



CNE Gaming Garage Official Ruleset & Handbook

Valorant

Sunday, August 27, 2023

[Official Tournament Discord](#)

[Official CNE Website](#)

[CNE Privacy Policy](#)





I Code of Conduct

A. Rules

This official handbook (the “Handbook”, “Rules”, or “Official Rules”) serves as the primary governing document for all elements of the CNE Gaming Garage Valorant Tournament (the “Tournament”) and applies to all Teams, Players, or any other affiliates or persons participating in any element of the Tournament (each a “Participant” and collectively the “Participants”). This Handbook will govern all aspects and competitive elements of the Tournament as described in this Handbook, including Online Events, LAN Events, and any other elements of the Tournament.

Failing to adhere to these rules and regulations may result in disqualification from the competition. Please note that both the Digital Sports Administration and The Canadian National Exhibition have the authority to make final decisions that are not specifically delineated in these rules and regulations to preserve fair play and sportsmanship.

By entering and participating in the Competition, each player (as defined herein) or, if under 17 years of age or the age of majority as defined in such player's province of residence (a "Minor"), such player's parent or legal guardian, and any associated team coaches, managers, trainers or other affiliated members ("Team Affiliates"), unconditionally accept and agree to comply with and abide by these Official Rules and Regulations (the "Competition Rules"). All decisions regarding the interpretation of these Competition Rules lie solely with the Administrator (as defined herein), the decisions of which are final and binding in all respects. Participation in the Competition constitutes acceptance of the Competition Rules and the Code of Conduct. Players and Team Affiliates who do not comply with the Competition Rules or the Code of Conduct may be subject to disqualification by the Administrator, in the Administrator's sole discretion

General Philosophy: All Participants are expected to exercise courtesy, professionalism, and respect while participating in the Tournament. All Participants are expected to conduct themselves in a manner which reflects positively on their Team or Organization, the Tournament, Administration, affiliates, members of the press, and any other Participants, affiliates, or fans of the Tournament. Failure to comply with this philosophy may result in suspension or exclusion from the Tournament.



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- **Refunds:** No refund will be given if a participant is ejected or disqualified due to violating the Code of Conduct. The tournament organizer reserves the right to eject or disqualify a participant.
 - **Illegal Substances:** Illegal substances are prohibited in the venue. If a participant is caught with any illegal items or if there is any evidence of the presence of these items, this will result in a disqualification of the participant from the event and will be evicted from the venue.
 - **Fighting or Weaponry:** No fighting or weaponry inside the venue. Throwing equipment or acting in a way that could pose a danger to other players and attendees of the venue will result in disqualification from the event and eviction from the venue.
 - **Tournament Organizers:** The Canadian National Exhibition and Digital Sports Administration are referred to hereafter as Tournament Organizers (TOs).
 - **Refusal to Play:** No refusal to play on certain setups barring extreme circumstances. All players agree to have their matches recorded if requested by the TOs.
 - **Late for Matches:** A player may contact a tournament official prior to match time to notify the TO that they are running late due to unforeseen circumstances (ie. Security entrance at CNE). If a team or player is tardy, the team/player is subjected to a disqualification of the match in play at the tournament official's discretion.
 - The tournament organizers are granted license to any and all types of video that you may be present at the event, including camera recordings, livestream broadcasts, and captured gameplay footage.
 - The tournament organizers are granted license to photograph your image, likeness, or depiction at the event, and you waive any claim for compensation for the event's use or publication of photographs taken of you.
 - The tournament organizers reserves the right to deny entry into the tournament to any player suspected of committing anything considered a crime or acting in a manner that is detrimental to the integrity of the event.



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- **Cheating:** The tournament organizers reserves the right to deny payout from event winnings to any player suspected of intentionally throwing a match, splitting a payout, cheating, or committing any other form of bracket manipulation.

The Administration understands that it has an obligation to facilitate a level playing field for all competitors. Competing fairly and to the best of your ability is important towards fostering a healthy competitive environment, and the Administration is committed to ensuring the facilitation of fair competition throughout the duration of the tournament and beyond. Any form of cheating, whether intentional or not, by any Participant is strictly prohibited. Participants are required and expected to maintain cognizance of these Official Rules and any form of cheating or violation of these rules, or the spirit of these rules, either intentionally or unintentionally, will result in penalties in accordance with the Code of Conduct. All Participants are prohibited from influencing or manipulating a Game or Match so that the outcome is determined by anything other than fair and reasonable play.

