



# **RANGE DUELS**

## **RULE BOOK**



# Acceptance and Modification of Rules

## **Acceptance.**

Each participant must read, understand and agree to these Range Duels rules before participating in Range Duels. A participant may accept these Range Duels rules by registering to participate or by participating in any Range Duels matches.

## **Modification to the rules.**

Range the Tournament Operator reserves the right to make changes to the rules as necessary to maintain the competitive integrity and fairness of Range Duels. Participants will be notified of any changes made to the Range Duels rules.

## **Right of Interpretation.**

Any matters relating to Range Duels that are not covered by these Range Duels rules shall 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 Range Duels Rules. All decisions made by the Tournament Officials regarding interpretations of these Range Duels Rules are final and binding.

# Registration Process.

## **Participant Eligibility.**

Range Duels is exclusively open to streamers and content creators.

Only the participants who fulfill the following criteria will be considered eligible to participate in Range Duels.

- a. He/She must be over the age of 13.
- b. He/She must be a citizen and resident of Bangladesh.
- c. He/She must have a Facebook page/YouTube channel with a record of regular streaming or content creation.



## **Participant Registration.**

Each participant will register for Range Duels individually. Participant registration slots are limited to 48.

To register for Range Duels participants may follow the procedure given below.

- a. Go to the Registration form provided By Range.
- b. Fill up the registration form accurately as per instruction given on the registration form.
- c. Join Range Discord server.

After a participant submits their registration, Range will verify their eligibility and registration information and respond accordingly.

As the Tournament Operator, Range reserves the right to accept or deny admission or disqualify a participant without any prior notice or stating any reason.

## **Team Formation.**

A Range Duels team will consist of 6 eligible participants. Teams may decide their starting roster before each match of Range Duels.

Each Range Duels team will be formed through a Bidding Process. Range will decide the rules and regulation of the Bidding Process.

# **Range Duels Tournament Format.**

## **Group Stage.**

- 8 teams, 2 Round Robin Groups.
- Each group has 4 Teams.
- All matches are best of one
- 2 teams from each group will qualify for Playoffs.



## **Play-Offs.**

- Single Elimination Bracket.
- All matches are Best of 3 (excluding Grand Final)
- Grand Final is Best of 5.

# **Game-Specific Rules.**

## **Online Matches and Match Lobby.**

All Range Duels matches are online matches. Tournament Officials will notify participants of official accounts, which will be used to host the online matches. Only the Tournament Officials are allowed to host Range Duels matches. Participants will be invited to a private custom lobby hosted by the Tournament Officials. After the start of a map, no participant shall leave the match lobby.

## **Game and lobby settings.**

Game mode: 5V5 Standard.

Server Location: Singapore 1

Lobby Settings: The official Match lobby will be set to "Tournament" mode with "Overtime: Win by Two" turned on.

## **Usage of Timeout Function.**

Teams are allowed to call timeouts of 60 seconds in duration once per half of a map. Teams may only use the in-game Timeout Function to call for a timeout.

## **Usage of Pause Functions.**

If a participant encounters any technical issues (lag, packet loss, disconnection, power outage) that prevent them from playing the match, they or their team may notify the tournament officials immediately and pause the game using the in-game pause function. Each team will be allowed a maximum of 5 minutes of technical pause. Depending on the severity of the technical issue, tournament officials may allow teams additional pause time. Each incident of technical issue will be handled on



a case-by-case basis, meaning all outcomes of technical issues may not result in the same outcome.

### **Map Pool.**

Ascent, Bind, Haven, Split, Icebox, Breeze.

### **Agent Pool.**

Brimstone, Breach, Jet, Viper, Sage, Cypher, Omen, Phoenix, Raze, Reyna, Sova, Killjoy, Sky, Yoru, Astra.

### **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 rounds using the in-game round restore feature. Every incident of a crash will be handled case by case, meaning all outcomes may not be the same.

