

Event: Valorant Raising Radiants (LAN event)

Description

Valorant is an online multiplayer computer game, produced by Riot Games. It is a first-person shooter game, consisting of two teams of five, where one team attacks and the other defends. Players control characters known as 'agents', who all have different abilities to use during gameplay.

Join us for an exciting Valorant gaming event at Darshan University! Whether you're a seasoned pro or a new player, this event is a perfect opportunity to showcase your skills, have fun, and connect with fellow gamers. Teams will compete in intense matches to claim the title of " Raising Radiants ".

Prizes

TOTAL PRIZE POOL : ₹10,000* .

- 1st Place: ₹ 5,000* Rs.
- 2nd Place: ₹ 2,500* Rs.
- 3rd Place: ₹ 1,500* Rs.
- MVP Award: ₹1,000* Rs.

(MVP will be selected from the finals)

Registration Fees

- ₹ 300 per team (₹60 per person).

(Entry Fees are * NON REFUNDABLE *)

Match Making / Bracket Forming

- Team Leaders will be invited to a scheduled google meet which will be held once the registrations are over, **where we would discuss your doubts and form brackets LIVE in front of every for transparency.**

General Rules

1. Team Composition:
 - Teams must consist of 5 players.
 - Team Leader must take full **responsibility for the behavior of team members.**
2. Game Version: The latest version of Valorant will be used.
3. Match Format: will be decided as per the team registrations. **(100% transparent, it will be formed live)**
4. Map Pool: Ascent, Abyss, Bind, Haven, Split, Icebox, Breeze, Fracture, Pearl, Lotus.
5. Map Selection: map will be selected using the round total teams voting, Where every team will have to vote 1 map and highest voted map will be played by all teams. **(Every team will play a particular map each round by voting)**
6. Bringings: Players must bring their equipments such as mouse, keyboard, laptop, headsets, etc. **(NOT any kind of equipments will be provided by us)**
7. Match issues:
 - Technical issues** : Match will be instantly paused and we will try our best to fix the problem if it occurs, if we couldn't resolve the issue then it's all upon luck.
 - Gear(equipments) Issues**: Match will be paused for **max 5 minutes** afterwards the match will be resumed.
8. *Registration Requirements:
 - A minimum of 16 teams is required for the event to proceed. If fewer than 16 teams register, the event will be canceled or winning price will be changed accordingly by organizers.

Match Rules

1. Server Settings:

- Mode: Standard, Swiftplay.
- Rounds: 25 (Standard First to 13 **NO OVERTIME**), 9 (Swiftplay First to 5).
- Round Time: 1 minute 40 seconds.
- Buy Time: 30 seconds.

2. **Team Communication:** Players are allowed to use voice chat for communication.

3. **Pauses:** Each team is allowed 1 tactical pause per half (**max 1 minute**).

4. **Disconnections:** If a player disconnects, the match will be paused for up to **10 minutes for reconnection**.

Conduct And FairPlay

1. **Sportsmanship:** Players are expected to maintain respectful behavior towards opponents, teammates, and event staff, any kind of **misbehavior will lead to immediate team disqualification** for the entire tournament.

2. **Cheating:** Use of any cheats, hacks, or exploits is **strictly prohibited and will result in immediate disqualification**.

3. **Technical Issues:** In case of technical issues, notify the event staff immediately. Matches will be paused to resolve the issue.

4. **Decision Making:** **Event staff decisions are final**. Any disputes or issues will be resolved at the discretion of the event staff.

5. **Glitches:** **Abusing any kind of glitches is prohibited, Team will be disqualified for the entire tournament**.

Student Coordinator

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