

VALORANT GAME CHANGERS

AMERICAS COMPETITION RULESET



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1. Introduction and Purpose

1.1. Background

Riot Games, Inc. and/or its affiliate companies (collectively, “**Riot**” or the “**Riot Entities**” or each, a “**Riot Entity**”) oversee a series of live and online, locally focused competitions throughout the world (“**Official Competition**”), collectively referred to as “**VALORANT Challengers Leagues**” (each league, a “**Game Changers League**” or “**League**”), which feature competitive play of the video game VALORANT (“**Game**”).

1.2. Purpose

Riot has created this ruleset (the “**Game Changers Competition Ruleset**”) to set forth certain policies, rules and procedures which apply to all teams competing in the VALORANT Challengers Leagues and VALORANT Game Changers events.

However, Riot also wants to encourage the entities that operate VALORANT Challengers League and VALORANT Game Changers competitions in a particular region or country (“**Tournament Operators**”) to experiment with new formats and processes and continuously innovate so that VALORANT remains a top-tier esports. In order to achieve this goal, Riot has authorized its Tournament Operators to create their own supplementary rules that address fan and player preferences, market conditions, and legal and cultural norms in a given country or region, provided that such supplementary rules are approved by Riot and do not conflict with this Game Changers Competition Ruleset. These local rules (“**Game Changers Supplementary Ruleset**”) may establish rules for matters like player eligibility, prize pool, schedule, and playoff structure that vary based on local applicable laws and conditions.

1.3. Application of the Competition Ruleset

Standardized rules benefit all parties who are involved in the professional play of VALORANT. This Game Changers Competition Ruleset will apply to and be binding on each of (1) the individual (natural person), entity and/or group (“**Owners**”) who registered a team to participate in a Game Changers event (“**Team**”), and (2) to each Team’s players, managers, coaches, owners and other representatives (the foregoing collectively, “**Team Personnel**”).

This Game Changers Competition Ruleset is in addition to, and not in lieu of any supplementary rules enforced in each Game Changers League territory. In the event of a conflict between a Game Changers Competition Ruleset or any supplementary rules and this Game Changers Competition Ruleset, the provisions that are most protective of Riot (as determined by Riot in its sole discretion) will govern.

1.4. Disciplinary Action

The Tournament Operator, under the supervision of Riot, shall be entitled to undertake such disciplinary procedures as it determines in relation to any breach of, or failure to comply with, this Game Changers Competition Ruleset and any Game Changers Supplementary Ruleset by the Team, any Owners or Team Personnel and to impose such fines, suspensions, disqualifications and other disciplinary actions (or combinations thereof) at the discretion of Riot and the Tournament Operator (collectively, “**Disciplinary Actions**”); and such Disciplinary Actions (i) may be publicly

disclosed by Riot and the Tournament Operator, and (ii) are reasonable and necessary in order to maintain the competitive integrity of Official Competition or the goodwill associated with VALORANT and the Game Changers Leagues.

2. Ownership

2.1. Ownership Restrictions

- 2.1.1. The VCT Concurrent Ownership Policy (Appendix 2) prohibits an owner or operator of a VALORANT Team from having ownership or control of, or undue influence over, more than one Team that competes in an Official Competition. The VCT Concurrent Ownership Policy applies to all Game Changers Leagues.
- 2.1.2. An Organization or Team may only own one Game Changers Team across all Game Changers Leagues. As an exception, an Organization may additionally own a Game Changers eligible Team that also competes in the Challengers Leagues.
- 2.1.3. Organizations or Teams are only allowed to participate in one Game Changers League per split. Any changes can only take effect between splits and must follow the procedures and timeline outlined by the Game Changers Officials.

2.2. Recognition of Ownership

- 2.2.1. The Game Changers League shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple Team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the Game Changers League. Any person that petitions for ownership into a Game Changers League can be denied admission at the sole discretion of the Game Changers League. Team Owners agree that they will not contest any final determination of the Game Changers League in connection therewith.
- 2.2.2. If an Owner is found to have any financial interest or benefit or any level of influence in another Team in breach of the VCT Concurrent Ownership Policy (Appendix 2), the Owner will be required to immediately divest said interest in one of the two Teams and may be subject to Disciplinary Action by the Game Changers League.
- 2.2.3. Ownership of a Team competing in a Challengers League should be clearly indicated by the Team to the individuals charged to oversee and manage league operation (“**Challengers Officials**”).

2.3. Legal Identity Identification

Organizations or Teams must possess a registered legal entity identification in accordance with applicable regional laws.

3. Player Eligibility

To be eligible to compete in the League, each Player must satisfy all of the following:

3.1. Player Age

3.1.1. No Player shall be considered eligible to participate in any Game Changers competition before their 16th birthday, defined as having lived 16 full years (“**Minimum Age Requirement**”).

3.1.2. If a Player meets the Minimum Age Requirement, but is under the age of majority in their country of residence before the start of the Official Competition of the applicable Game Changers League, they may still compete in the Official Competition if (a) they meet the other eligibility criteria in this Game Changers Competition Ruleset and any applicable Game Changers Supplementary Ruleset, and (b) a parent or legal guardian accepts this Game Changers Competition Ruleset and any additional supplementary rules on behalf of the Player, and consents to the Player’s participation in the Official Competition using a parental consent form provided by the Game Changers Officials.

