



Valorant Tournament Guidelines/Ruleset

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

1. Player Eligibility

- 1.1. Participating collegiate player(s) must fall under ALL of the listed criteria(s) to compete during CF1's Collegiate Valorant tournament.
 - 1.1.1. Players must be enrolled in classes full time at an accredited 4 year college or university. Graduate students are also eligible to participate as long as they also meet the university's credit requirements for each semester.
 - 1.1.2. Each player must maintain good academic standing at their college or university. If a player does not meet their schools academic requirements, they will be deemed ineligible for CF1 league play. Players must be verified eligible to participate by their appointed administrator contact.
 - 1.1.3. Each player must be a minimum age of 18 years old. Players must be verified eligible to participate by their appointed administrator contact.
 - 1.1.4. In order to be eligible to play in CF1, students must have residency or proof of enrollment in either the U.S. or Canada. Players must be verified eligible to participate by their appointed administrator contact.
- 1.2. In order to be approved for CF1 name usage and photographs, all players must sign a **Media Release Form** that confirms players name and likeness will be used solely for the promotion and broadcast of CF1 competition.
 - 1.2.1. Media Release forms must be signed by each individual player.
- 1.3. All players must agree to follow CF1's **Code of Conduct**. Any infractions will result in possible suspensions, penalties, or bans from the Conference.
- 1.4. All players must have an approved Riot Games account in order to participate in CF1. Account suspensions or bans may lead to eligibility complications
 - 1.4.1. Offensive or controversial usernames and gamertags will not be allowed. Failure to comply with the CF1 gamertag rules will result ineligibility until the name request change is implemented.
- 1.5. Any exception requests should be made to CF1 officials before the player participates in a match. Players will automatically be deemed ineligible otherwise.
 - 1.5.1. Exceptions can include:
 - 1.5.1.1. Graduating seniors
 - 1.5.1.2. School transfer students
- 1.6. Players must use their highest-ranked account during sign-up to avoid smurfing accusations and repercussions.



2. School Eligibility

- 2.1. Participating collegiate team(s) must fall under ALL of the listed criteria(s) to compete during The Conference One Spring League.
 - 2.1.1. Participating schools are required to have some program oversight from an administrator at their college or university.
 - 2.1.1.1. Each coordinator is responsible for submitting their administrator's information:
 - 2.1.1.1.1. First and Last Name
 - 2.1.1.1.2. Work Email Address
 - 2.1.1.1.3. Work Phone Number
 - 2.1.1.1.4. Title
 - 2.1.2. Coordinators will also be responsible for giving player information to their administrator. Administrators will be asked to verify:
 - 2.1.2.1. Player age
 - 2.1.2.2. Academic standing and/or GPA
 - 2.1.2.3. Enrollment Status
 - 2.1.2.4. Logo usage
- 2.2. Participating school teams must be **authorized to use their school logo or esports team logo**. Proper logo usage authorization must be received in writing from the school administrator through a Logo Waiver form from CF1 officials.
- 2.3. Each team is required to have at least 5 students from one accredited university with a physical address. Students enrolled in 4 year degree programs are eligible to participate.
 - 2.3.1. Schools with multiple campuses under the same institution may create one viable team to participate if one campus cannot field a full team. CF1 officials will require documentation and written explanation from the administrator if this needs to happen for any particular team.
- 2.4. Participating collegiate team(s) must use one of the following formats while submitting their team name to compete in CF1's Valorant Tournament(s).
 - 2.4.1. Example(s):
 - 2.4.1.1. University of California, Irvine
 - 2.4.1.2. UC Irvine
 - 2.4.1.3. UCI
 - 2.4.1.4. UCI [Team Name]
- 2.5. Any collegiate player(s) or collegiate team(s) found violating any rule(s) under Player & Team Eligibility will be disqualified from CF1 Tournaments for the rest of the school year.
- 2.6. Team name(s) may be adjusted for media purposes without prior notice.
- 2.7. CF1 reserves the right to ask for any additional information from collegiate player(s) or collegiate team(s) to verify their eligibility to attend CF1 Valorant



Tournament(s), collegiate player(s) or collegiate team(s) fail to perform tasks may be removed.

