

1. **AMPRO CLASH SERIES (ACS) SEASON 1 STRUCTURE**

1.1. **Definitions of Terms**

1.1.1. **“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
- Round timer expired
- Team forfeit

1.1.2. **“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.

1.1.3. **“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).

1.2. **ACS S1 Format**

1.2.1. **Open Qualifiers**

44 teams will play in a Round Robin Best of 1 Groups (4 groups of 11 teams). The top 2 teams of each group will qualify for the Playoffs Stage - Week 1.

The 3rd place teams of each group will play in a Swiss format Play-Ins in order to determine which team will qualify for the Week 2 and Week 3

The 4th place teams of each group will play in a Swiss format Play-Ins in order to determine which team will qualify for Week 4 and the remaining teams will be eliminated from the tournament

This means only a total of 14 teams will be moving on from the Open Qualifiers.

1.2.2. Play-Ins Stage

The 3rd and 4th Placing teams will play in a Swiss Format Best of 1 to secure seeding into the Playoff stage.

- Winners of 3rd Place Play-Ins -> Playoffs Week 2
- Losers of 3rd Place Play-Ins -> Playoffs Week 3
- Winners of 4th Place Play-Ins -> Playoffs Week 4

1.2.3. Playoff Stage

1.2.3.1 Playoff Week 1

The top 8 teams from the Open Qualifier will be playing in a Double Elimination Best of 3 format. The Winner of the Upper Bracket Finals and the Lower Bracket Finals will be the top two teams for the week. The top 2 teams will qualify for the Finals Stage. The remaining 6 teams will proceed to Playoff Week 2

1.2.3.2 Playoff Week 2

The remaining 6 teams from Week 1 will be joined by the 1st and 2nd seeded teams from the Play-Ins stage. The Winner of the Upper Bracket Finals and the Lower Bracket Finals will be the top two teams for the week. The top 2 teams will qualify for the Finals Stage. The remaining 6 teams will proceed to Playoff Week 2

1.2.3.3 Playoff Week 3

The remaining 6 teams from Week 2 will be joined by the 3rd and 4th seeded teams from the Play-Ins stage. The Winner of the Upper Bracket Finals and the Lower Bracket Finals will be the top two teams for the week. The top 2 teams will qualify for the Finals Stage. The remaining 6 teams will proceed to Playoff Week 3

1.2.3.3 Playoff Week 4

The remaining 6 teams from Week 3 will be joined by the 5th and 6th seeded teams from the Play-Ins stage. The Winner of the Upper Bracket Finals and the Lower Bracket Finals will be the top two teams for the week. The top 2 teams will qualify for the Finals Stage. The remaining 6 teams will be eliminated from ACS S1.

1.2.4. Championship Finals Stage

TBD

1.3. ACS S1 Schedule

TBD

2. TEAM MEMBER ELIGIBILITY

2.1. Nationality

Every players participating in ACS S1 must be from the following region/countries only: **Brunei, Sarawak, Sabah, and Kalimantan.**

Players must provide valid Identification that proves their residency of the region/countries stated.

2.2. Player Age

There is no age limit. However, for players under the age of 16, they must acquire their parents' consent by filling in our Parents Consent Form

3. ROSTER RULES

3.1. Starting Lineups

Teams must set their starting roster for their first Match of the day from the roster submitted to the Tournament Operator as follows:

Monday at 4:00PM local time for Monday Matches.

Tuesday at 4:00PM local time for Tuesday Matches.

Wednesday at 4:00PM local time for Wednesday Matches.

Thursday 4:00PM local time for Thursday Matches.

For each Match in following the Online Qualifiers, the Team must designate five (5) Starters which shall constitute the Team's "Starting Roster", for each Map in the map pool. If only one set of five Starters is designated, then that set of five Starters shall be the Starting Roster for the Team for all Maps in the map pool. Rosters are considered public at the submission deadline.

3.2. Roster Lock

Teams participating in ACS S1 may not add or drop players from their roster at any point between Play-Ins to the Playoffs Stage. Teams are allowed to make player transfers only between the Open Qualifiers and the Play-Ins Stage. However, this is only granted to teams that still have slots remaining on their roster (i.e 5 Starters and 0 Substitutes)

3.3. 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 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). Tournament Operators will be in charge of MUTING/UNMUTING Coaches.

Coaches are **NOT** part of the Team roster, therefore, they are not allowed to play under any circumstances.

