



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

- a) Teams must consist of **five (5) members** and a maximum of **one (1) reserve** from their respective firms.
- b) Substitutions must be made prior to the start of each game. For matches that involve more than one map (i.e., best-of-three), substitutions may be done in between maps, provided the team informed the opposing team and received approval from the convenor.
- c) Each player can only be part of **one (1) team roster** for the entire competition and inter-teams' substitution are strictly not allowed. Any breach of this will result in eliminations of both teams from the competition.
- d) All members must be currently employed by their respective firms and must produce valid proof of employment that includes both name & photo (e.g., employee ID) on the day of competition.

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 a team fails to appear 10 minutes before the stipulated match time, the opposing team may request for a default win. Under normal circumstances, the convenor will review and confirm the default win for the opposing team.
- c) Players are permitted to bring their own personal keyboards, mice, mousepads, and in-ear headphones / headsets.
- d) Only the **five (5)** selected players from each team are allowed inside the allocated room. No additional individuals, including spectators or substitutions, are permitted.
- e) The usage of any Valorant-related tool aside from Riot's official client during a match is strictly prohibited.
- f) A game is considered finished when the final round is completed, when the majority of a team intentionally quits, when a team votes for a forfeit, or when the convenor decides on it. (Note: Typing "gg" or "ff" does **not** count as a forfeit.)

3.1 MAP POOL

- a) The map pool will consist of seven (7) maps according to the latest competitive map pool based on Valorant's current patch.

3.2 MAP SELECTION PROCESS

- a) All map and starting side maps will be based on a coin flip will be used to start the map selection process.
- b) For Best-of-One (Bo1) matches, the winner of the coin flip (e.g., Team) will start the process and the map for the match will be selected according to the follow procedure:
- Team A bans 1 map
 - Team B bans 1 map
 - Team A bans 1 map
 - Team B bans 1 map
 - Team A bans 1 map
 - Team B bans 1 map
 - Map 7 is only map remaining
 - Team A picks side
- c) For Best-of-Three (Bo3) matches, the winner of the coin flip (e.g., Team A) will start the process and the map for the match will be selected according to the follow procedure:
- Team A bans 1 map
 - Team B bans 1 map
 - Team A picks map 1 & Team B picks starting side
 - Team B picks map 2 & Team A picks starting side
 - Team A bans 1 map
 - Team B bans 1 map
 - Map 3 is only map remaining
 - Team A picks side for map 3

3.3 MATCH SETTINGS

a) The custom lobby must be configured according to the settings stated below:

- **MAP – Based on pick-ban**
- **SERVER – Singapore**
- **MODE – Standard**
- **OPTIONS**
 - **Allow Cheats – Off**
 - **Tournament Mode – On**
 - **Overtime: Win By Two – Enabled**
 - **Play Out All Rounds – Off**
 - **Hide Match History - Off**

3.4 MATCH FORMAT

a) For **group stage**, teams will be divided into groups where they will compete in a round-robin format to determine qualification for semi-finals. Group allocations will be determined by a draw. If multiple teams are from the same firm, they will not be placed in the same group.

b) Winner of each group will automatically qualify for the semi-finals. If there are insufficient teams to complete the semi-finals bracket due to an odd number of groups, the second place of each group will be either:

- Compete in a round robin
- Be ranked based on tiebreaker criteria

c) For **semi-finals and finals**, it will be played in a single-elimination bracket, with each match following a Best-of-Three (Bo3) format.

d) In **the event of ties**, the following tiebreakers will be applied in order:

- Head-to-Head (Win vs Tied Participants)

If Team A & B are tied based on match wins (e.g., tied at 1:1), and Team A won Team B during the group stage, Team A wins the tie break.

- Map Differential (Game/Set Wins)

The total number of games (maps) won throughout the group stage.

Note: Map differential will not be applicable if matches are Best-of-One (Bo1); in such cases, proceed to the next tiebreaker.

- Round Differential (Points Scored)

The total number of rounds won throughout the group stage.

3.5 PAUSES

- a) If a player picks and locks in an agent by mistake during the agent selection process, the player / team must inform the convenor 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. If the player informs after the timer has expired, the agent selection process will not be restarted, and the player will be required to play through.
- b) If a player disconnects, game client crashes/disconnects during gameplay, or any other failure occurs which interrupts and prevents any player from continuing play, the player must notify the convenor and request for a technical pause in 'All Chat'. The player must announce the reason when requesting a technical pause and the game will be paused if the reason is determined to be valid.
- c) If any major bugs occur, the game must be paused immediately, and the administration decides how to continue. Abusing a bug is forbidden.

3.6 PENALTY

- a) Breaking of the rules or ignoring the order of a convener/ISCA may result in a punishment for the whole team. Type and amount are chosen by the convener/ISCA.
- b) Possible Team Punishments
 - i Default Loss for one map
 - ii Default Loss for the whole match
 - iii Score Reduction (during a group stage)
 - iv Disqualification

4. REFRESHMENT

All teams are to provide their own refreshments.