3. Team Requirements

- 3.1. Each team must be composed of at least 5 Students, 1 Coordinator, and 1 Administrator (Coordinator and the Administrator can be the same person) from one accredited university with a physical address.
 - 3.1.1. 5 Student Players (one team captain)
 - 3.1.2. 1 Coordinator
 - 3.1.3. 1 Administrator
 - 3.1.4. Up to 5 Substitutes (optional)
- 3.2. Players must be designated as a full-time student at an accredited college or university, playing on one team. They are responsible for showing up to their allotted time to play.
 - 3.2.1. The Team Captain is one player per team that will be directly communicating with their coordinator and responsible for all in-game communications with the opposing team and CF1 broadcast staff.
- 3.3. Each school must designate a Coordinator for gameplay. The Coordinator can be a full-time student, coach, or school administrator. Some coordinator responsibilities include:
 - 3.3.1. Organizing and submitting their teams information
 - 3.3.2. Roster submissions and changes
 - 3.3.3. Point of contact for CF1 officials
 - 3.3.4. Rescheduling with opposing teams during gameplay
 - 3.3.5. Facilitating easy contact with their school Administrator and CF1 officials
- 3.4. An Administrator is designated as a school official that oversees the esports team. They are responsible for confirming all players participating on their schools team are eligible. The Administrator must be able to confirm player eligibility, confirm school or esports logo usage, and communicate with CF1 Officials.
- 3.5. Registered Substitutes on your roster may be used according to the substitution guidelines (6.1-6.3) at any time if a player from the main roster cannot make it to their game or match. There is a maximum of 5 registered substitute players per roster.
- 3.6. Each tournament will have a designated registration period. Once registration closes, rosters will be locked for that tournament.
- 3.7. A roster is defined as the 5 players, 5 optional substitutes, and 1 Coordinator on one team. Teams must start their matches with a full 5 players.



4. Spring 2021 Format

4.1. Week One of Competition (February 1st)

4.1.1. East Region will play Mondays at 8 PM EST

4.1.2. Central Region will play Tuesdays at 8 PM CST

4.1.3. West Region will play Wednesdays 7 PM PST

4.1.3.1. Matches may be retimed to be played on the same day without counting against schools reschedule count

4.2. Week Nine (March 29th) will be the end of Split 1

4.2.1. Tiebreakers will be played on Thursday and Friday to determine any eliminations

4.2.2. Split 2 schedule will be posted on **April 3rd by 3 PM EST** at the latest

4.3. Split 2 will begin April 5th

4.3.1. Groups will play 5 more weeks to determine top 4 in each group that will move on to their Regional Tournament, same time/days as Split 1