Note: For the Open Qualifiers, the use of “Coach Slots” will **NOT** be allowed.

4. MATCH PROCESS

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

4.2. Role of Marshals

4.2.1. Head Marshal.

The “Head Marshal” 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.

- Ordering pause/resume during play.
- Issuing sanctions and disciplinary action in response to rule violations during the Match.
- Making all Match-related determinations under these Challengers Rules and the Global Policy, including with regard to pauses and stoppages of play.
- Confirming the end of the Match and its results.

4.2.2. Marshal Responsibilities.

“Marshals” 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 Challengers Rules or the Global Policy.
- Administering the player checklist and enforcing these Challengers 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.
- Upon request, explaining any bug exploits.

4.2.3. Finality of Judgment.

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the event, and penalties for misconduct, lie solely with the Head Referee, the decisions of which 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.

4.3. Competitive Patches

Matches will be played on the patch version designated by the Tournament Officials.

4.3.1. New Agents.

New Agents will be automatically restricted for two weeks from their release on 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.

4.3.2. New Maps.

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

4.3.2. 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.

Note: Tournament Officials reserve the right to extend the amount of time a New Agent or Map is restricted if the introduction of the New Agent or Map would negatively impact competitive integrity.

4.4. Pre-Match Setup

4.4.1. Player Accounts.

Players will use their own online accounts and Riot IDs during play of Challengers events. Players must use their team tag in front of their name for consistency. Team tags are limited to four characters in length. Example: G2 Mixwell

4.4.2. Match Lobby Creation.

Other than with respect to Online Qualifier matches, all Matches that are part of ACS Playoffs will be played in Match lobbies hosted by the Tournament Operator. Tournament Officials will decide how the official Match lobby will be created.

4.4.3. Pre-Match Obligations.

Players will be required to make verification in their respective Discord channels with the Marshals. Each player is also required to turn on their webcam throughout the duration of their matches.

4.4.4. 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. The player will be required to have made him or herself available to media at least once during the Event. A Team may not make available the same player for media for 2 consecutive Media events.

4.5. Match Setup and Play Restrictions

4.5.1. Lobby Settings.

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

4.5.2. Server Selection.

Prior to each Match, the Tournament Official will select the server which is as close to equidistant from the teams as possible. Tournament Official decision on the server is **FINAL**

4.5.3. Start of Map Selection Process.

Once all ten players have reported to the official Match lobby, a Marshal 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 rulebook. 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 (**ONLY** for teams that have multiple matches in a day, otherwise map selection process is still done 30 minutes prior), the Map Selection Process will begin upon the conclusion of Map 1 in the previous series.

Note: 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.

4.5.4. Map Pool.

The map pool consists of Bind, Haven, Ascent, Icebox, Breeze, Fracture, and Pearl.

4.5.5. Map Selection Process for Best-of-One Matches.

The better-seeded team will decide if they are either Team A or Team B. If the tournament 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 7 is only Map remaining
- Team A picks side

4.5.6. Map Selection Process for Best-of-Three Matches.

The better-seeded team will decide if they are either Team A or Team B. If the tournament 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

4.5.7. 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.

4.5.8. 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. 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.”

4.5.9. 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.

4.5.10. Slow Client Load/White Screen/Error to Connect.

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

4.5.11. 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.

4.5.12. 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 Roster.

5. PAUSES AND CRASHES

5.1. Timeouts (Tactical Pause)

Teams are allowed to call Timeouts of 60 seconds in duration two times per map. The 60 second clock will begin when both teams' Coaches (**if any**) are connected and able to communicate with their players. Timeouts can be called via the in-game pause system. In the event of overtime, each team will be granted one 60 second Timeout for all of overtime. Unused timeouts from regulation will not carry over.

5.2. Timeouts (Technical Pause)

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.

5.3. 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).

6. POST MATCH PROCESS

6.1. Results.

The winning team of every match must submit a screenshot of their match lobby to the specified discord chat channel. Failure to do so will result in a reduction of prize money

6.2. Breaks between Maps.

Tournament Officials will inform players of the remaining amount of time before the next Map in the Match, if applicable. The standard time for transition in between Maps is five (5) to eight (8) 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.

6.3. Post-Match Obligations.

Teams will be required to make available to the media for a minimum of 15 minutes at least one player that started any Match that day. A Team may not make available the same player for media for 2 consecutive media events.

6.4. 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.

