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# FunhaverGG Tournament Ruleset

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## 1. Tournament Format

The format of the event will be announced along with the event announcement. Further changes will be communicated via The FunhaverGG Discord server.

### 1.1 Seeding

#### 1.1.1 Seeding Determination

Seeding will be determined by Tournament Officials and any tools they deem appropriate to aid in this seeding including but not limited to: VLR.gg, RIB.gg, Tracker.gg, or any other software.

#### 1.1.2 Seed Stealing

Seed stealing will be in effect for the tournament during the Playoffs Stage (all brackets after group stage). “Seed stealing” is when the winning team of a match will move on to the next round in the bracket with the highest seed from their previous match up. (Example: The #8 seed Team beats the #1 seed they will move onto the next round with the #1 seed of the bracket while the other Team takes the #8 seed.)

#### 1.1.3 Group Decider Match Seed

In a GSL Group stage Decider match, the team from the Winners match (who loses to fall into the Decider) will be the higher seed.

### 1.2 Server Location

The default servers are Texas and Illinois. The server with the lowest ping differential is to be used. Other server locations can be determined by the agreement of both teams. If both teams can not agree on a server, the final location decision will be placed by the Tournament Officials.

#### Procedure:

All 5 players from each team must join a custom lobby  
Each team’s total ping will be added together  
The total will be divided by 5 to determine average team ping  
The difference between team averages will be calculated  
The server with the lowest ping differential will be used  
This decision is final.

#### Close Differential Exception

If the ping differential between the two best servers is 7ms or less, and teams cannot agree:

Each team will play on their preferred server for their own map pick  
Map 3 will be played on the most recent map loser’s preferred server

## **Admin Authority on Server Decisions**

If an admin is called to resolve a server dispute:

The admin will dictate the server and match procedure

Teams may not argue or delay the match further

## **1.3 Changes to Schedule**

Tournament Officials may adjust or change the tournament schedule wherever they see fit. At their sole discretion they may 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 case that the Tournament Officials modify a Match schedule, they will notify all Teams as soon as possible, and the schedule will be reflected on the official Tournament website (funhaver.gg).

## **1.4 Broadcasted Games**

This is a broadcasted event, teams must appear on broadcast when requested to. At the sole discretion of the Tournament Official, exceptions may be made.

### **1.4.1 Stream Requirements**

Teams and players on said team may not publicly broadcast their own stream when Funhaver Tournaments is broadcasting their match.

Any player, team or organization who stream their matches must adhere to the guidelines outlined in streaming-requirements (in the official tournament Discord). This includes, but is not limited to:

- A minimum 180-second stream delay
- Use of required bot commands (e.g. !bracket)
- An appropriate and accurate stream title

Failure to do so will result in a warning. Continued failure to meet guidelines will result in a loss of vetoes for the next series, forfeiting a map, or a disqualification from the event, subject to the discretion of admins.

## **1.5 Voice Communication**

Teams are allowed to use their own preferred platform of communication.

### **1.5.1 Monitored Voice Communications**

Admins may request for a team to join a voice channel in the FunhaverGG Discord with an admin listening to communications and monitoring. During this, the only eligible players who can be in this voice channel are the current roster of 5 that are actively playing and an eligible, registered coach. If a team does not cooperate, they may be disqualified or face one of the repercussions listed in 9.3.

### **1.5.2 Finals Voice Communication**

Upon reaching the semi and grand finals, teams will need to provide admins access to their platform of communication. This will be used to listen in and

ensure fair play between all teams. When this rule is in effect, a Tournament Official will communicate it to the team before the affected matches.

### **1.5.3 Listen-Ins**

If you are in a broadcasted game, production may be doing “Listen-Ins”. Listen-Ins will require you to either add our production team and/or admins to your method of communication or you may use the assigned voice channels in the FunhaverGGI Discord. Admins and production will communicate with you relating to the method they’ll be using per event. During Listen-Ins, all code of conduct is active as seen in 9.0.

## **2. Prizing**

All prizing is specific to the tournament and will be announced in The FunhaverGG Discord Server. For inquiries regarding prizing, contact ModMail through the FunhaverGG I Discord server.

