



# **ISCA Games 2025**

Rules and Regulations **LAN Gaming – Valorant**

## 1. LAW OF THE GAME

The normal rules of LAN gaming (Valorant) shall apply.

## 2. REPRESENTATION

Teams must consist of 5 members and a maximum of 1 reserve from their respective firms. Members must be currently employed by their respective firms and must produce proof of employment on competition day.

## 3. GENERAL RULES

- a) Team composition must be decided 2 weeks prior to the competition start date, and their names must be given to the convener. If there are any changes to team composition after the submission date, it will be reviewed by ISCA and the convener on a case-to-case basis to determine if the change is acceptable.
- b) If one team has not shown up 10 mins before the stipulated match time, a default win should be requested by the other team. The default win for both games will be confirmed by an admin under normal circumstances.
- c) A coin toss will determine the decision maker of the match. The winner of the coin toss can either pick the **map selection order** or the **starting side (Attack/Defence)** for his/her team. For example, the winner of the coin toss chooses to pick a side, and then his opponent will be taking the first map pick, or if the winner decides to take the first map pick, his opponent will choose the side.
- d) Best of three (or three maps series): Every map pick will start with a coin toss.
- e) The hosting team has to put the following settings to the lobby:
  - **GAME MODE** – Standard (Competitive)
  - **CHEATS** – Off
  - **TOURNAMENT MODE** – On
  - **OVER TIME WIN BY TWO** – Enabled
  - **SPECTATORS** – Enabled with a 2-minute minimum delay
  - **SERVER LOCATION** – As decided by the organiser
  - **ALL CHAT** – Off
- f) The agent pool always consists of all agents the game mode allows and might therefore change several times during the competition. The game must not be paused during the agent selection phase, unless a player disconnects.
- g) Each team has the right to pause the game for an acceptable duration, if a player announces it at least three seconds in advance and calls a coherent reason

(exception: not necessary, if someone disconnects). The game must not be resumed before both teams agree with it. When the number or the duration of breaks becomes too high or long, the administration may force the continuation of the game.

- h) If a player disconnects, the game is to be paused instantly. Everyone has up to ten minutes to reconnect to the game (if the same person disconnects more than once, all times get added up). If this time is passed, the opposing team may continue the game, unless an admin demands the opposite. The affected player is in this case still allowed to rejoin later on.
- i) If any serious bugs occur, the game has to be paused immediately and the administration decides how to continue. Abusing a bug is forbidden.
- j) The usage of any Valorant-related tool aside from Riot's official client during a match is strictly forbidden.
- k) A game is finished when the final round is completed, when the majority of a team leaves on purpose, or when the administration decides on it. (Note: A game is not forfeited when a player types "gg" or "ff". Always play until the final round is completed.)
- l) Breaking of the rules or ignoring the order of a convener/ISCA may result in a punishment for the whole team. Type and amount is chosen by the convener/ISCA.
- m) Possible Team Punishments
  - Default Loss for one map
  - Default Loss for the whole match
  - Time Penalty for the next draft or map pick
  - Score Reduction (during a group stage)
  - Disqualification

#### **4. REFRESHMENT**

All teams are to provide their own refreshments.