4.3.2. Tiebreakers will be played Tuesday - Friday to determine any eliminations

4.3.2.1. East Region must play their tiebreakers Tuesday or Wednesday (May 4th/5th)

4.4. Regional Tournaments (Starts for East Region on May 6th)

4.4.1. East Region

4.4.1.1. Quarterfinals: 7 PM EST Thursday **May 6th**

4.4.1.2. Semifinals: 7 PM EST Friday **May 7th**

4.4.1.3. Finals: 7 PM EST Monday **May 10th**

4.4.2. Central Region

4.4.2.1. Quarterfinals: 2 PM CST Saturday **May 8th**

4.4.2.2. Semifinals: 4 PM CST Saturday **May 8th**

4.4.2.3. Finals: 8 PM CST Saturday **May 8th**

4.4.3. West Region

4.4.3.1. Semifinals: 1 PM PST Sunday **May 9th**

4.4.3.2. Finals: 5 PM PST Sunday **May 9th**

4.5. CF1 Grand Finals

4.5.1. Quarterfinals Saturday, May 15th

4.5.1.1. Quarterfinal 1: 2 PM EST

4.5.1.2. Quarterfinal 2: 4 PM EST

4.5.1.3. Quarterfinal 3: 6 PM EST

4.5.1.4. Quarterfinal 4: 8 PM EST

4.5.2. Semifinals and Grand Finals, Sunday May 16th

4.5.2.1. Semifinal 1: 3 PM EST

4.5.2.2. Semifinal 2: 5 PM EST

4.5.2.3. Grand Finals: 8 PM EST



5. Gameplay Rules

- 5.1. All matches are a best of 3 games.
- 5.2. Map Pool
 - 5.2.1. The map pool currently consists of Bind, Haven, Split, Ascent, and Icebox.
- 5.3. Map Pick/Bans
 - 5.3.1. Team A and Team B will be determined at random via the !flip function in #coin-flip in the Conference One Discord. Team Captains/Coordinators will decide between themselves who does the !flip command and who says heads or tails.
 - 5.3.2. Team A will be the team that wins the coin toss and will create the lobby and add/invite the opposing team's captain/coordinator using their Riot ID.
 - 5.3.3. Team A starts the process and the maps for the match will be selected according to the following procedure:
 - 5.3.3.1. Team A removes one map from the map pool.
 - 5.3.3.2. Team B removes a second map from the map pool.
 - 5.3.3.3. Team A selects the map for the first game of the best-of-three match.
 - 5.3.3.4. Team B selects the side of the map they will start on for the first game.
 - 5.3.3.5. Team B selects the map they will start on for the second game.
 - 5.3.3.6. Team A selects the side of the map they will start on for the second game.
 - 5.3.3.7. The third map, if required, will be the final map not yet played and the side will be determined by coin flip in the Discord channel.
- 5.4. New Agent/Map Selection
 - 5.4.1. Agents/maps that are disabled from ranked play will also be disabled from CF1 Valorant gameplay.
 - 5.4.2. New agents/maps that have been significantly reworked or recently released will be made available for play following Riot's official format. Non-playable maps/agents will be announced on the CF1 Discord.
- 5.5. Lobby Settings
 - 5.5.1. Both teams must have 5 players to start the match (i.e. a full roster)
 - 5.5.1.1. If a player disconnects and there are no subs available the match may be played out
 - 5.5.2. Map: Displayed in match details page
 - 5.5.3. Mode: Standard
 - 5.5.4. Make sure the lobby is set to private before starting the game
 - 5.5.5. Servers:
 - 5.5.5.1. Teams captains will decide on server location that is fair for both teams



5.5.5.1.1. This means looking for a server that has the least cumulative amount of ping for all players

5.5.5.1.1.1. Ex: a server has 80 ping average for one side and 20 for the other side VS a server with a 40 ping average for both sides. In this case, the lobby would be set to the server with 40 on both sides.

5.5.5.2. Default servers by region:

5.5.5.2.1. East Region - US East (N. Virginia 1)

5.5.5.2.2. Central Region - US Central (Illinois)

5.5.5.2.3. West Region - US West (N. California 1)

5.5.5.2.3.1. If necessary, a CF1 administrator can decide on a server location instead. Please ping a CF1 administrator in Discord prior to the match start to request.

5.5.6. Allow Cheats: Off

5.5.7. Tournament Mode: On

5.5.8. Overtime: Win By Two: On

5.5.9. Blood: Off

5.5.10. Body Corpse: Off

5.6. Once all players participating in the match are in the lobby and everyone is on the correct teams, the host of the lobby can start the game after confirming with the opposing team captain/coordinator that both teams are ready to begin.

5.7. Once the match is complete, the **winning team** will report the outcome on the match details page.

5.8. In the game(s) that an incorrect rule set is loaded in the match, the match should be stopped and reset. Previously played rounds with incorrect format will not count towards the match outcome.

5.9. If game(s) are played over the server max time into over-time and kick the players out of the game(s). The game(s) will be reset based on the round difference when the players get kicked out with the same sides they are on.