## **3. Registration**

### **3.1 FunhaverGG Registration**

Teams are required to sign up via the official Funhaver website: <https://www.funhaver.gg/> All registered players, coaches, substitutes, and captains MUST be a member of the official FunhaverGG Discord Server: <http://discord.gg/funhaver>

All Players, Coaches, & Substitutes participating in the Tournament need to be accounted for and registered through official Funhaver website signups- including any roster changes. Teams may make changes to their registration information until 3 hours before tournament start time. Teams may also register substitutes until the tournament start time. Refunds will not be offered for any tournament entry. Teams who no longer wish to participate in a tournament they paid an entry into will receive a credit or automatic placement in a subsequent tournament.

### **3.2 Battlefy Registration**

All teams are required to be in the provided Battlefy tournament (by accessing <https://funhaver.gg/battlefy>) within 24 hours of registration. Teams who are not registered properly on Battlefy may be disqualified and not offered any refund or entry credit. A Battlefy team is considered successfully registered under the following conditions:

1. The Battlefy name and the FunhaverGG name for the team is matching
2. The captain of the team (as registered on FunhaverGG) is on the Battlefy Roster.
3. The Battlefy roster has 5 members of the team.
  - a. Note: The battlefy roster does not need to match the official FunhaverGG roster to be considered registered.

### **3.3 No Shows**

Teams will be considered No Shows if their registered captain is not in the FunhaverGG Discord Server, or are not properly registered on the Battlefy. Teams have until 12PM

EST the 1st day of the tournament to be registered and in the Discord. Failure to abide by these rules may result in a team's disqualification and no refund will be issued.

### **3.4 Waitlisted Teams**

Teams who miss the registration deadline, or attempt to sign up once a tournament is full, will be automatically placed on the Waitlist. Waitlisted teams are not registered into the tournament until an admin notifies the team captain that they have been placed into the tournament. Teams have 10 minutes to respond to this notification. The Waitlist operates in a FIFO queue (First In, First Out) and will be traversed in this order for moving teams into the tournament. Waitlisted teams can replace disqualified teams, teams who wish to pull out, and teams who have otherwise decided or are unable to participate.

## **4. Roster Rules**

### **4.1 Region**

The Tournament is only open for players in the Americas Region (North America, Latin America, Brazil). Players may be a citizen of any region, but must reside in the Americas Region to play.

### **4.2 Multiple Teams**

Players, Substitutes, and Coaches may not play with or be registered with more than one Team per event. If a previously said role enters such an arrangement, Tournament Officials reserve the right to ban the Player, Substitute, Coach from playing any future matches.

### **4.3 Multiple Roles**

At any point between games, any registered player or substitute on the roster of a team may enter the Coach slot. Players registered as coaches or captain may also fill the role of Substitute if needed.

### **4.4 Coaches**

If a Team has a coach, then that coach may be present for every Match in which the Team participates.

In the event that an unregistered Coach is used, penalty will apply:

- 1st offense: Team is issued a warning and the removal of the Coach in question.
- 2nd offense: Both the Coach and Team will be disqualified from the event.

Coaches' are not allowed to communicate with the team via voice chat, email, text, Discord or any other social media or electronic device unless the game is in a paused state.

### **4.5 Types of pauses include:**

- Tactical Pauses (not Technical Pauses)
- Pre-game and post-game
- Half-time buy time
- First buy time in Overtime

### **4.6 Substitutes**

Substitutes are permitted (2 per team) but they must be pre-registered to sub in. Coaches are eligible to be used as a substitute. Players can only be subbed out between maps. Emergency Substitutes may be added by Tournament Officials' discretion.

Substitute Players may not be Players that are registered on a different team.

#### **4.7 Emergency Substitutes**

It is up to Tournament Officials sole discretion if an incident qualifies as an emergency. In the event of an emergency at any point during a Match, a Team will be given up to ten (10) minutes to produce an eligible Substitute. Teams must also register a substitute player before the official tournament start time or they may not be allowed an emergency substitute.

If a replacement for the player cannot be found, a tournament official will instruct teams on how to proceed.

Any roster changes, including emergencies during the tournament, is case by case and under the sole discretion of the Tournament Official.

##### **4.7.1 Emergency Substitute Requirements**

The emergency substitute must be submitted for approval to a tournament admin through the official Tournament Discord.

A team must use their registered sub before an emergency substitute will be granted.

###### **4.7.1.1 Game Altering Player**

A player is generally considered game-altering if they are more than two competitive tiers higher than the player on the team requesting the substitute. Players one or same tier will be allowed at Admin discretion.

###### **4.7.1.2 Previous Tournament Participant**

No player, coach, or substitute that has participated in an official current tournament match will be allowed to compete with another Team in the same tournament.

