

6.0 XP League Ruleset - Valorant

6.1 Match Procedure

6.1.1 Series Lengths

The first bracket round for each team will be Best of 1, all other rounds will be Best of 3. The Grand Finals **will not** have a bracket reset enabled.

Overtime Rule: When a match goes into overtime, a limit will be initiated. Win by two will be limited to a triple overtime. If the score is tied at 15-15, it becomes sudden death and the next point scored will win the match (or map if in Bof3).

6.1.2 Game Settings

The home team will host the lobby and invite the away team.

- Lobby: Custom (closed)
- Mode: Standard
- Allow Cheats: Off
- Tournament Mode: On
- Overtime Win by Two: On
- If an incorrect rule set is loaded on the server, the match should be stopped and reset.
- Previously played rounds with incorrect format will not count towards the match outcome.

6.1.3 Server Region

The following server region will be used for all matches:

- US EAST (Georgia)

6.1.4 Map Pool

Official Map Pool for NAFs:

1. Ascent
2. Icebox
3. Haven
4. Sunset
5. Lotus
6. Bind
7. Corrode

6.2 Map Selection

For the pick & ban process, use [this MapBan website](#). Select Custom Map Pool and select the maps listed in section 6.1.4 above. Home team chooses to ban first or second therefore determining if the home or away team will be selecting attack or defend as the final step. The team who bans second chooses to attack/defend first. [For best of 3 matches, follow the steps in section 6.12.](#)

6.3 New Agents and Maps

If a new map or agent is added between July 6th and the start of NAFs, the Agent or Map will be disabled for the duration of the event.

6.4 Restrictions

Any Agents, Weapons, Sprays, Weapon Skins, Weapon Buddies, and Maps currently disabled in other game modes are prohibited from use in official matches.

6.5 Blood

Blood must be disabled in the game settings.

6.6 In-Game Coach and Spectator Spot

Only the coach for each team is permitted to use the Coach slot in the game. Only a person designated as a location's official streamer is permitted to use the Spectator slot.

6.7 Spectator Pausing

Spectators or Moderators may not pause the game for any reason. Any game pause must be implemented by a player in the game.

6.8 Round Rollback

Use of the Round Rollback feature is prohibited unless otherwise approved by a Tournament Organizer.

6.9 Stoppage of Play

The game may only be paused for the following reasons:

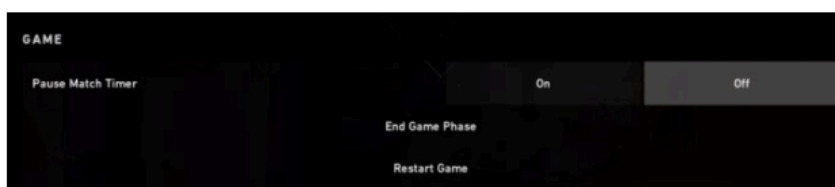
- Player drops
- Player disconnects
- Technical issues

Stoppage of play may be requested at any time for the above reasons. The team initiating a pause must first call the pause in chat. A pause may not be called during combat, or once the Spike has been planted. Players may not move around the map when a pause is in effect. Once both teams are ready, the team who paused the match will unpause it. Each team will have 3 total minutes of pause time per map. Players pause the game by pressing the Esc key and selecting "cheats". Abuse of the pause feature may result in punishment for the team abusing it. Due to time constraints, if a team exceeds 3 minutes of stoppage time, their timeout will be forfeited.

6.10 Timeouts

Tactical timeouts are the only times once the game has started when coaches can talk with their players. These can only be called before the start of a round. Once the start timer hits 0, the team must wait until the current round is over to call the pause. Tactical timeouts can be started by typing /to or /timeout in the chat. Each team will be allowed one tactical timeout per half, with each timeout automatically lasting 60 seconds. Halftime will also be treated as an in-game period, in which coaches may talk to their players, without utilizing a tactical pause. For every 6 rounds of overtime, each team will be allowed a 1-minute timeout (by using the timeout feature).

Valorant has that in custom games. All you have to do is pause the match timer, and the clock won't tick down. Players are free to move around in their own spawns, but they can't do anything they wouldn't be able to do in a pre-round phase.



6.11 Unsportsmanlike Conduct

Players must avoid all unsportsmanlike conduct, gestures, or comments during any XPL hosted event. Examples of unsportsmanlike conduct are as follows: offensive and demeaning behavior, foul language, or demeaning comments in chat, taunting opposing players after elimination, excessive actions after a victory (emoting, etc.).

Unsportsmanlike conduct can be categorized as minor and major infractions. Any infraction should be addressed immediately by the coach or league commissioner when the infraction occurs. If necessary, the game should be paused, and a timeout used to correct the behavior.

Communication should be used between the two coaches/locations to determine the severity of the infraction.

A minor infraction that is corrected and does not continue may not result in a penalty. If it is determined and agreed that the infraction warrants a penalty, the player conducting the infraction shall serve a 15-second penalty in the respawn area (Overwatch), buy phase (Valorant), or hold position (Rocket League).

Continued conduct that is determined to be unsportsmanlike or major infractions can result in forfeiture of that round, forfeiture of the match, player disqualification, and/or team disqualification.

If an infraction occurs and the locations' coaches/managers/commissioners cannot agree on an appropriate course of action, it should be brought to the attention of League personnel.

6.12 Format for *Best of 3 Games* Matches (Follow the steps in the next section to set up the map selection process.)

Home team (Higher Seed) bans one map

Home team (Higher Seed) bans one map

Home team picks Map #1

Away team (Lower Seed) chooses side for Map #1

Away team picks Map #2

Home team chooses side for Map #2

Home team bans one map Away team bans one map

Map #3 is final remaining map

Home team chooses side for Map #3

How to Customize in Mapban.gg (see visuals on next page):

1. Select **Valorant**.
2. Select current maps for the season or event.
3. Select **best of 3**.
4. On *Mapban Lobby* screen, select **Ban order & More options**.
5. On the *Ban order* screen, select **Ban, Pick, Ban until Decider**.
6. Select the **Customize Drop Down** and change Vote Stage 2 to "**Ban: Team A**".
7. In the *More options* section, select the dropdown arrow and change to **Team A picks decider side**.
8. Select **Submit** at the bottom, as shown.