5.9.1. Example:

5.9.1.1. Game is at 23-24, Team A is defending, Team B is attacking. The server suddenly shuts down causing the players back to the lobby. The game will be set to 12-13 in the new lobby with Team A defending and Team B attacking.

5.9.1.2. If it is a CF1 broadcast game, CF1 will recreate the lobby. If it is a non-broadcast game, Team A is responsible for remaking the lobby.

5.10. Observers



- 5.10.1. No observers are allowed in the custom lobby. Only verified observers(s) by the CF1 Tournament Admin are allowed to stream the match on the official CF1 streaming platform(s).
- 5.10.2. The hosting team will be held accountable for any unverified observers in the match.
- 5.10.3. Any updates made by Riot regarding the observing client may change the observer rules.
- 5.11. Breaks
 - 5.11.1. The break between games will be no longer than 7 minutes.
 - 5.11.2. If the team exceeds the maximum amount of time for a break in between rounds, the team may be sanctioned for delay of game by Conference One officials.
- 5.12. Match Pause
 - 5.12.1. Match pause is allowed up to 4 times per match series and 2 minutes per pause (pool of 8 minutes).
 - 5.12.2. Match pauses may be used for the following reasons:
 - Player disconnect
 - Technical issues
 - Need Administrator support
 - Tactical pause
 - 5.12.3. The team calling a pause must first call the pause in chat during the buy phase.
 - 5.12.4. Match pauses may not be called during combat, once the Spike has been planted, and during defuse of the Spike.
 - 5.12.5. Player's may not move around the map or perform any ingame actions when the pause is in effect.
 - 5.12.6. Once both teams are ready, the team who paused the match will unpause it and return to normal gameplay.

6. Substitution Guidelines

- 6.1. Substitutes may be used as long as they are registered for the tournament under your team's roster.
- 6.2. Substitutes can be switched in prior to the start of each game. This applies to all games of the match, including Game 1.
 - 6.2.1. Players cannot be subbed during a game for any reason.
- 6.3. Substitution must be made during the allotted 7 minute break between games. No additional time will be allocated.



7. Broadcast and Post-Match Interview

- 7.1. Collegiate Player(s)/Team(s) Broadcast
 - 7.1.1. Collegiate Player(s)/Team(s) are allowed to broadcast their own (non-CF1 streamed) matches on their own, but must follow these guidelines in order to do so:
 - 7.1.1.1. If you would like to stream in the first-person perspective, you do not need to ask for the opposing teams permission.
 - 7.1.1.2. If you would like to stream your match with casters and an observer, you will be required to get written permission from the opposing team. In addition, you must post the Riot ID's of any non-players observing the match.
 - 7.1.1.3. This information must be posted in the CF1 Discord prior to the stream:
 - 7.1.1.3.1. School names that will be participating in the match
 - 7.1.1.3.2. Link to the stream
 - 7.1.1.3.3. Written permission from the opposing team if required
 - 7.1.1.3.4. Any additional observers in the match and their roles
 - 7.1.1.4. The stream must have these settings:
 - 7.1.1.4.1. Stream Delay: 3 minutes
 - 7.1.1.4.2. Include the [CF1 Logo](#) on stream overlay
 - 7.1.1.4.3. Stream Title "CF1 Collegiate Valorant [School Name] vs. [School Name]"
 - 7.1.2. CF1 broadcast matches may **not** be co-broadcast by players or schools participating in a scheduled broadcast match.
 - 7.1.2.1. CF1 encourages schools and players to broadcast any non-cf1 streamed matches and grants schools permission to use CF1 logos and other CF1 schools logos and marks in order to do so.
 - 7.1.2.2. CF1 will revise the observer and broadcasting rulesets when Riot releases an updated observer client.
- 7.2. Conference One officials will ask for player interviews. Coordinators should prepare and are responsible for each player on their team's behavior in front of a camera.
 - 7.2.1. We request at least one player per team (usually the Team Captain) has access to a webcam for post-game interviews.
 - 7.2.2. If your game is streamed by Conference One, the winning team will always be asked to give an interview after the match, we ask that you join immediately following the end of your CF1 match.
 - 7.2.3. The link to join the interview will be sent directly to the player/team captain/coordinator. After your interview, you may close out of the link.
 - 7.2.4. If you need assistance with the interview process, CF1 officials will be in



the Discord channel to help.