###### **4.7.1.3 Emergency Substitute Amount**

A team will not be allowed more than two (2) emergency substitutes throughout an entire Tournament.

###### **4.7.1.4 Competitive Tiers**

1. VCT / Franchise
2. VCL MVP / Winner / 2nd Place
3. VCL Playoffs
4. VCL Non-Playoff (Not Relegated)
5. VCL Promo / Relegation / Premier Invite / Tier 3

##### **4.7.2 Emergency Substitute Permanence**

Once an emergency substitute has been added to the Team's roster, they are considered a registered Substitute for the rest of the event. This emergency substitute will override any previously registered substitutes.

## 5. Tournament Rules

### 5.1 Picks and Bans

#### → Best of One

The higher seeded team can pick to be Team A or Team B.

Team A - Ban 1 map

Team B - Ban 1 map

Team A - Ban 1 map

Team B - Ban 1 map

Team A - Ban 1 Map

Team B - Picks Map

Team A - Picks Side

#### → Best of Three

The higher seeded team can pick to be Team A or Team B.

Team A - Ban 1 map

Team B - Ban 1 map

Team A - Picks Map / Team B - Picks Side

Team B - Picks Second / Team A - Picks Side

Team A - Ban 1 Map

Team B - Picks Map

Team A - Picks Side

The Tournament Official may modify the Picks and Bans process before the Tournament but must provide advance notice in writing to all participants.

### 5.2 Server Settings

→ Cheats: OFF

→ Tournament Mode: ON

→ Win By 2: ON

→ Play Out All Rounds: OFF

→ Hide Match History: OFF

It is the sole responsibility of all participating teams to ensure these settings are correct for each of their matches.

### 5.3 Competitive Patches

Matches will be played on the live patch. Tournament admins may, at their sole discretion, allow tournaments to be played on patches other than live utilizing the Riot Esports Client. Tournament admins may also alter the official map pool for a tournament.

### 5.4 New Agents

New Agents will be automatically restricted for two weeks from their release on the live patch. *Example:* Agent A was released on February 5, so Agent A will become eligible to be used in all Matches on February 19. Tournament Officials may, at their own discretion, change the rule for the competitive integrity of the Tournament.

## 5.5 New Maps

New Maps will be automatically restricted for two weeks from their release on the live queue. *Example:* Map A was released on February 5, so Map A will become eligible for use in all Matches on February 19. Tournament Officials may, at their own discretion, change the rule for the competitive integrity of the league. Maps that re-enter the official VALORANT Competitive Map Pool will be eligible instantly for tournament use, unless otherwise stated by a Tournament Official.

## 5.6 Match Start, Veto & Delay Enforcement

### 5.6.1 Day 1 Veto Presence Requirement (Group Stage Only)

On Day 1 of the tournament, teams must notify their opponent of readiness in the designated FunhaverGG match channel (Battlefy OR Discord).

Teams will have a 5 minute grace-period after the announcement is made in the FunhaverGG Discord Channel announcing vetoes may start “veto begin time”.

If a team fails to notify readiness 5 minutes after the veto begin time,, the opposing team must ping them in the designed ping-team discord channel.

If vetoes have not begun:

- After 7 minutes from the ping, the unresponsive team loses all veto right
- After 15 minutes from the ping, the unresponsive team forfeits one map
- After 25 minutes from the ping, the unresponsive team forfeits the series

### 5.6.2 Day 2 & Day 3 Veto Start Requirement (Playoffs)

On Day 2 and Day 3, map vetoes must begin no later than the scheduled match time listed on the official tournament website. To be considered responsive:

- Higher seed must send the veto URL  
AND
- Lower seed must send a readiness message

Failure to respond by scheduled time results in immediate loss of veto rights for the team who failed to properly respond.

### 5.6.3 Lobby & Match Start Timing Enforcement

After map vetoes conclude:

- Lobby must be created within 2 minutes in game, and the code sent in the match chat.
- All 10 players must be in the lobby within 5 minutes of the lobby code being sent.
- The map must begin within 8 minutes of the lobby code being sent.

If the match has not begun within 8 minutes:

- The present team must ping the opponent in the designated Discord match channel using the provided command or tagging their team role.

If the opponent fails to join or provide a valid, admin-approved excuse:

- They forfeit their map pick AND
- The present team will fully control map, side, and server selection. They may pick from any map in the pool, including banned maps and maps to be played later in the series if they wish.

