to as the “**Team Members**.”

These “**Event-Specific Rules**” are in addition to, and not in lieu of, the VALORANT Professional Esports Global Competition Policy (“**Global Policy**”). In the event of a conflict between the Global Policy and these VALORANT Challengers Hong Kong / Taiwan – Stage 03, the provisions that are most protective of Riot (as determined by Riot in its sole discretion) will govern. Capitalized terms used herein and not otherwise defined herein shall have the meanings assigned to them in the Global Policy, unless the context shall otherwise require.

These “**Event-Specific Rules**” form a contract between a Team Member and the Tournament Operator and Riot is a third-party beneficiary of that contract.

\*\*Each Team Member must read, understand, and agree to these “**Event-Specific Rules**” and the Global Policy before participating in any VALORANT Champions Tour event.\*

## 2. VCT Stage 3 Event Structure

### 2.1. Definitions of Terms

#### 2.1.1. “Round”

A Round is an instance of competition in a VALORANT map that is played until a winner is determined by one of the following methods, whichever occurs first:

- Spike detonation
- Spike defusal
- Team eliminated before planting or defusing the spike
- Team forfeit

#### 2.1.2. “Map”

A Map means a set of Rounds that is played until one Team wins 13 Rounds, provided that a Map will continue past the 13-Round limit until a Team wins by a margin of at least two Rounds.

#### 2.1.3. “Match”

A Match means a set of Maps that are played until one Team wins a majority of the total maps (e.g., winning two maps out of three in a best-of-three series).

### 2.2. VCT Stage Three Open Qualifiers Competitive Format

Open Qualifiers 1 will consist of 28 registered teams competing in a best-of-one, single elimination format. The top seven seeds will advance to the Challenger Bracket 1. The team that participated in Stage 02 SEA Challenger Finals would be seeded directly into Challenger Bracket 01.

Open Qualifiers 2 will consist of 32 registered teams competing in a best-of-one, single elimination format. The top 4 seeds of Open Qualifiers 2 will advance to Challenger Bracket 2. Champion of Challenger Bracket 2 would not be able to participate in Challenger Bracket 3 as they will be directly seeded into Stage 3 SEA Challenger Finals.

Open Qualifiers 3 will consist of 20 registered teams competing in a best-of-one, single elimination format. The top 4 seeds of Open Qualifiers 3 will advance to Challenger Bracket 3.

### 2.3. VCT Stage Three Open Qualifiers Competition Schedule

- Open Qualifiers 1 match days are on July 3 – 4 2021
- Open Qualifiers 2 match days are on July 17 – 18 2021
- Open Qualifiers 3 match days are on July 31 – August 1 2021

### 2.4. VCT Stage Three Challenger Bracket Competitive Format

- Eight teams will compete in a best-of-three, single-elimination bracket. The finals will be best-of-five.
- The top 4 seeds of Challenger Bracket 1 will be directly seeded into Challenger Bracket 2.
- Champion in Challenger Bracket 2 will qualify for SEA Challenger Finals. The 2nd ~ 4th teams would be directly seeded into Challenger Bracket 3.
- The champion of Challenger Bracket 3 will qualify for the final spot for SEA Challenger Finals for the region.

**NOTE: Champion in Challenger Bracket 2 would not be able to participate in Challenger Bracket 3 because they have already qualified VALORANT SEA Champions Finals.**

### 2.5. VCT Third Stage Challenger Bracket Competition Schedule

- Challenger Bracket 1 match days are on July 9 – 11 2021
- Challenger Bracket 2 match days are on July 23 – 25 2021
- Challenger Bracket 3 match days are on August 6 – 8 2021

## 3. Players and Player Eligibility

### 3.1. Player Requirements

Please refer to the “**Global Policy**” for the latest updates regarding player requirements and eligibility. Do note that the minimum ranking to participate in VALORANT Challengers Hong Kong / Taiwan is **Diamond I**. **This supersedes the current “Global Policy” ranking minimum of Immortal I.**

**NOTE: ALL PLAYERS MUST SIGN THE RIOT PLAYER RELEASE FORM. Any player that does not sign this form by tournament official will not be eligible.**

### 3.2. Coaches

Teams may have one coach. If a Team has a coach, then that coach may be present for every Match in which the Team participates. For live, in-person

tournaments held as part of a Challengers event (“LAN Events”), at least one of a Team’s designated coaches may be on site throughout each such Match. For online tournaments held as part of a Challengers event (“Online Events”), at least one of a Team’s designated coaches may be connected to the voice communication system in the lobby and will only be allowed to talk to players and others during the Agent and Map selection process for each Match, timeouts, half-times and in between Maps (if applicable). Coaches are only permitted to be in the Match Area during Agent and Map selection, Timeouts, Half-Times, 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.