Examples of Cheating include, but are not limited to:

Collusion

- An arrangement or agreement made between multiple Participants with the intention of manipulating the results of gameplay outside of reasonable play;
- Forming an agreement to adhere to rules outside the bounds of the required Gameplay Rules;
- Negotiating the distribution of prize money and/or any other compensation with a third party;
- Intentionally losing a Game or Match, altering performance for any other reason, or attempting to induce other Participants to do so;
- Signaling, by sending or receiving any type of message in order to gain an advantage; or,
- Any form of match-fixing.

Hacking

- Using any cheats, hacks or other third-party "helper" applications, or the modification of game code or files beyond the intended use of standard game options while competing in any element of the tournament for the purpose of gaining an unfair competitive advantage.

Exploiting

- Committing an intentional abuse of in-game mechanics outside the scope of normal gameplay.



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- i. Abusing any known exploits in the game. It is the responsibility of players to understand and avoid all current illegal exploits.

Network Abuse

Participants may not intentionally delay or slow gameplay, including but not limited to stalling, disconnecting network cables, interruption of network connectivity, or any other known or unknown manner of tampering with gameplay.

Spectator Monitors

Attempting to view gameplay feed from any source outside of a Participant's personal monitor or screen. Outside sources can include but are not limited to opponent's monitors, spectator displays, etc.

League Required Equipment

- Failure to use Provided Equipment
- Using unauthorized or unapproved equipment

- The tournament organizers reserve the right to settle any unforeseen situations that may occur, and their judgment is final. In extreme situations, rules may be altered between phases of a tournament in the best interests of the event.

- **Stolen Items:** The tournament organizers are not responsible for any lost or stolen items from the CNE Gaming Garage venue.

- **No-shows:** Any Team that has not checked in for a Tournament within the Check-In period will be deemed to have forfeited that Event Day. Any team that has checked in but is not ready to play within the lobby start time as defined on the tournament page may be deemed to have forfeited the Match, at the sole discretion of tournament officials. Players are prohibited from intentionally delaying the start of a game or match. Players that are having difficulty checking-in must contact tournament administration on the official discord server immediately upon having any issue. Failure to contact tournament administration prior to the tournament start time as displayed on the tournament page will be considered a forfeit.

- **Team Eligibility:** If a player is found to be ineligible for any reason before the Competition commences, the ineligible player may be replaced with a substitute player. If a player is found ineligible after the Competition has commenced, the Team will forfeit all previously



played Matches in the Competition.

- **Discord:** All players must join the Discord Server listed on the tournament page.
- **Game Play Communication:** While a Game is in progress, the only permissible communication is communication between the five (5) players on a Roster who are actively participating in the Game on the same Team.
- **Proof of Results:** Players are required to take in-game screenshots or videos that clearly and effectively display the final results of each Game and must be prepared to provide the screenshots or videos immediately upon the request of tournament officials and when submitting Match results on the CNE Gaming Garage Discord. Failing to do so, or providing false, fraudulent or doctored information or results, may result in immediate forfeiture of affected Matches and/or disqualification from the Competition and future Competitions, at the sole discretion of tournament officials.
- **Finality of Results:** At the sole discretion of tournament officials, with the exception of Games that involve violations of player Conduct, any Game that is played in full will not be open for review and the results will be considered final.
- **Disconnections:** A Game must be restarted if players from three teams, or one full teamplayer disconnects in the first 15 seconds, and if a kill has not yet been secured. If 3 players or one full teamplayer disconnects from a Game after the first 15 seconds or after the first kill is secured, the current Game must be played to completion and the disconnected players or teams should rejoin as soon as possible. Any Team that leaves a Game following an player disconnection, unless specifically provided for above, may be deemed to have forfeited the current Game at the sole discretion of tournament officials.. Tournament administration may switch the server if connectivity issues significantly hinder gameplay.
- **Broadcasted Matches:** Tournament officials reserve the right to record and/or live stream, broadcast or exhibit any Game or Match of the Competition, at their sole discretion. If the Administrator chooses to live stream, broadcast or exhibit a Match. Any Match officially broadcast by the Tournament Organizer may not have any other observers or spectators other than the designated observer from the production team. The Administrator reserves the right to reschedule official broadcast Matches.