If the team still fails to join within 5 additional minutes - Forfeit the map

### **5.7 Additional Restrictions**

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

## **6. Pauses and Crashes**

### **6.1 Wrong Agent Select**

If a wrong agent selection occurs, teams must immediately inform the Tournament Official, and restart the lobby before agent select finishes. Once teams have loaded into the pre-game screen where both teams' agents are visible, they will no longer be able to change the previously locked agents, but are allowed to switch the players assigned to those agents.

### **6.2 Tactical Pause**

Each team will be granted two 60-second Tactical Pauses per map, and ONE 60-second Tactical Pause total in Overtime. For your first timeout, please use the in-game Timeout button or by typing /timeout. If you need to call a second one in the same half, call the pause before 10 seconds remaining by hitting the “Pause Match Timer” button and typing “tac pause”. Teams may **not** move during this pause and it cannot go over 60 seconds. Tactical Pauses must be called during the Buy Phase of the round or at the end of the previous round.

### **6.3 Technical Pause**

In the event of a disconnect or any other technical issue, each team is allowed Technical Pause of up to 10 minutes MAX per team, per map. Tournament Officials have discretion to allow more time on a case-by-case basis.

If the technical issue cannot be resolved during the 10 minute timer and does not have an imminent resolution, Tournament Officials may grant additional time or may instruct teams on how to proceed at their discretion.

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.

#### **6.4 Crashes**

If a Match is interrupted for reasons beyond the control of the Players, Tournament Officials, if possible, will restore the Match using the in-game using the provided in-game tools such as Match Medic, provided both teams provide accurate and corroborating screenshots and / or video proof of the state of the game, Tournament Officials may, at their sole discretion, instruct teams to replay the Round or Match, rather than restoring a Match.

If the issue occurs during the first minute of the Round before any non ally damage has occurred and the opponent or referee has been immediately notified, the Round will be restored.

If the issue occurs during a Round and after 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.

If the issue occurs during the Round, after damage has occurred and the outcome of the Round cannot be determined (e.g. due to a 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 the Round cannot be continued due to a critical issue such as a server crash, then the Round may be awarded. Tournament Officials, in their sole discretion, can determine what is defined as obvious.

Match will not be stopped and/or Rounds will not be restored or replayed in cases where it is clearly a Player's fault (e.g. mis-buying a weapon).

#### **6.5 Exploit/Bugs**

In the event that an exploit, or bug is believed to have occurred in a Round, the Match will be paused. The Match may be restored to the beginning of the Round based on the Tournament Officials' discretion.

## **7. Post Match Process**

### **7.1 Break Time**

#### **7.1.1 Between Maps**

The standard time for transition in between Maps is three (3) to five (5) minutes from the time of the last Map's Round until Players are required to be ready to start for their next match.

#### **7.1.2 Between Matches**

The standard time for transition in between Matches is ten (10) to thirteen (13) minutes from the conclusion of the last Match's last Round to the time at which Players are required in the lobby for their next Match.

If all the Players are not ready to play and in their lobbies at the time designated to them by the Tournament Officials, the Team may be sanctioned for Delay of Game.

Teams that fail to meet match timing requirements may receive escalating penalties including:

- Loss of veto rights
- Forced map selection
- Map forfeiture
- Series forfeiture

Penalties will be applied immediately once timing thresholds are exceeded unless a valid excuse is approved by Tournament Officials.

### **7.2 Match Reporting**

Players must confirm and record each maps' score in a series, after a Map concludes on the official Tournament match reporting channel.

Matches won by Forfeit will be reported with the following format: 2-0 for BO3 Matches. Round wins will be recorded as 13-5.

## **8. Tournament Official's Right of Interpretation**

Any matters relating to the tournament that are not covered by these rules or the Global Policy will be subject to an interpretation made by the Tournament Officials and provided to the Teams from time to time in the form of an update to, or interpretation of, these rules or the Global Policy.

All decisions made by the Tournament Officials in regard to interpretations of these rules and the Global Policy are final and binding.

Any roster changes, including emergencies during tournaments, is case by case and under the sole discretion of the Tournament Operator.

## **9. Code of Conduct**

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

- Harassing, threatening, intimidating, using hate speech, repeatedly spamming, or making personal statements or attacks related to race, gender, sexual orientation, religion, origins, etc.
- Vulgar or offensive language.