Note: For Challenger Open Qualifiers, the use of “Coach Slots” will be determined by the Tournament Operator and communicated to Teams in advance of the tournament. Challenger Main Events, 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. Player Equipment**

### **4.1. Computer Programs and Usage**

#### **4.1.1. Voice Chat.**

Voice chat will be provided only via the native system used in Tournament Operator-provided headsets. Use of third-party voice chat software (e.g., Discord) is not permitted at either LAN Events or Online Events, without explicit prior approval of Tournament Officials. Tournament officials may monitor a Team’s audio at the discretion of the Tournament Operator.

During the match, only 5 players in the match are allowed to join. If the coach or team staff speak in the voice chat in non-tactical pause, tournament officials have the authority to give warning or punishment. If a team receives the warning and continues to disobey the rules, teams would be disqualified.

#### **4.1.2. Social Media and Communication.**

It is prohibited to use Tournament Operator-provided computers to view or post on any social media or communication sites. This includes, but is not limited to, Facebook, Twitter, online forums/message boards and email.

#### **4.1.3. Native Programs.**

Players may use the native programs MS Paint and Notepad during and before Matches. The following restrictions apply:



- Any language or imagery created by players on native programs will be held to the same conduct standards laid forth in Section 7 of the Global Policy.
- Any advertisement or mention of Teams, sponsors, and brands is prohibited on native programs, including advertisement of personal brands and social media or communication accounts.
- Any strategy notes on native programs created in Pre-Match Setup (Section 6.5) must be deleted before the Match begins.
- Any pause that Tournament Officials deem is a direct or indirect result of players using native programs will be considered impermissible and will be sanctioned. Tournament Officials will not offer round restarts or remakes (as described in Section 8) for bugs that occur due to usage of native programs. For clarity, usage of native programs includes the act of switching application windows to access native programs.

Tournament Officials may sanction players for violations of these restrictions and may prohibit players from accessing native programs in cases of abuse.

#### **4.2. Audio Restrictions**

Players will be required to maintain volume levels above minimum settings. Tournament Officials may require players to adjust their volume levels higher if the officials determine, at their sole discretion, that volume levels are too low. Headphones must be placed directly on a player's ears, and must remain there for the duration of the Match. Players are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the player's ears, except for certain religious articles and/or medical devices (e.g., hijab, dastar, yarmulke and hearing devices). The determination of whether an item qualifies for the religious and/or medical exemption will be resolved by Tournament Officials in their sole discretion.

## **5. Match Process**

### **5.1. Changes to Schedule**

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

### **5.2. Role of Referees**

#### **5.2.1. Head Referee.**

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

- Checking the Team’s lineup before a Match.
- Checking and monitoring player peripherals and Match Areas, if applicable.
- Announcing the beginning of the Match.
- Requesting pause/resume during play.
- Issuing sanctions and disciplinary action in response to rule violations during the Match.
- Making all Match-related determinations under these Event-Specific Rules and the Global Policy, including with regard to pauses and stoppages of play.
- Confirming the end of the Match and its results.

#### **5.2.2. Referee Responsibilities.**

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

- Admitting or denying access to the Match Areas, if applicable.
- Carrying out security protocols directed by the Head Referee and other Tournament Officials, and/or in support of these Event-Specific Rules or the Global Policy.
- Administering the player checklist and enforcing these Event Specific Rules and the Global Policy, including directing players to take or refrain from taking any action.
- Communicating with players about any issues experienced, in-game and out.
- Players’ identity checking before the match. In the match, oversee players’ voice chat and camera.
- Upon request, explaining any bug exploits.