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- **Reporting Violations:** Violations of the Code of Conduct or Competition Rules should be reported immediately to tournament officials through the Discord Server. Tournament officials will investigate all claims of misconduct.
 - **Enforcement:** The tournament organizer and officials reserves the right to audit, at any time during the Competition, any element of the Competition including but not limited to Game play, Match results, player conduct, Accounts, Account Names, or Team Names for compliance with the Competition Rules and Code of Conduct. The Administrator's failure to enforce any term of the Competition Rules or Code of Conduct shall not constitute a waiver of its ability to enforce or of the term of the Competition Rules or Code of Conduct
 - **Penalties and Disqualifications:** Tournament officials reserve the right to implement any penalty they deem appropriate, in their sole discretion, for a violation of the Code of Conduct or the Competition Rules, including one or more of the following penalties: warning, Game forfeiture, Match forfeiture, player suspension/ disqualification, or Team suspension/ disqualification. Repeated violations may be subject to escalating penalties. Disqualification of a player may result in the disqualification of the player's Team from a Match or the entire Competition.
 - **Age:** Participants must meet minimum age requirements for the event they are participating in. Any prospective Player must have reached the minimum age requirement on or before the first day of the event they are competing in. The minimum age requirement is 16+ years of age.
 - **Gamertags/In-Game Names:** While the Administration both allows and encourages participants to express their individuality while participating, certain elements of customization must comply with basic restrictions as outlined in this section due to the possibility of their appearance on public channels including broadcast. A Name is any dynamic form of identification that Participants may designate for themselves to be identified during their participation in the Tournament, including but not limited to team names, player names or aliases, etc. Participants are prohibited from choosing a Name that could be considered vulgar, discriminatory, denigrating, or otherwise inappropriate. For example, Names may not include:
 - Obscene or suggestive language; and
 - Name of a Corporation, company, sponsor, product, or services.



II. Registration and Check-in

A. Eligibility

Competition Eligibility

Team Competitions: Teams are defined as a roster made up of four (5) Players (required). Participants are prohibited from competing on more than one (1) Team within a single competition. Interregional Teams are not eligible for participation in any team competition.

General: The Competition is open to all residents of Canada 16+ years of age and older as of Sunday, August 27, 2023. Any player that is a Minor must have permission from a parent or legal guardian to participate. If it is determined that a player is a Minor in their province of residence and does not have parental consent to participate, they will be disqualified and will not be permitted to continue in the Competition. Age of majority may differ depending on the province of residence. It is each player's responsibility to verify the age of majority where they live.

Ineligible Participants: Employees, contractors, officers, and directors of the Administrator and any Competition Sponsors, and each party's respective parent entities, affiliates and subsidiary entities, are eligible to participate in the Competition but must notify tournament administrators of their status within the firm. Employees, contractors, officers, and directors of Riot Games are ineligible to participate.

Adherence to Policies: As a condition of entry, all players agree to be bound by any applicable third party policies, terms and conditions and/or user agreements, including but not limited to any terms and conditions, privacy policies or user agreements required by the Game Providers or its affiliates.

In order to be eligible for a tournament, you must first register. Before you register it is your responsibility to make sure that you are:

- In compliance with the age restriction (*16-17 with parental consent or +18*)
- Not an employee (*Affiliated in any way with TO or sponsor companies*)



B. Check-in

After checking in at the registration desk competitors will be directed to their computer via tournament staff.

C. Acknowledgement

By registering and participating in the Valorant Tournament as part of the CNE Gaming Garage you acknowledge you have read all rules and agree to abide by the terms and conditions in this document.

III. Valorant Tournament Format

In all tournaments, it is mandatory to play every game in the assigned tournament private lobby for the given round. Higher seed will create a lobby and invite the opposing team's captain. Hosting player will lock the lobby and provide the opposing team with a password. The teams will coordinate in their designated matchroom channels on the CNE Gaming Garage Discord.

Every Tournament lobby is generated for a specific match. Only the team members of the two teams involved will be allowed to enter the custom game lobby. Teams must be on their designated side as told by tournament officials for best-of-1s. Teams will alternate sides after each match in best-of-3s.

If the tournament lobby information does not work then the team captains should go to the Discord that has been provided to them and ask the tournament official for help. Keep in mind that players who were not part of the team when the tournament lobby was generated will not be permitted to enter the custom game lobby.