- 7.2.5. While on broadcast, significant penalties may be given for:
 - 7.2.5.1. Inappropriate language, overt toxicity and bad sportsmanship, Code of Conduct violations
 - 7.2.5.1.1. Inappropriate language
 - 7.2.5.1.2. Negative comments against other players/teams
 - 7.2.5.1.3. Comments towards other players race or gender
 - 7.2.5.1.3.1. Refer to section 15 regarding toxicity and bad sportsmanship
 - 7.2.5.2. Not following standard [Twitch Community Guidelines](#)
 - 7.2.5.3. Anything Conference One officials may deem inappropriate

8. Disputes / No Show

- 8.1. In the event of a dispute, please submit the necessary proof to the appropriate support team. This includes screenshots, video, and audio if necessary.
- 8.2. Teams that do not show up after 15 minutes to the match start time will forfeit the match.
 - 8.2.1. If your opposing team does not respond to you on the match page or on Discord during the 30 minute check-in time frame, prior to the match start time, contact a Conference One tournament administrator.
 - 8.2.2. Once the tournament administrator has been notified, the tournament administrator will then contact your opponents to verify their absence.
- 8.3. Teams are not allowed to forfeit during The Conference One Spring League. CF1 will bar teams from the rest of the series based on Conference One administrator ruling.

9. Rescheduling Spring League Games

- 9.1. Coordinators from both teams may reach out to each other through the Conference One Discord to coordinate match logistics.
- 9.2. Matches have a predetermined time and date based on the league schedule. Matches must be played at the corresponding time unless both teams agree to a reschedule or a retiming of the match.
- 9.3. Rescheduling will be allowed **twice** (per requesting team) during the Group Stage format matches. Rescheduling is noted as playing the match on a different day than originally scheduled.
- 9.4. Retiming of a scheduled match will be allowed as many times as needed during the Group Stage format matches. Retiming is playing the scheduled match on the same day, at a different time.



- 9.4.1. Requests for rescheduling/retiming must be made at least 72 hours in advance of gameplay. Team Coordinators must ask the opposing Teams Coordinator to reschedule the match through the CF1 Discord or by email.
- 9.4.2. Reschedules must be submitted to CF1 Tournament Administrators on Discord no later than 72 hrs prior to originally scheduled match time.
- 9.4.3. If the opposing Coordinator does not agree to a reschedule, the asking team will receive a forfeit if they cannot play at the predetermined time.
 - 9.4.3.1. Please refer to section 6 regarding substitutions. Schools should be prepared with a number of registered substitute players on their team for the CF1 season.
- 9.5. Any reschedule request made less than 72 hours prior to the scheduled match time will not be allowed unless a Tournament Administrator is directly contacted and approved.
- 9.6. **Matches that are being broadcast on the CF1 Twitch page cannot be rescheduled without forfeiting your opportunity to be streamed.**

10. Tiebreaker Ruleset for Group Elimination and Regional Tournament Qualification

10.1. Tiebreakers for regional tournament qualification will take both Split 1 and Split 2 games into account.

10.2. Two-way Tie

- 10.2.1. Will be broken by head to head record.
- 10.2.2. Team with the best record against their opponent will advance or place higher
- 10.2.3. If teams have split their regular season record will play a tiebreaker match will be conducted on the scheduled tiebreaker match day