#### **5.2.3. Finality of Judgment.**

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

### **5.3. Competitive Patches**

Matches will be played on the current patch available on VALORANT's live service.

#### **5.3.1. New Agents**

New Agents will be automatically restricted for two weeks from their release on live service. *Example:* Agent A was released on February 5, so Agent A will become eligible to be used in all Matches on February 19.

#### **5.3.2. New Maps**

New Maps will be automatically restricted for four weeks from their release on live service. *Example:* Map A was released on February 5, so Map A will become eligible to be used in all Matches on March 5.

#### **5.3.3. Additional Restrictions**

Additional Restrictions (e.g. disabling certain weapons) may be added by Riot representatives at any time before or during a match, if there are known bugs with any items, Agents, skins, or abilities.

### **5.4. Pre-Match Setup**

#### **5.4.1. Player Accounts.**

Players will use their own online accounts and Riot IDs during matches of VALORANT Challengers Hong Kong / Taiwan – Stage 3. Players must use their team tag in front of their name for consistency. *Example:* *G2 Mixwell*

#### **5.4.2. Technical Failure of Equipment.**

If a player encounters any equipment problems during any phase of the setup process, player must notify a Referee or Tournament Official immediately.

#### **5.4.3. Timelines of Match Start.**

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.

**NOTE: Players have the responsibility to get ready before match start time according to the schedule announced by Officials. If teams forfeit without reason, officials have the right to disqualify and serve further punishment.**

#### **5.4.4. Player Ready State.**

For LAN Events, no fewer than five minutes 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.

#### **5.4.5. Match Lobby Creation.**

Other than with respect to Online Qualifier matches, all Matches that are part of a VALORANT Challengers Hong Kong / Taiwan – Stage 03 event will be played in Match lobbies hosted by the Tournament Operator. Tournament Officials will decide how the official Match lobby will be created. For Online Events, Tournament Officials will notify Team Captains of official accounts that will be used to host the Match. For LAN Events, players will be directed by a Referee to join a Match lobby as soon as testing has been completed.

#### **5.4.6. Online Matches.**

For Online Matches that are part of a VALORANT Challengers Hong Kong / Taiwan – Stage 03 event Players will be expected to complete setup, as outlined in Section 6.5.2, and confirm readiness at a time specified by Tournament Officials prior to each match. 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.

#### **5.4.7. Pre-Match Obligations.**

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

Before the match, players are obligated to cooperate with Tournament Officials to confirm their identities. Players are required to check in on tournament Discord channel before the match. Each player must turn on their webcams or mobile camera for identity verification.

Teams must be familiar with Tournament dates. If teams forfeit with no reason, tournament officials have the right to confiscate the team's prize and bar them from future tournaments.

#### **5.4.8. Media Obligations.**

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 throughout VALORANT Challengers Hong Kong / Taiwan – Stage 3, the player will be required to have made himself or herself available to the media at least once during the Event. A

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

## **5.5. Match Setup and Play Restrictions**

### **5.5.1. Lobby Settings.**

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

### **5.5.2. Server Selection.**

In VALORANT Challengers TW/HK, server “ Hong Kong” is the first priority. If the “Hong Kong” servers encounter considerable lag or internet issues or players are unable to connect. An alternative server such as ” Tokyo” or “Singapore” would be selected as second priority. If both teams cannot reach an agreement, Tournament Officials have the right to decide it.

### **5.5.3. Start of Map Selection Process.**

Once all ten players have reported to the official Match lobby, a Referee or Tournament Official will request confirmation that both Teams are ready for the map selection process. Once both Teams confirm readiness, a Referee or Tournament Official will instruct the room owner to start the map selection process outlined in this Section 6.6. Under no circumstances may a map be played twice in one Match unless all other available maps have been played.

For the first Match of the day, the Map Selection process will begin 30 minutes prior to the start of Map 1. For all other Matches, the Map Selection Process will begin upon conclusion of Map 1 in the previous series.

The Tournament Operator may modify the Map Selection Process prior to an event but must provide advance notice in writing to all participants and Riot Games before doing so.