- Abusive behavior, including verbal threats and harassment.
- Post, upload, upload or distribute content or organize/participate in any activity, group or guild that FunhaverGG (reasonably and objectively) determines to be inappropriate, abusive, hateful, harassing, defamatory, threatening, obscene, sexually explicit, vulgar, offensive, indecent, illegal or violates the rules or invades privacy.
- Use any software or program that damages, interferes with or disrupts the Competition or the property or computers of others.
- Use any third-party software designed to provide the Competitor with an unfair advantage.
  - ◆ Any valid ban issued by Riot Games, VALORANT, or Vanguard will be considered under this policy, with the following actions taken:
    - Player is immediately disqualified from the active tournament and all future tournaments for 3 months.
    - The team Player is participating on will forfeit their current matchup.
      - Past matchups will not be retroactively forfeited, unless stated otherwise by a tournament admin.
    - The team may be allowed to play future matchups under admin discretion, but may be disqualified from the tournament.
      - Player's who knowingly participated with the banned individual will also be banned for 3 months. Knowingly participating requires admin discretion or other proof that the Player(s) knew the banned individual was cheating.
- Interfere with the participation of other Players in the Competition or alter it.
- Using vulnerabilities, cheats, undocumented features, bugs, or design errors in the Competition.
- Playing on behalf of another Player or allowing another person to play on behalf of the Player in any competitive game mode.
- Disclose confidential information provided by FunhaverGG.
- Violate any law, rule or regulation, as determined by FunhaverGG in its sole discretion.
- Accepting or giving gifts, bribes, rewards or compensation for services provided in connection with participation in the Competition (with the exception of Players with sponsors who pay based on performance).
- Cause or contribute to a scandal, tarnishing of the image or risk to the integrity and reputation of the Competition or FunhaverGG.
- The consumption of alcohol and drugs by the Player is prohibited on the broadcasts and Players must not participate under the influence of alcohol or drugs.

- Participate in any activity that alters the professional, fair and respectful gaming environment of the Competition.
- Violate any local government laws
- Promote, encourage or participate in any of the prohibited activities described above.
- Repeated behavior that violates the spirit of the program and competition will be disciplined at the sole discretion of FunhaverGG.
- A Team Member may not engage in any activity which Tournament Officials deem to be immoral, disgraceful, or contrary to conventional standards of proper ethical or sporting behavior.
- 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.

### **9.1 Collusion and Match-Fixing Policy**

Prohibited conduct includes, but is not limited to, the following:

- Losing a match on purpose at any time and for any reason during the Competition
  - ◆ Any player found to be attempting to lose a match will be permanently banned from all future Competitions, and immediately removed from the current Competition
- Agree to split the prize money between two or more Players or Teams in order to avoid playing a match that is otherwise required, without Admin Approval
- Playing on a secondary or alternate account in a tournament without Admin Approval:
  - ◆ If the Primary Account is not able to be played on due to a VANGUARD Ban, a player will not be allowed to play on an alternate account to avoid this ban (Ban Evasion)
    - This does not include communication related bans
    - This does not include queue dodge offense bans
    - This does not include false bans
      - FunhaverGG Admins may communicate with Riot Games about bans to confirm their status
  - ◆ If a Player wishes to use a different account than what is considered their Primary Account, per admin discretion, a request must be made in the Discord and written approval given. All requests must be submitted and approved before the start of the Competition.
    - Failure to do so will result in a loss for any map that player has played.
    - Repeated offenses will result in a permanent ban from future Competitions.

- A player who has changed their name in a substantial way that would make their account unrecognizable to an admin with reasonable effort **must** communicate their new and old name to an admin so it may be matched.
- Attempting to circumvent seeding by intentionally using a significantly different ranked account.
- ◆ See the above for changes in account name
- Account sharing or playing on behalf of someone else on their account

## 9.2 Sanctions

Violation of these Official Rules and/or the Code of Conduct may, at The FunhaverGG's sole discretion, result in penalties, disqualifications, match result changes, loss of winning status, or prize forfeiture. All decisions and resolutions of The FunhaverGG in connection with the Competition will be final and binding. The FunhaverGG reserves the right to penalize any Player in the Competition at any level, at any time, for any reason. Sanctions may include, but not limited to, in no particular order, the following:

### 9.3 Verbal warnings

- Written warning
- Map/Match forfeits
- Deduction of prize money earned during any stage of the competition
- Temporary or permanent suspension from the competition
- Disqualification from the competition and future competitions

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**These Official Rules and all Event Rules may be updated by The FunhaverGG without notice as necessary, including without limitation, to add further clarity, correct errors, comply with changes in applicable law, or address matters that arise after their publication.**