



VBC PRO LEAGUE RULE BOOK

1. Background and Purpose

The following rules are created by Range the Tournament Operator of the VBC Pro League to govern and maintain the competitive integrity of the VBC Pro league. These rules apply to any of VBC Pro League Season(s) and affiliated events.

These rules apply to and binding on individuals or entities and/or groups (Owners) that register a Team to participate in a VBC Pro League Season or affiliated events, and to each Team's members, managers, coaches, or any other representatives.

2. Acceptance and Modification of Rules.

2.1. Acceptance.

Each team member must read, understand these VBC Pro league rules before participating in a VBC Pro league Season and affiliated events. A team member may accept these VBC Pro League rules by registering to participate in a VBC Pro League Season and affiliated events or participating in a VBC Pro League Season and affiliated events.

2.2. 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 the VBC Pro League. Team members will be notified of any changes made to the rules.

3. VBC Pro League Structure.

3.1. VBC Pro League Competitive Format.

3.1.1. VBC Pro League Open Qualifier (Stage 1).

-128 Teams.

- Single Elimination Bracket

- All matches will be Best of One.
- Top 8 teams will qualify for Stage 2.

3.1.2. VBC Pro League Stage 2

- 16 Teams
- Double Elimination Bracket
- All matches will be Best of One except Upper Finals, Lower Semifinals, Lower Finals, Grand Finals.
- Upper Finals, Lower Semifinals, Lower Finals will be Best of Three, Grand final will be Best of Five.

3.4. Requirement for participation.

3.4.1. Monitor System Status.

MOSS Anti-cheat is mandatory for all players including coaches to use for the duration of all VBC Pro League Matches without exception. If a player cannot use MOSS anti-cheat then they may not be allowed to take part in VBC Pro League Match.

[MOSS will not be mandatory for VBC Pro League Open Qualifiers (Stage 1)]

4. Team Member Eligibility

4.1. Player Age

No Player shall be considered eligible to participate in any match comprising in a VBC Pro League Season and affiliated events before his or her 13th birthday, defined as living 13 full years.

4.2. Player Nationality

No Player shall be considered eligible to participate in any match comprising a VBC Pro League Season and affiliated events if he or she is not a legitimate citizen and resident of Bangladesh.

4.3. Standing Bans

No Player shall be considered eligible to participate in any match comprising in a VBC Pro League Season and affiliated events before if he or she has any standing bans in the community or by any partners of VBC Pro League.

5. Roster Rules

5.1. Minimum Roster Requirements.

All teams must at all times during a VBC Pro League Season and affiliated events maintain a minimum number of five players. If a team falls below the minimum roster requirement, that team will be disqualified, unless permitted by Tournament Officials to fall below the minimum roster requirement.

5.2. Starting Lineup

Teams must designate five starters which shall constitute the team's starting roster before each match of a VBC Pro League Season and affiliated events. Starting Rosters are considered public at the submission deadline.

5.3. Substitute Players

Teams must notify Tournament Officials of any substitute player who will replace a starter. Any substitute player who replaces a starter must be eligible to participate in VBC Pro League and affiliated events.

5.4. Coaches.

Teams may have a coach, if a team has a coach, then that coach may be present during every match that the Team plays in a VBC Pro League Season and affiliated events. Coaches are allowed to be in the game coach slot. Coaches may only enter the match area and communicate with team members before the start of the match, during agent selection, timeout, and in-between maps.

5.5. Team Manager.

Teams must maintain a team manager at all times during a VBC Pro League season and affiliated events. The Team Manager will be responsible for any logistical and operational communication between the Tournament Officials and team members. A Team may not change their Team Manager without prior permission from the Tournament Officials.

5.6. Team Captain.

Teams must designate one of their players as Team Captain. In the event the Team Manager is unavailable, Team Captain will be responsible for all team communication. The Tournament Officials may rely upon any communications from the Team Captain as being made by all players on the Team. A Team may not change its Team Captain without prior permission from the Tournament Officials

5.6. Roster Changes.

Teams are not allowed to make any change to their roster for the duration of VBC Pro League Season unless given permission by Tournament Officials.

6. Match Area

For online matches, any communication system designated by Tournament Operator will be considered as Match Area.

7. Match Process

7.1. Match Schedule.

Tournament Officials will notify teams of their match schedule.

7.2. Changes to match schedule.

In general, changing the match schedule or rescheduling is not allowed. Only Tournament Officials may, at their sole discretion change the time,

order of matches in a day, or move the match to another day. Teams will be notified of any changes made to match the schedule.

7.3. Competitive Patches.

All VBC Pro League matches will be played on the most recent patch version.

7.3.1. New Agent.

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

7.3.2. New Map.

New Maps will be automatically restricted for four weeks from their release on the live queue.

7.3.3. Additional Restrictions.

Additional Restrictions (e.g. disabling certain weapons) 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.