### **5.5.4. Map Pool.**

The map pool for both Open Qualifiers and Challenger Brackets will consist of Bind, Haven, Split, Ascent, Icebox, and Breeze

### **5.5.5. Map Selection Process for Best-of-One Matches.**

In the bracket slot, the upper team is Team A, lower team is Team B.

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
- Only remaining map is the one to be played
- Team B picks side

#### **5.5.6. Map Selection Process for Best-of-Three Matches.**

In the bracket slot, upper team is Team A, lower team is Team B

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 B picks map 1
- Team A picks side for map 1
- Team A picks map 2
- Team B picks side for map 2
- Map 3 is the highest seeded map
- Team B picks side for map 3

Note on Seeding: Pre tournament, each team ranks all maps in order of preference. Final maps are determined by highest average choice (of playing teams) from the pool of remaining maps in a series

#### **5.5.7. Map Selection Process for Best-of-Five Matches.**

In the bracket slot, upper team is Team A, lower team is Team B

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 picks map 1

- Team A picks side for map 1
- Team A picks map 2
- Team B picks side for map 2
- Team B picks map 3
- Team A picks side for map 3
- Team A picks map 4
- Team B picks side for map 4
- Only remaining map will be played as map 5
- Team A picks side for map 5

#### **5.5.8. Start of Agent Selection Process.**

Once Agent Select has started, Players will have 85 seconds to pick their Agent, with both Teams picking simultaneously. If a Player picks an Agent by mistake during this phase, the Player must notify a Tournament 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 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.

#### **5.5.9. Match Start After Agent and Map Selection.**

A Match will start immediately after the Agent/Map Selection process is complete, unless otherwise stated by a Tournament Official. At this point, Teams must remove any printed materials from the Match Area (if applicable), including any notes written by Team Members. 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.”

#### **5.5.10. 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.

#### **5.5.11. 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 upon the Match's start, the Match must be immediately paused until all ten players are connected to the Match.

#### **5.5.12. 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.

#### **5.5.13. Substitutions during Tournament Play.**

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. 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. Any substitutions must result in the Team having an eligible Roster or Starting Lineup.

## **6. Pauses and Crashes**

### **6.1. Timeouts (Tactical Pauses)**

Teams can call a Timeout of 60 seconds in duration one time per map. Timeouts can be called via the in-game pause system. If the match is overtime(deuce), teams would obtain an additional Timeout of 60 seconds.

### **6.2. Technical Pauses**

If a player has a problem that prevents him from playing on, he must notify the Tournament Official and request a technical pause. The player has to announce the reason before or immediately after he requests the pause. 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 technical pause). Unless a Tournament Official instructs the player otherwise any form of communication including but not



limited to text and voice communication between players and coaches is forbidden during a technical pause. The Tournament Official can pause the game if for some reason the player pausing does not work.

Note: Players are not permitted to alt-tab anytime during gameplay unless otherwise instructed to do so by a tournament official.

### **6.3. Crashes**

- If a match is interrupted for reasons beyond the control of the Players (e.g. server or player crash), the Tournament Official will restore the round using the in-game round restore feature, but in some scenarios may decide to replay the round or even a whole match.
- If the issue takes place during the first minute of the round, before any damage has occurred and the opponent or referee has been immediately notified, the round will be restored.
- If the issue takes place during a round and after the damage has been made and the outcome of the round can still be determined (e.g. a single player has dropped but others remain), then the round will not be replayed or restored. The round will continue to be played and will count. Special exceptions can be made if the damage dealt was ruled insignificant e.g. accidental teammate damage dealt at the start of the round or damage dealt to the opposing side by the team that was affected by the crash.
- If the issue takes place during the round, after damage has occurred and the outcome of the round cannot be determined (e.g. due to server crash), the match will be restored to the beginning of the round.
- If the issue takes place during the round, after damage has occurred and the outcome of the round is obvious (e.g. one team is saving with 10 seconds remaining), but it cannot be continued due to for example a server crash, then the round can be awarded.
- The matches will not be stopped and/or rounds will not be restored or replayed in cases where it is clearly a participant's fault (e.g. mis-buying a weapon).