10.3. Three or More Way Ties

- 10.3.1. Ties will first be broken by mini group record
 - 10.3.1.1. Match records for the mini-group will consist of a combined team record against all those tied in the mini-group.
 - 10.3.1.2. EX: Rutgers, Stockton, PSU are all tied for first. They each played each other twice. Rutgers went 1-1 vs Stockton, 2-0 vs PSU. They would have a group record of 3-1. Stockton and PSU split their series 1-1. Rutgers would be the one seed, Stockton the two and PSU the third.
 - 10.3.1.3. If the mini-group record results in a two way tie, please follow the two way ties rules above.
 - 10.3.1.4. If the mini-group still results in a three or greater way tie please follow the below rules
- 10.3.2. Ties will be broken by map score. Cumulative map score from all matches in the group.



- 10.3.2.1. EX: Rutgers University plays three matches, they won match 1, 2-1, Won match 2, 2-0, and lost match three 1-2. They would have a 5-3 match record with a +2 map differential.
- 10.3.3. If three or more teams are tied on map score, cumulative round differential will be used to determine first place in the group. The two remaining teams will play a tiebreaker match to see who advances on.
 - 10.3.3.1. EX: Oregon State plays three matches, they won match 1, 2-1 with round scores of 13-1, 8-13, and 13-5. They Won match 2, 2-0 with round scores of 15-13 and 13-9. Lastly they lost match three 1-2, with round scores of 13-4, 4-13 and 9-13. They would have a 5-3 match record with a +2 map differential and a round differential of +16.
 - 10.3.3.2. If two teams tie for first in round differential, they will play a tiebreaker match to determine who finishes first and second in the group and the team with the least round differential will be eliminated.
- 10.3.4. If all three teams are tied on cumulative round differential, CF1 Administrators will convene with a representative from each school to determine tiebreaker matches.
- 10.4. CF1 maintains the right to amend the tiebreaker policy based on time constraints and need. All revisions will be made promptly and with notice to the schools. If issues arise CF1 will default to tiebreaker matches.

11. Disconnection and Lag

- 11.1. For Matches that are part of a Conference One tournament, players will be expected to have their own setup. Players are responsible for ensuring the performance of their chosen setup, including computer hardware and peripherals, internet connection, DDOS protection and power. Issues with this setup are not an acceptable reason for lateness or pausing beyond a team's allowance.
- 11.2. Please make sure to screenshot any error codes that may occur as well as the current scoreboard for the game.
- 11.3. If any disconnects occur you must play out the round in full.
 - 11.3.1. Players can rejoin the game if disconnected.
- 11.4. If any lag occurs in a match you must play out the game in full.
 - 11.4.1. If both teams are experiencing heavy lag, both teams must agree to recreate the game lobby prior to round 3 of the game.
- 11.5. Game or server issues are the only way a game would be replayed.
 - 11.5.1. Please notify a tournament official with video or picture evidence of your error as soon as possible. If you do not contact a tournament official within the limits of your timeout, you must play the game out in full.



- 11.5.2. Known [error codes](#) that may allow for a match restart based on CF1 administrator ruling, prior to and including round 12 of the current game, are:
 - 11.5.2.1. Error codes: 51, 46, 43
- 11.5.3. If an error occurs after round 12 in a game, the game must be played out in full.
- 11.5.4. If the game is in overtime, the game may be recreated by a CF1 official.

12. Cheating & Glitch Abuse

- 12.1. Players are strictly prohibited from cheating at all times. Examples of cheating include, but are not limited to:
 - 12.1.1. Smurfing or account sharing are both subject to immediate disqualification and will not be able to participate in future matches for 1 year.
 - 12.1.2. Any game cheats or modified software are not allowed during gameplay, such as aim-bot, wall hacks, and etc.
 - 12.1.3. Teams caught cheating, glitching, or abusing in-game mechanics (including using game exploits) explicitly labeled as such by Riot, will forfeit the map, match or be banned from CF1 Valorant Tournament(s).
 - 12.1.3.1. Known bugs and abuses will be announced in the Discord channel under **#ruleset**
 - 12.1.4. Any attempt to change the outcome of a game outside of how it is intended to be played.
 - 12.1.5. Any attempt to interfere with another player's connection to the game or other required services.
 - 12.1.6. Interfering with CF1 operations in any way.
 - 12.1.7. Attempting to spectate a match without permission from CF1.
 - 12.1.8. Any form of collusion, including throwing matches.
 - 12.1.9. Stream-sniping.
 - 12.1.10. If a player is unsure whether a certain action is cheating, they should ask CF1 officials beforehand.
- 12.2. Any player or team caught using cheats will result in immediate disqualification and will not be allowed to participate in future matches for 1 year.