A. Game Start Time

Once a captain receives information about their next game along with the unique tournament lobby info, they will be responsible for joining a game with the opposing team. They will be given the 'official start time' afterwards:

- The game may be played at any time before the official game start time using the tournament lobby information given to create the lobby. The team captains will be notified by a tournament official that they can start the game early.



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- If the game has not been played before the official game start time both teams are expected to show up and be ready to play by the 'official start time'.
 - We recommend that teams be on site 15 minutes prior to the official start time in order to provide enough time to enter the custom game lobby, deal with any issues that might arise and get ready.
 - Fewer than five members on a team will not constitute a valid team. If a game is played 4 v 5 or similar, the team without a full roster will be disqualified regardless of the match outcome.
 - If a valid team is not in the lobby 10 minutes after the match start time, a no-show will be automatically assigned to the team not ready to play. Your full team of five must stay in the lobby until that time. If both teams fail to show up in time with 5 members and be ready to play 10 minutes past the match start time, a double no-show will be assigned.

B. Game Pauses

The game pause is an option available in tournaments to handle major difficulties that cannot be resolved during the game.

Teams may only pause the game if:

- There is a major issue to solve
- There are no fights underway
- After the game is paused, the opposing team must be notified for the reasons of the pause
- Any disputes should be handled between the teams during the pause
- If there is any kind of unfair conduct, teams must make a screenshot and, after the game is over, alert an admin in command of their round
- After a game in which there was a pause, all the players that played the game must stay logged in for 10 minutes after the game's end to help the tournament official understand what happened
- It is up to the tournament official to examine the evidence provided, and then to either validate the game result, restart the game, or disqualify a team (for improper pause usage). The team captain, whenever possible, is responsible to gather evidence of the issue as proof for the admin.
- A player has disconnected and needs to reconnect

C. Game Settings

Game Mode: *Default Custom*

Cheats: Enabled (For timeouts when a disconnect occurs)



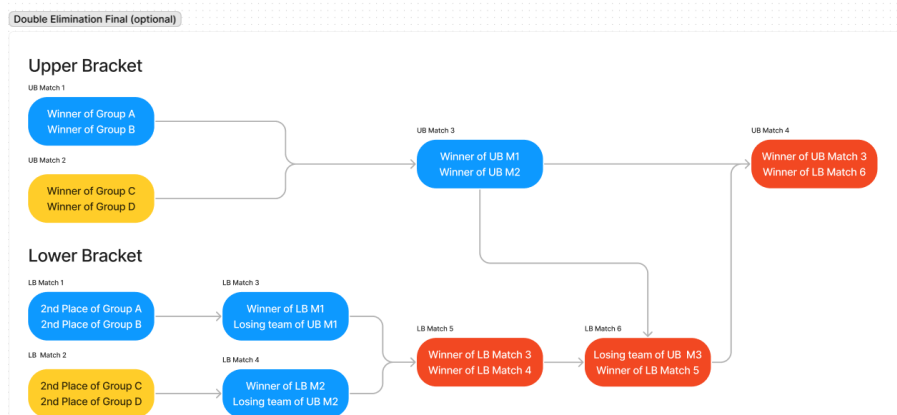
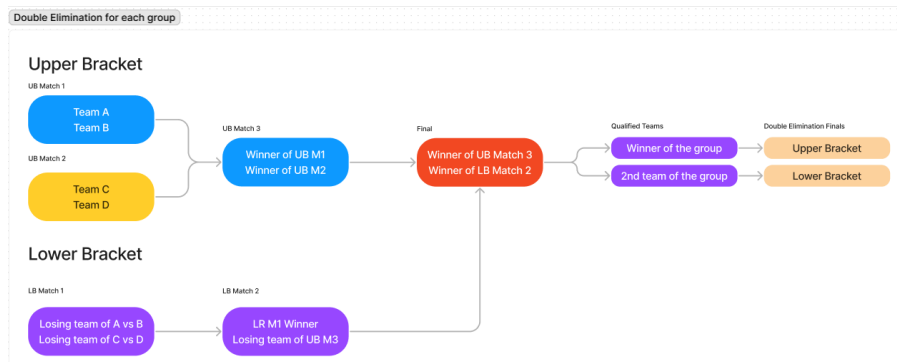
Format: 5v5 GSL Format (4 pools of 4 teams each, double elimination b01 bracket in each pool, top 1 or 2 teams qualify to a playoff bracket)

Grand Finals: : Best-of-1. If time permitting, GF will be b03. The team coming from the upper bracket begins the set at 1 map win, making the score 1-0. The team coming from the lower side will have the option of choosing a side first or map first (Choosing Team A or B).