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

### **7.1. Post-Match Process**

#### **7.1.1. Results.**

Tournament Officials will confirm and record the Match result.

#### **7.1.2. Tech Notes.**

Players will identify any technical issues with Tournament Officials.

#### **7.1.3. Break Time.**

Tournament Officials will designate break times throughout qualifiers and the main event.

#### **7.1.4. 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 transition in 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. For offline events, the standard time for transition in between Maps is five (5) 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.

#### **7.1.5. Between Matches.**

For online events, the standard time for transition in between Matches is eight (8) to ten (10) minutes from the time of the last Match's Round until players are required in their seats for the next Match. For offline events, the standard time for transition in between Match is 10 to 15 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.

#### **7.1.6. 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.

#### **7.1.7. Media Obligations.**

Teams will be required to make at least one player that started any Match that day available to the media for a minimum of 15 minutes. If a player has started at least 2 Matches throughout VALORANT Challengers Hong Kong / Taiwan – Stage 03, the player will be required to have made him or herself available to the media at least once during the Event. A Team may not make available the same player for the media for 4 consecutive Match days.

### 7.1.8. Results of Forfeiture.

Matches won by forfeit will be reported by the minimum score it would take for one Team to win the Match (e.g. 1-0 for best-of-1 Matches, 2-0 for best-of-three Matches, 3-0 for best-of-five Matches). No other statistics will be recorded for forfeited Matches.

## 8. Prizes

### 8.1. Prize Money

During the VALORANT Challengers Hong Kong / Taiwan – Stage 03 competition Teams shall have the opportunity to earn prize money in each Challenger Bracket series. Prize pool for each challenger bracket varies as seen below:

Rank	CB1	CB2	CB3
1 <sup>st</sup>	2000 USD	2000 USD + seed to VCT Finals	2000 USD + seed to VCT Finals
2 <sup>nd</sup>	1000 USD	1000 USD	1000 USD
3 <sup>rd</sup>	800 USD	800 USD	800 USD
4 <sup>th</sup>	400 USD	400 USD	400 USD
5 <sup>th</sup> ~8 <sup>th</sup>	200 USD	200 USD	200 USD

In addition, there will be an additional prize pool for one specific category: Stage MVP. Stage MVP will be decided based on match performance over the course of Open Qualifier and Challenger Bracket results. The Tournament Official has the final say on the selection of Stage MVP.

## 9. Communication with the Tournament Operator

### 9.1. Contact

Team Members can contact the Tournament Operator at [info@talonesports.com](mailto:info@talonesports.com) for all communication and support. Team members may also directly contact Tournament Operator on discord at <https://discord.gg/KOCjZZt> for any urgent matters.

## 10. Interpretation and Construction

### 10.1. Tournament Operator’s Right of Interpretation

Any matters relating to VALORANT Challengers Hong Kong / Taiwan – Stage 03 event that are not covered by these “**Event-Specific Rules**” or the Global Policy will be subject to an interpretation made by the Tournament Operator and provided to the Teams from time to time in the form of an update to, or interpretation of, these “**Event-Specific Rules**” or the Global Policy. All decisions made by the Tournament Operator and Tournament Officials regarding interpretations of these “**Event-Specific Rules**” and the Global Policy are final and binding.

### 10.2. Business Judgment

Whenever these “**Event-Specific Rules**” or the Global Policy grant, confer or reserve to Riot or the Tournament Operator the right to take action, refrain from taking action, grant or withhold consent or grant or withhold approval or make any other determination, unless the provision specifically states otherwise, each of Riot and the Tournament Operator will have the right to engage in such activity in its sole discretion based on its own business judgment, taking into consideration its assessment of the best interests of Riot and the Tournament Operator and the short and long term interests of the Official Competitions, the VALORANT Champions Tour events, VALORANT and the businesses and activities of the affiliates and group companies of Riot and the Tournament Operator. Neither a Team nor a Team Member will have any claim or cause of action based on an assertion that Riot, the Tournament Operator or any Tournament Official has unreasonably withheld or delayed any consent, approval, determination or other requested action under these “**Event-Specific Rules**” or the Global Policy.

### 10.3. Language

The original “**Event-Specific Rules**” have 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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