13. Match Reporting

- 13.1. Match results must be reported on the platform match page by the winning team **immediately** after gameplay concludes.
- 13.2. Team captains or coordinators must also screenshot each game win and post to **#scores** in the Discord within one hour of completing their match.
- 13.3. Unreported or unfinished matches will result in a loss for both teams.



- 13.4. Coordinators and team captains should save replays and screenshots of all interactions with other teams. Any disputes without evidence will be rejected.
 - 13.4.1. If you would like to dispute a match, your request must be submitted to CF1 officials within 2 hours of the game ending.
 - 13.4.2. For wins to be considered valid under dispute, you must include the full scoreboard with in-game user IDs and all applicable game information.
 - 13.4.3. Proof can be acquired by recording the ending of the match OR navigating to your "CAREER" at the top of your client. Match History > Select the match > Scoreboard.
 - 13.4.4. Conversations outside of CF1 may not be considered valid proof; this includes, but is not limited to: Twitter conversations, PMs, Skype, Discord etc... This means messages are NOT a form of valid win confirmation.
- 13.5. Players are forbidden to send in incorrect results or scores that have been tampered with. This is in direct violation of both the rules and the sportsmanship guidelines. Penalties will be given out for these types of infractions, and further punishments will be placed if the same team or player is found doing it again.
- 13.6. The score report section is located on your match page. Failing to report the score as a winning team in multiple matches will result in a temporary ban from series gameplay.

14. Sportsmanship

- 14.1. Interactions between teams must maintain sportsmanlike behavior; in-game interactions should be limited to the start and end of each map. CF1 staff will have the final say regarding what may be deemed an inappropriate interaction. Non-permissible communications are outlined below:
 - 14.1.1. Profanity and Hate Speech. A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct.
 - 14.1.2. Abusive Behavior. Abuse of League Officials, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's computer, body or property will result in penalties. Team Members and their guests (if any) must treat all individuals attending a Match with respect.
 - 14.1.3. Harassment. Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person by an opposing team or team's fans.



- 14.1.4. Sexual Harassment. Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.
- 14.1.5. Discrimination and Denigration. Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- 14.1.6. Statements Regarding CF1. Team Members may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of CF1, as determined in the sole and absolute discretion of CF1 Tournaments.
- 14.2. All communication and competition between opposing teams is to be carried out with sportsmanship and professionalism. Any breaches in these requirements will result in a staff investigation as well as potential suspensions and penalties.
 - 14.2.1. Inappropriate interactions with other teams outside of gameplay but related to CF1 will also incur penalties for the player or team.
 - 14.2.2. These interactions should be recorded and sent to CF1 officials the same way you would report an in-game interaction.
- 14.3. If the opposing team breaks these rules in a non-broadcast game, it is the responsibility of the team captain/coordinator and players to record and screenshot the necessary evidence. The team coordinator will then submit an official complaint to CF1 officials.

15. Need More Help?

- A Conference One Administrator will be actively present in the CF1 Discord during gameplay to answer questions and concerns.
- If you have any comments, questions, or concerns about the CF1 Valorant Tournaments, feel free to email szackman@mainline.gg or reach out on the CF1 Discord. CF1 is more than happy to assist you for any inquiries. Good luck and have fun!

* This is a living document, CF1 reserves the right to change any sections in the Valorant Tournament Guidelines/Ruleset anytime and will do so with prior notice.