

2023 Spring Valorant Open Rulebook

Table of Contents

I. Acceptance of Competition Rules	2
II. Overview and Schedule	2
A. Schedule	
B. Rescheduling	
III. Eligibility	4
A. Age and Grade Clause	
B. Proof of Identity	
IV. Competition Rules	5
A. Team Rosters	
B. Lobby Setup	
C. Score Reporting	
D. Additional Map Rules	
V. Streaming and Production	6
A. Official AEA Broadcasts	
B. Personal and Club Streams	
VI. Legal	6

2023 Spring Valorant Open Rulebook

I. Acceptance of the Competition Rules

This rulebook encompasses competitions and interactions made within the Amateur Esports Association's various platforms from the month of January 2023 through June 2023. This rulebook has hierarchy over messages sent through email or via Discord message which may contradict any point in this rulebook. This rulebook is subject to be amended by AEA Moderators. Team Captains will be made aware of any major changes via the AEA Discord Server. Registering to compete in the 2023 Spring Series: Valorant competition hosted by the AEA indicates that you accept the rules outlined in this document and understand its right to be amended.

II. Overview and Schedule

The Spring Valorant competition within the AEA starts in January of 2023 with the Preseason, and ends in June with the National Tournament. All AEA 2023 Spring Series competitions require that a minimum of 12 teams register in order to conduct the competition according to the schedule and ruleset detailed in this rulebook.

A. Schedule

1. Preseason Play

This section of the competition gives teams the opportunity to familiarize themselves with the competition and play some preliminary matches. Preseason performance does not dictate seeding into any other portion of the competition. All of the matches in this section are a Best-of-Three in format unless stated otherwise.

Preseason Open Tournament - January 21st, 2023

Round	Time
Round of 16 (Bo1)	1:00 PM PST / 3:00 PM CST / 4:00 PM EST
Round of 8 (Bo1)	2:00 PM PST / 4:00 PM CST / 5:00 PM EST
Round of 4 (Bo1)	3:00 PM PST / 5:00 PM CST / 6:00 PM EST
3rd Place Match (Bo1)	4:00 PM PST / 6:00 PM CST / 7:00 PM EST
Grand Finals (Bo3)	4:00 PM PST / 6:00 PM CST / 7:00 PM EST

Preseason Weekly Play

Round	Date	Time
Week 1	February 11th, 2023	11:00 AM PST / 1:00 PM CST / 2:00 PM EST
Week 2	February 18th, 2023	11:00 AM PST / 1:00 PM CST / 2:00 PM EST
Week 3	February 25th, 2023	11:00 AM PST / 1:00 PM CST / 2:00 PM EST
Week 4	March 4th, 2023	11:00 AM PST / 1:00 PM CST / 2:00 PM EST

2. Regular Season Play

This section of the competition takes place over the course of 9 weeks. Performance in this section of the competition determines seeding for the Post-Season Tournament. All matches in this section are played online by default. All of the matches in this section are a Best-of-Three in format.

Round	Date	Time
Week 1	March 11th, 2023	11:00 AM PST / 1:00 PM CST / 2:00 PM EST
Week 2	March 25th, 2023	11:00 AM PST / 1:00 PM CST / 2:00 PM EST
Week 3	March 1st, 2023	11:00 AM PST / 1:00 PM CST / 2:00 PM EST
Week 4	April 8th, 2023	11:00 AM PST / 1:00 PM CST / 2:00 PM EST
Week 5	April 15th, 2023	11:00 AM PST / 1:00 PM CST / 2:00 PM EST
Week 6	April 22nd, 2023	11:00 AM PST / 1:00 PM CST / 2:00 PM EST
Week 7	April 29th, 2023	11:00 AM PST / 1:00 PM CST / 2:00 PM EST
Week 8	May 6th, 2023	11:00 AM PST / 1:00 PM CST / 2:00 PM EST
Week 9	May 13th, 2023	11:00 AM PST / 1:00 PM CST / 2:00 PM EST

3. Post-Season Tournament

The Post-Season Tournament will have teams seeded following their final Regular Season standings. Format for this section of the competition will be set according to the number of participants in the AEA Spring Series competition, and the full Post-Season Tournament schedule will be updated here by February, 24th 2023.

4. National Tournament

The AEA National Tournament is a LAN event which will take place in June 2023. No fewer than 8 teams will be invited to compete from each 2023 Spring Series competitions. National Tournament location, format and schedule will be announced in the AEA Discord server and updated to this section of the rulebook by March 15th, 2023.