Start Time: Matches will begin to be played when both teams are available up until 12:15PM, at which time teams are in jeopardy of elimination by disqualification.

Tournament Format

The CNE Gaming Garage Online 2023 Valorant Tournament will run a 4-pool (4 teams in each pool) best-of-1 double elimination bracket, where the top 2 of each pool will move on to play in a playoff bracket.



Set Length

Tournament matches will be best-of-1 including the playoff bracket. Grand Finals is best-of-one, but time permitting can be altered to a best-of-three match. Rules below do not change between these



two set formats.

Set Procedure

The top seed team of the matchup will be designated Team A with the bottom team being Team B.

After checking in, teams will assemble in a custom game lobby and Team Captain A will invite Team Captain B to the lobby. At this point a Spectator may also join the lobby to broadcast to the stream.

Once all players have assembled both Captains can start their map pick and ban according to the procedure listing below.

With the maps and sides selected and both captains submitting "Ready" in their matchroom channel, the game can be started.

The two teams play their game, with a screenshot being taken of the final results screen and posted to Discord reporting channel.

The second map is played according to the picks made below again with a screenshot being taken of the final results screen and posted to the Discord reporting channels.

If necessary, the third map is played, with final reporting made to the proper Discord reporting channels.

Once confirmed on the bracket, teams will wait for their next match notification.

Map Ban Procedure

Map Pool

Ascent

Fracture

Haven

Icebox

Lotus

Pearl

Split



Best-of-One

Captain A (higher seed) - Bans Map

Captain B - Bans Map

Captain A - Choose Map

Captain B - Choose side to start on

Best-of-Three (Grand Finals, if time permitting)

Captain A is chosen from lower bracket team (see tournament format)

1 point advantage to team coming from upper bracket (Grands starts 1-0)

Captain B - Picks Map

Captain A - Choose side to start on

Captain A - Choose Map

Captain B - Choose side to start on

D. Match Outcome

All the matches must be played in the provided Tournament lobby. The results will be reported to the tournament officials by the captains at the end of each game, this can be done via the reporting channel in the CNE Gaming Garage discord.

Every team is responsible for playing the requisite number of games consecutively in order to determine the winner of the round. For example, if the match is a best-of-three, both teams should play the two games needed to determine the winner of the round. Grand Finals Winners side will start a game up in lieu of a bracket reset.

The games must be played back-to-back. Both teams are allowed 5 minutes from the Victory/Defeat screen until the next lobby should begin. If a longer pause is needed, this needs to be agreed on with a tournament official first.

The Tournament Lobby information is provided via [CNE Gaming Garage Discord](#) to the team captains.

IV. Valorant Tournament Rules

Without limiting the applicability of any other rule set out in the Competition Rules, or the Code of



Conduct, in order to compete in the Competition all players and Team Affiliates must comply with the Competition rules and requirements listed below. It is the responsibility of the player to be aware of all rules and requirements. Please contact tournament officials in the [CNE Gaming Garage Discord](#) if you have any questions or concerns.

- **Stalling**

Stalling, or intentionally making the game unplayable, is banned and at the discretion of the tournament staff.

- **Timeouts and Disconnects**

If a player has technical difficulties, Team Captains will be reserved the right to utilize the timeout option in the Cheats menu. Tournament operators must be notified and the situation explained via discord or in person by both captains.

- **Coaching Violations**

Coaching is defined as an attempt to give advice to any player during a tournament set. Coaching is not permitted during the duration of a tournament set, whether during a game or in-between games in a set. Tournament staff reserves the right to judge on what is deemed “coaching” and the severity of the violation. If coaching occurs during this window, the coaching party will receive penalties as outlined below:

Cheering - Nondescript statements such as “Let’s go!”, “you got this!”, or “mess them up!”. These are not violations. These are not seen as coaching violations, as they do not qualify as advice that can be applied to gameplay.

Coaching violation - Specific statements pointing out habits, specific options, or timings such as “Watch for his neutral getup!”, “His waft is almost ready!” or “He keeps rolling!”