7.4. Pre-Match Process.

7.4.1. Arrival and reporting for the match.

Teams are expected to arrive and report for their VBC Pro League match no later than 30 minutes before their scheduled match time. If a team is late for reporting by 15 minutes or more, that team will concede the coin toss.

7.4.2. Player Accounts.

Players may only use registered and Valid IDs to access the match area and participate in any VBC Pro League match. Teams and team members are not allowed to change any account information (VALORANT IGN, Discord User name) After completing registration, unless given permission by the tournament officials.

7.4.3. Online Match.

All VBC Pro League matches are online matches. Tournament officials will notify Team Captains of official accounts that will be used to host online matches.

7.4.4. Player Ready State.

It is expected that players will resolve any technical, and confirm player readiness to the Tournament Officials before each match. Players are responsible for ensuring the performance of their chosen setup, including hardware, peripherals, DDOS protection, and power.

7.4.5. Match Start.

All VBC Pro League matches will start at the scheduled time.

7.4.6. No-Show.

If a Team fails to report and confirm player ready state within 10 mins after the stated match time, it will be considered as a no-show, and that team will forfeit the match.

7.4.7. Technical Issues.

If a player encounters any technical issues, they must notify Tournament Officials immediately.

7.4.8. Pre-Match Obligation.

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

7.5. Match Setup.

7.5.1. Lobby Settings.

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

7.5.2. Server Selection.

All VBC Pro League matches will be played on Singapore 1 server. The game server can be changed if both teams come to an agreement, or if the Tournament Officials decide to change the server.

7.5.3. Start of Map Selection Process.

The map selection process will start as soon as both teams arrive at the match area and confirm player readiness.

7.5.4. Map Pool

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

7.5.5. 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.

7.5.6. 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.

7.5.7. 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.

7.5.8. 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.

7.5.9. 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.

7.5.10. 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.

7.5.11. 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 Tournament Officials of such substitution no later than five minutes after the end of the previous map. Teams may not substitute players after the start of a map, if a player disconnects and unable to reconnect within a given time, then that team may continue the map without that player.

7.6. Pauses and crashes.

7.6.1. Timeouts.

Teams are allowed to call Timeouts of 60 seconds in duration one time per half of a map. In the event of overtime, each team will be granted an additional Timeout. Teams may use in-game timeout feature for timeouts.

7.6.2. Technical Pause.

If a team or their members encounters any technical issues that prevent them from playing on, they must notify the Tournament Officials immediately. They must state the reason immediately or after the request for a technical Pause. Teams or team members will be granted a maximum of 5 minutes pause timer to resolve any technical issue. Depending on the severity of the issue Tournament Officials may, at their sole discretion extend the duration of the technical pause.

7.6.3. 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 rounds using the in-game round restore feature. Every incident of a crash will be handled case by case. All outcomes may not be the same.

7.7. Post-Match Procedure.

7.7.1. Result.

Tournament Officials will confirm and record the Match result.

7.7.2. Tech Notes.

Players will identify any technical issues with Tournament Officials.

7.7.3. 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. The next Map, if applicable, will commence as soon as both Teams have confirmed to a Tournament Official that all players are ready to play.

7.7.4. Post-Match Obligation.

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

7.8. MOSS Submission.

Players and coaches who participated in a VBC Pro League match must submit their MOSS file within 10 minutes of completion of a VBC Pro League Match. If any player or coach fails to submit their MOSS file within the granted time that player or coach may be subject to disciplinary actions and penalties.

7.9. Result 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.

7.10. Forfeiting Matches.

If a team decides to forfeit any VBC Pro League matches they may face disciplinary actions and penalties. These disciplinary actions and penalties are to be decided by the Tournament Operator.

8. Code of Conduct.

8.1. Conduct Generally.

8.1.1. High Standards.

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

8.1.2. Disciplinary Actions and Sanctions.

Violation of these rules will result in disciplinary action or sanctions at the discretion of the Tournament Officials.

8.2. 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:

8.2.1. Match-Fixing.

No Team Member may offer, agree, or conspire to fix a match or take any other action to intentionally and unfairly alter, or attempt to alter, the results of any game (or any play or component thereof). If a Team Member is asked to "fix" the outcome of a game or to otherwise take part in any actions prohibited by this Global Policy or the applicable Event-Specific Rules, that Team Member must immediately report this request to the Tournament Operator.

8.2.2. Bribery and gifts.

No Team Member may offer any gift, cash, or other rewards to a player, coach, manager, other Team Member, Competition Official, the Tournament Operator, or any other person connected with or employed by another Team to influence the outcome of a game in an Official Competition.

8.2.3. Cheating.

Cheating is prohibited. Any modification of the VALORANT game client by a Team or Team Member is prohibited. The use of any kind of cheating device or cheat program shall be deemed cheating.