B. Rescheduling

The default match time, as outlined above in the schedule portion, is the expected time that any given match is to be played. As outlined in the “Score Reporting” section, scores for each match are to be reported on the same day that a match is supposed to be played. For this reason, matches are able to be rescheduled so long as the scores from these matches are reported by the time they are done; however, rescheduling matches is **heavily** discouraged. Coaches and coordinators should be prepared to play all matches at the scheduled time. If an opposing team is unable to reschedule, the match is expected to be played at the default time.

III. Eligibility

Teams that have chosen to organize for esports competitions within the Amateur Esports Association must adhere to the following requirements regarding eligibility. Additionally, at least one contact from each team must be in the official Amateur Esports Association Discord server.

A. Age and Grade Clause

- 1.** For the Spring Valorant competition, in order to qualify to compete all players on any given roster must be either:
 - a. 18 years of age or below the age of 18 as of 01/01/2023
 - b. 19 years of age and Enrolled in High School as of 01/01/2023

B. Proof of Identity

- 1.** Proof of photo identification, which includes birthdate, must be available to review upon request by an Amateur Esports Association official.

IV. Competition Rules

A. Team Rosters

1. A roster may consist of (5) starting players and up to (3) substitutes
2. Roster modifications may be requested after tournament registration by contacting moderators in the Amateur Esports Association Discord server. Moderators reserve the right to deny requests and all moderator determinations are final
3. All teams must have at least (1) representative in the Amateur Esports Association Discord server, and one representative from each team must be registered as the teams point of contact for the event
4. Matches must start within 15 minutes of the scheduled start time of each tournament round, unless Tournament Officials have already been made aware of a particular situation. Failure to start within 15 minutes of the scheduled start time and to contact Tournament officials will lead to a forfeit for the team that was not able to start.

B. Lobby Setup

1. Gameplay Settings:
 - Mode: Standard
 - Options
 - Allow Cheats: Off
 - Tournament Mode: On
 - Overtime Win by Two: On
2. The higher seeded team is responsible for hosting each assigned match. The higher seeded team will be displayed on top of the other team on the tournament bracket.
3. Spectators that are on either team's roster are welcome to join the match and must be assigned the appropriate "red/blue team only" spectator privileges. Additional spectators or use of "spectate all" privileges must be discussed and agreed upon by both team captains.
4. Once both teams have indicated they are ready to begin the match the game should begin. Starting a match indicates ruleset agreement from each team.
5. Substitutes may be swapped in between maps but not in between rounds.
6. In the case of a disconnect where a player is unable to continue that team must complete the map without that player and may sub only after that map is concluded.

C. Score Reporting

1. The winning team from any given match is held responsible for reporting that match's score.
2. Match scores for all games must be reported into the designated channel in the AEA Discord Server by 11:59 PM EST on the day following the day in which that match was

scheduled to take place for all weekly matches. Tournament match scores may be required to be posted earlier in order to inform upcoming matches.

D. Additional Match Rules

1. Teams are allotted two 5-minute pauses per match. Pauses may be used in cases of player disconnects or other technical issues. A pause may only be initiated in between rounds of a map.
2. If a player disconnects within the first 30 seconds and/or before the first kill of a match, that match should be remade. The team who's player is disconnected may optionally replace that player with a sub.
3. Match chat should be used for official match communication primarily. Communication outside of this should be done cautiously and with sportsmanship in mind. Toxicity and hate speech will not be permitted. Tournament Officials should be contacted in the case of observed toxicity. R's, P's and GG's are the safest way to communicate.
4. Cheating of any form will not be tolerated.
5. Abusing bugs to gain competitive advantage is not acceptable. Bugs include but are not limited to, glitches which let you see or walk into walls, using abilities in glitched areas where they can get value but not be shot, etc.

V. Streaming and Production

A. Official Amateur Esports Association Broadcasts

1. The Amateur Esports Association reserves the right to stream any match within the Spring Valorant competition. Team captains will be notified that their match has been selected for streaming prior to that match's start.
2. If your match is selected to be broadcasted, it is especially important that all members are ready at the start time.

B. Personal and Club Streams

1. Clubs and/or individuals may choose to stream their perspective of the match **if and only if** the stream title includes one of the following descriptions: "AEA 2023 Spring Series: Valorant", "AEA Valorant Spring Competition" or "AEA Valorant". Personal streams should be completed at your own risks, and the Amateur Esports Association advises adding a delay to the stream to prevent other teams from potentially "stream sniping" to gain an advantage in the match.

VI. Legal

This competition is not affiliated with or sponsored by Riot Games, Inc. or VALORANT Esports.