### **Map Selection.**

Refer to the '*Map Selection Process*' section.

### **Agent Selection.**

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.

### **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.



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

## **Map Selection Process.**

### **Map Selection Process for Best of 1.**

The better-seeded team will decide if they are either Team A or Team B. If there is no pre-determined seeding, the Tournament Official will flip a coin, the winner of the coin flip will decide if they are either Team A and Team B. Map for the match will be selected according to the following procedure.

- Team A bans a map.
- Team B bans a map.
- Team A bans a map.
- Team B bans a map.
- Team A bans a map.
- The remaining map will be Map 1.
- Team B picks the side for Map 1.

### **Map Selection Process for Best of 3.**

The better-seeded team will decide if they are either Team A or Team B. If there is no pre-determined seeding, the tournament Official will flip a coin, the winner of the coin flip will decide if they are either Team A and Team B. Map for the match will be selected according to the following procedure.

- Team A bans a Map.
- Team B bans a Map.
- Team A picks Map 1.



- Team B picks Map 2.
- Map 3 will be selected at random.
- Team B picks the side for Map 1.
- Team A picks the side Map 2.
- Random Team picks the side for Map 3.

### **Map Selection Process for Best of 5.**

The better-seeded team will decide if they are either Team A or Team B. If there is no pre-determined seeding, the Tournament Official will flip a coin, the winner of the coin flip will decide if they are either Team A and Team B. Map for the match will be selected according to the following procedure.

- Team A picks a Map 1.
- Team B picks a Map 2.
- Team A picks a Map 3.
- Team B picks a Map 4.
- Map 5 will be selected at random.
- Team B picks the side for Map 1.
- Team A picks the side for Map 2.
- Team B picks the side for Map 3.
- Team A picks the side for Map 4.
- Random Team picks the side for map 5.

## **Tournament Play.**

### **Match Schedule.**



Teams and participants of Range Duels will be notified of their Range Duels match.

### **Match Reschedule.**

In general, rescheduling or changing the time and date of a match is not allowed. As the Tournament Operator, only Range reserves the right to change the time, order of matches in a day, or move the matches to another day.

### **Reporting Time.**

Teams and participants must report no later than 30 minutes before their scheduled match time. If a team fails to report at least 15 minutes before the match time, that team may concede the coin toss.

### **Match Start.**

All Range Duels matches will start at the scheduled time. Teams and participants must be present and ready to play 5 minutes before the match time. Teams and participants may resolve any technical issues before the start of a match. Delay of match start caused by teams or participants will not be tolerated and may result in penalties. Range, the Tournament Operator will decide the penalties for such incidents.

### **Substitution During Tournament Play.**

Teams are not allowed to change any players after a map has already started. If a player is unable to continue the map, their team may continue the map without them. For matches including more than one map, a team may replace one current player with a substitute player, provided that the team informs tournament officials of such substitutions.

### **Forfeiture.**

Teams and Participants may not forfeit a match. If a team and their players decide to forfeit a match, that team and their players will be subject to penalties, penalties for such will be decided by Range, the tournament operator.

## **Code of Conduct.**



## **High Standards.**

All Teams and participants must observe the highest standards of personal integrity and good sportsmanship at all times. Participants must behave in a professional and sportsmanlike manner in their interactions with other competitors, Tournament Officials, the Tournament Operator, the media, sponsors, and fans.

## **Competitive Integrity.**

Set forth below is a non-exclusive list of examples of conduct that has an adverse impact on the competitive integrity of the game, all of which are prohibited

Match-Fixing, Bribery, gifts, Cheating, Exploiting, Ringing.

## **Unprofessional Behavior and Illegal Activities.**

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

Vulgar and Hateful Speech, Violence, Harassment, Defamatory Statements, Illegal Activity, Immoral Activity.

## **Non-Compliance.**

No participant may refuse to comply with the instructions or decisions of the Tournament Operator or the Tournament Officials.