8.2.4. Exploiting.

Intentionally using any in-game bug to seek an advantage is exploiting and is prohibited. Exploiting includes acts such as making use of any game function that, in the Tournament Operator's sole judgment, is not functioning as intended and violates the design purpose of VALORANT. Team members may confidentially check with the referee at the beginning of a Competition to determine if a specific act would be considered Exploiting. Riot reserves the right to make an ex-post-facto determination of whether an exploit has occurred.

8.2.5. Ringing.

Playing under another player's account or Riot ID, or soliciting or inducing someone else to play under another player's account or Riot ID, is prohibited.

8.3. 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.

8.3.1. Vulgar and Hateful Speech.

A Team Member may not, during a Live Event, Online Event, Media Event, or in any communication relating to any Official Competition or VALORANT, use any language that is offensive, insulting, libelous, slanderous, defamatory, obscene, discriminatory, threatening, foul or vulgar. A Team Member may not post, transmit, or disseminate any such prohibited communications. A Team Member may not use this type of language on social media or during any public-facing events or in any broadcast or stream of VALORANT. This rule applies to speech in English and all other languages. In addition, Team

Members may not encourage members of the public to engage in any activities that are prohibited by this rule.

8.3.2. Violence.

Team Members are expected to settle their differences in a respectful manner and without resort to violence, threats, or intimidation (physical or non-physical). Violence is never permitted at Live Events or against any competitor, fan, or Competition Official.

8.3.3. Harassment.

Harassment is prohibited. Harassment is defined as systematic, hostile, and repeated acts taking place over a period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or diminish the dignity of the person.

8.3.4. Defamatory Statements.

Team Members may not make, issue, authorize or publish any statement that denigrates, disparages, or defames any Official Competition, Tournament officials, tournament organizer, and affiliated partners.

8.3.5. Illegal Activity.

Teams and Team Members must comply with all applicable laws at all times. A Team or Team Member may not engage in any activity which violates public health, safety, or security regulations.

8.3.6. Immoral Activity.

A Team Member may not engage in any activity which, in the sole determination of the Tournament Operator, is unethical, immoral, or disgraceful.

8.5. Non-Compliance.

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

8.6. False Information.

Teams and their members may not at any cost provide false and inaccurate information in their registration form, parental consent form, or any other documents. If the team and any member of the team intentionally provide false or inaccurate information, he or she, the team may be subject to disciplinary actions and sanctions.

8.7. 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.

8.8. Confidentiality.

A Team Member may not, without the consent of the Tournament officials, disclose any confidential or proprietary information provided or made available by tournament officials to the Team Member in relation to VBC Pro League. 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.

9. Disciplinary Actions and Sanctions.

9.1. Investigations by the Tournament Operator.

The Tournament Operator will have the right to monitor compliance with these VBC Pro League rules and investigate possible breaches. By agreeing to VBC Pro League rules, each Team Member 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. Team Members 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.

9.2. Demerits.

If a tournament official determines that a Team member or Team violated VBC Pro League rules, the tournament official may impose a demerit on a team, each of which deducts 1% of the total awarded prize money to the team. Multiple violations or infractions by a Team or by Team Members may result in the imposition of additional Demerits. If a violation or infraction is particularly concerning or if there have been multiple violations or infractions by the same Team or Team Member, the Tournament official may impose more than one Demerit for that violation or infraction. If Tournament Officials impose Demerits on a Team or Team Member, the amounts deducted from the Team's prize money will be added to the prize pool that is available for allocation to the remaining eligible Teams.

9.3. Repeated Infractions

Repeated violations or infractions are subject to escalating penalties, up to and including disqualification from participation in VBC Pro League.

9.4. Final Determinations

Unless expressly stated otherwise, all violations of, and infractions committed under, these VBC Pro league 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 Officials regarding (a) violations of this VBC Pro League Rules; (b) any Demerits issued as a result of violations or infractions; and (c) the appropriate disciplinary action (or combination of disciplinary actions) are final and binding.

10. Prize Money.

10.1. Prize Money Distribution.

First Prize:	20,000 BDT
Second Prize:	12,000 BDT
Third Prize:	6,000 BDT
Fourth Prize:	4000 BDT

Fifth Prize	4000 BDT
Sixth Prize	4000 BDT

10.2. MVP Rewards.

First MVP	3000 BDT
Second MVP	2000 BDT

10.3. Prize Money Delivery.

Prizes may be awarded to successful teams and individual players at or after VBC Pro League Season 1. In general, prizes earned by teams or individual players will be sent directly to the team owners or a team representative. The Owners or team representatives will be responsible for dividing the prize and paying it to players. All prize money will be delivered within 60 days of completion of VBC Pro League Season 1.

11. Communication with Tournament Officials.

Team members can communicate with Tournament Officials via official Communication channels provided by the Tournament Officials for all communication and support.

12. Right of Interpretation

Any matters relating to VBC Pro League that are not covered by this VBC Pro League 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 VBC Pro League Rules. All decisions made by the Tournament Officials regarding interpretations of these VBC Pro League Rules are final and binding.