- **Tardiness**

Anyone who is not present for their set by 10 minutes past the scheduled start time is subject to a disqualification of the match.

- **Collusion**

Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game, splitting a payout, or committing any other form of bracket manipulation. The TO reserves the right to deny payout of event winnings to any



player suspected of colluding.

- **Misinterpretation/Misconfiguration**

Games or sets are not to be replayed due to a misinterpretation of the rules OR misconfiguration of game settings, excluding player-specific settings. Game settings should be configured according to the Valorant Format above. It is the players' responsibility to ask the tournament organizer for any clarification of the rule set in the event of a disagreement, and the outcome of a game or set will not be changed after the fact unless under extreme circumstances, judgment reserved for tournament staff.

In the event players begin a game with misconfigured player-specific controls (controller settings, etc.), players may not back out of a game to correct their settings once ten seconds have passed. After this time limit has passed, players must use their misconfigured settings, subject to tournament staff discretion.

- **Force Majeure Clause**

Any game interrupted by external, impartial conditions (e.g. power gets cut, safety concerns arise, AV cords get disconnected, etc.) should be reset and replayed at tournament staff discretion.

- **Final Rulings**

If any unforeseen situations occur, judgment of tournament staff is final. Rules may be altered between phases of a tournament in the best interests of the event. (Example: A game-breaking glitch is discovered on a stage mid-tournament that could be exploited. The stage may need to be removed from legal play for the remainder of the event.)

Additional Rules

- **Controller Interference**

If your controller is found to be the cause of disruption to the tournament (mid-game or otherwise), you are subject to complete disqualification from the event.



- **Glitch Clause**

If anything occurs within any game that results in unforeseen consequences (e.g. characters become invisible, sudden teleportation occurs, characters become affixed to other bodies, etc.), gameplay should continue uninterrupted unless the change renders the game unplayable for one or more players. In this situation, players should inform their pool captain or tournament staff for resolution.

- **Patch**

CNE Gaming Garage 2023 will use whatever patch is currently live on the event date.

- **Betting and Gambling**

In the interest of preserving the integrity of the tournament, any form of betting or gambling on any official tournament activity is strictly prohibited. Participants will not be permitted to partake in any gambling activity as it relates to the tournament in any capacity. Participants are not permitted to offer inside information, influence, or in any way participate in betting or gambling either through direct or indirect participation. The public promotion of any betting or gambling related to any competitive element of the tournament is strictly prohibited.

- **Illegal and Unethical Conduct**

The Administration is dedicated to ensuring that all Participants are in an environment void of illegal and unethical conduct. The use of illegal drugs or alcohol may lead to disruptive behavior. Players believed to be under the influence of illegal drugs or alcohol during tournament hours may be removed from the tournament at the discretion of the Administration. No references to illegal substances will be tolerated. Smoking, including the use of electronic cigarettes and vaporizers, is prohibited in live event or studio environments except in designated areas.

- **Bribery**

Participants are prohibited from directly or indirectly requesting or accepting a gift for services promised or rendered in connection with Games, Matches, or any other element of the tournament.



- **Anti-Harassment**

While the Administration acknowledges that competition can bring about passionate and spirited interactions, Participants are expected to treat their opponents, members of the Administration, fans, and all additional staff and personnel of Teams or the Administration with respect. Participants are prohibited from engaging in or using language that disparages a person's race, gender, sexual orientation, color, age, nationality, disability, religion, or any other characteristic or status protected by law.

- **Non-Disparagement**

While the Administration will always value constructive criticism and feedback in relation to the tournament and encourages participants to express their opinions in a professional manner, disparagement and harassment will not be tolerated. Participants are prohibited from using language or otherwise communicating to any person, public forum, or entity in a way that would be considered disparaging or slanderous in connection with the Administration, the Tournament Organizers, or any associates or affiliates of the tournament. Such violations can include but are not limited to: direct or targeted personal attacks towards TOs and associated partners, excessively vulgar outbursts aimed towards TOs and associated partners, or obscene or toxic language aimed at the game title or tournament.

- **Treatment of Tournament Officials**

Tournament officials, including members or representatives of the Administration, Referees, or any other associates or affiliates of the Administration, are to be treated with respect and participants are expected to comply with their reasonable requests. Participants are prohibited from engaging in the use of language or other communication that may be considered demeaning, harassment, denigrating or otherwise unacceptable behavior deemed as such by the Administration in its sole discretion.