## **Confidentiality.**

A participant may not, without the consent of the Tournament officials, disclose any confidential or proprietary information provided or made available by tournament officials to the participant in relation to Range Duels. Confidential information may include but is not limited to any communication with team members, personal information, the content of match protest, the content of an ongoing investigation.

## **Terms of Use.**

Any conduct that (a) violates the Terms of Use for VALORANT; (b) violates any guidelines, or any policy posted on the official websites or social media accounts for VALORANT; or (c) interferes with use or enjoyment of VALORANT by others is prohibited.



# Media Obligation, Rights, and Ownership.

## **Media Obligation.**

Participants will be notified of any media obligations.

## **Grant of Rights by Participants.**

By registering to participate or by participating in any Range Duels matches a participant grants Range, the Tournament Operator, and its affiliates permission and rights to broadcast, live stream, or record their gameplay at Range Duels. A Participant further grants Range, the Tournament Operator, and its affiliates permission and rights to use their full name, game ID, photograph, likeness, image, avatar, voice, video, in-game persona, gameplay statistics, and biographical information, and create derivative works for broadcast, live coverage of any or all part of Range duels, marketing, and promotion of Range Duels and Range.

## **Ownership of Streams and Broadcasts.**

Each participant irrevocably acknowledges and agrees that all streams and audiovisual recordings of any all or any part of Range Duels are owned by Range. Appearing in a stream, broadcast, or audiovisual recording of any Official Competition does not give a Team Member any ownership interest in such stream, broadcast, or audiovisual recording.

## **Broadcast, Live stream of Range Duels by Participants.**

Participants are allowed to broadcast, live stream, or record any matches or part of Range Duels in which they participate, and which are not broadcasted or live streamed by Range. Participants must follow guidelines provided by Range for their broadcast, live stream, or recording. These guidelines are as follows-

- a) Participants must add a minimum of 90 seconds of delay to their broadcast or live stream.
- b) Participants may only use media content and stream overlays provided by Range for their broadcast, live stream, or recording.



c) Participants may not engage in any activity that violates the Code of Conduct or terms of use of VALORANT during their broadcast, live stream, or recording.

By broadcasting, live streaming, or recording any part of Range Duels, a participant grants Range, the Tournament Operator, and its affiliates permission and rights to use their broadcast, live stream, or recording. Range may decide how these broadcasts, live streams, or recordings may be used.

## **Disciplinary Actions and Sanctions**

### **Rights to monitor compliance and investigations.**

The Tournament Operator will have the right to monitor compliance with these Range Duels rules and investigate possible breaches. By agreeing to Range Duels rules, each participant agrees to cooperate with the Tournament Operator in any internal or external investigation that the Tournament Operator conduct relating to a suspected violation of these rules. Participants have a duty, to tell the truth in connection with any investigation conducted by or for the Tournament Operator and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.

### **Disciplinary Actions and Sanctions.**

Violation of these Range Duels rules will result in disciplinary actions or sanctions at the discretion of Range, the Tournament Operator. These disciplinary actions and sanctions may vary in range in direct relation to the severity of the offense and the number of offenses previously committed by the same participant. Set forth below is a non-exclusive list of examples that may be enforced on a participant or participants at the discretion of Range, the Tournament Operator.

- a. Verbal Warning(s).
- b. Written Warning(s).
- c. Suspension(s).
- e. Ban for Current or Future matches and events.
- f. Prize Forfeiture(s).
- g. Game Forfeiture(s).
- h. Match Forfeiture(s).
- i. Tournament Disqualification.



## **Final Determinations**

Unless expressly stated otherwise, all violations of, and infractions committed under, these Range Duels rules are punishable, whether or not they were committed intentionally. Attempts to commit such violations and infractions are also punishable. All decisions made by the Tournament Operator regarding (a) violations of this Range Duels Rules; (b) the appropriate disciplinary action (or combination of disciplinary actions) are final and binding.