- **Sportsmanship**

Participants of the tournament will be held to a high standard of behavior, communication, and action. Participants are expected to represent the tournament in a professional and courteous manner and are strictly prohibited from engaging in communication or actions that could be considered vulgar, toxic, antagonistic, inflammatory, threatening or generally misrepresent the Administration in relation to the Tournament at any time.

Examples of prohibited behavior include:

- Hate speech or discriminatory behavior
- Violent or physical aggression or behavior
- Threats
- Sexual harassment of any kind
- Racist or sexist words, phrases, or gestures
- Extreme profanity
- Any “sound-alike” or “look-alike” words or phrases that reference these topics
- Any other type of conduct deemed inappropriate at the discretion of the Administration or tournament organizer

- **Ringling**

Ringling is defined as the action of participating in any competitive element of the tournament under the unapproved guise of another player's identity by any means. At all points in the tournament, players are required to participate using their own personal and/or required accounts or aliases. Participants are strictly prohibited from participating in any competitive element of the tournament while using any Required or Additional Accounts outside of their own personal and assigned account(s).

- **Profanity / Vulgar Speech / Gestures**

Participants are strictly prohibited from using language that would be considered excessively profane, vulgar, demeaning, discriminatory or otherwise unacceptable as deemed by the Administration in its sole discretion. Participants are strictly prohibited from engaging in physical gestures that may be considered offensive, inflammatory, or otherwise unacceptable as deemed by the Administration in its sole discretion on or off official broadcasts or personal channels.



- **Confidentiality**

The Administration may at times share sensitive or confidential information with Participants. The sharing or distribution of confidential information or material given to Participants by the Administration, either intentionally or unintentionally, is strictly prohibited. Confidential information may include but is not limited to information or material not yet released to the general public, a reasonable person knows or reasonably should understand to be confidential, or information or material designated as confidential by the Administration.

- **Equipment**

Participants competing in LAN Events are required to use Administration Provided Equipment, as described in the Handbook. Such equipment includes but is not limited to monitors, consoles, host PCs, desks, and/or chairs.

Additionally, Participants are strictly prohibited from tampering with or damaging, either intentionally or unintentionally, other equipment found in an LAN Event environment. Examples of other equipment include but are not limited to cabling, lighting equipment, cameras, stage elements, LED panels, etc.

The Administration may require additional equipment to facilitate the broader completion and broadcast. In this event, the tournament organizer will evaluate the additional equipment for competitive integrity concerns prior to requiring its use.

- **Health and Safety**

The Administration is dedicated to maintaining a safe environment for all Participants. For the health and safety of Participants, the Administration may enact additional measures at LAN Events and where appropriate, and Participants are expected to adhere to all health, safety, and security guidelines. All Participants are responsible for following all health, safety, and security practices.



- **Non-Compliance**

Participants are required to comply with the reasonable instructions given to them by the Administration, including Referees, representatives of the Administration and all auxiliary associates or affiliates of the Administration. Failure to comply with instructions levied by the Administration or its designated representatives may result in penalties.

- **In-Game Behavior**

Participants must adhere to professional standards and represent themselves, their Team or organization, and the Administration in a positive light on broadcast, on streams, and in-game.

V. Prizing

A. Tournament Administrator

Digital Sports Administration is solely responsible for organizing and administering the Tournament.

B. Prizing Distribution

Players who win a prize will be notified within 72 hours of the conclusion of the competition, and will have 90 days to supply the necessary information and waivers for their prizing to be released.

All prizing is awarded in Canadian funds by The Canadian National Exhibition and is non-transferable, and must be accepted as awarded without substitution. The Canadian National Exhibition assumes no liability if a particular prize is prohibited from distribution to a particular country.

In the event a prize cannot be delivered, no substitutions will be awarded. International delivery may require the consignee/customer to pay duty & taxes and brokerage fees. Please check with your local agency for details on estimated fees. The Canadian National Exhibition will not be responsible for these fees.

Prize payouts for the Valorant Tournament will be as follows:

Top 8

1st. \$4,000 CAD



2nd. \$2,000 CAD
3rd. \$1,000 CAD
4th. \$500 CAD
5th. \$350 CAD
6th. \$350 CAD
7th \$150 CAD
8th. \$150 CAD