3.2. Player Gender

All Players on a Team’s Roster must identify as a woman or as non-binary. Men, whether cis or trans, are not eligible.

3.3. Residency & Representation

3.3.1. **Regional Representation.** In order to encourage the training and development of Players in each Game Changers League Territory and to maintain the regional identity of the Teams competing in the Game Changers League and to encourage the type of regional identification that is important to fans and sponsors, each Team must maintain on the Starting Roster (as defined below), at all times during Official Competition of the Game Changers League, at least three (3) Players who are Residents (as defined below) of a country in the applicable Game Changers League Territory.

3.3.2. **Resident Defined; Certification and Proof of Residency.** A Player is considered a “Resident” of a country within a Game Changers League Territory if the Player is either (i) a citizen of a country in the Game Changers League Territory or holds additional citizenship rights (such as those of the EU) for that Game Changers League Territory, (ii) a lawful permanent resident, or (iii) the holder of other special status (e.g., refugee or asylum status) in a country in the Game Changers League Territory. Each Player must certify his/her residency by (a) submitting an eligibility form and (b) providing proof that the Player holds one of the residency statuses set forth in causes (i)-(iii) above.

3.3.3. **Single Residency Status.** For purposes of determining Residency and compliance with this Game Changers Competition Ruleset, a Player may only be a Resident of one country at a time.

3.3.4. **Dual Citizens.** A Player who has dual citizenship or otherwise meets the qualifications to be considered a Resident of more than one country (a “**Dual Citizen**”) cannot be a Resident of more than one country simultaneously.

Once a Dual Citizen registers with a Team as a Resident of a country within a Game Changers League Territory such Team belongs to (such country that the Dual Citizen declares their residency in, the “**Declared Resident Country**”), the Dual Citizen shall solely be deemed a Resident of the Declared Resident Country. Between Seasons only, a Dual Citizen may request to change their Declared Resident Country if (a) they qualify to be considered a Resident of such country in accordance with Section 2.2.2 above AND (b) one or more of the following applies: (i) the country that the Dual Citizen wishes to switch residency to is in the same Game Changers League Territory as the Dual Citizen’s current Declared Resident Country; or (ii) the Dual Citizen was, during the most recent split (or most recent Season if there are not multiple splits), on the Starting Roster of a Team that belongs to the same Game Changers League Territory that the country the Dual Citizen wishes to switch residency to falls within, for at least fifty percent (50%) of the average number of regular season matches played by Teams in the applicable Game Changers League. Declared Resident Country change requests must be submitted to Game Changers Officials for review; approval of such requests shall be granted at the Tournament Operator and Riot’s discretion.

- 3.3.5. Residence Requirement Violations.** Each Team is responsible for ensuring that its Players meet the residency requirements in this Section 3.2 It shall be a violation of this Game Changers Competition Ruleset, by both the Team and the Player, if a Player (or their parent or guardian) provides false, misleading or incomplete information resulting in the misclassification of such Player’s residency. Such violation will subject the Team and/or Player to Disciplinary Actions.
- 3.3.6. Game Changers Alum Residency Exception.** Riot wants to encourage Game Changers Alums (as defined below) to join Challengers League participating Teams. Accordingly, the residency requirements in this Section 3.2 will be relaxed. A Game Changers Alum who competes in the Challengers Leagues will be deemed to have Residency in a country in the applicable Challengers League Territory, even if that Player does not satisfy the requirements in this Section 3.2. The term “Game Changers Alum” means a Player who has competed on the starting roster for a Team in an official regional playoff of the VALORANT Game Changers Series.
- 3.3.7. Game Changers Alum Transfer Window and Safe Harbor Exception.** As an exception to the Transfer Window and Safe Harbor provisions set forth in the VCT Construction Rules, VCT Participating Teams may sign Game Changers Alums at any time, including outside of Transfer Windows or Safe Harbors. The exception set forth in this Section shall expire with respect to a given Game Changers Alum if they are signed by a VCT Participating Team at any time (including within a Transfer Window where the exception would not be necessary to complete the signing) (i.e., once a Game Changers Alum is

signed to any VCT Participating Team under any circumstances, they are no longer eligible to be signed utilizing this exception).

3.3.8. Mobility Between Game Changers and Challengers. Teams with inclusive rosters competing in both the Game Changers League and Challengers League are permitted to register Players from their Game Changers roster on their Challengers roster. However, the participation of these Game Changers Players in Challengers is conditional upon the absence of any scheduling or attendance conflicts between the two leagues.

3.4. Media and Sponsor Events

Each Player agrees to participate in media interviews, press briefings, streaming sessions, sponsor events, photo or video shoots, charitable events, house tours, webcasts, podcasts, chats and other media events that Riot or the Tournament Operator organize in connection with the marketing and promotion of the an Official Competition, the Game Changers League, and/or VALORANT (“**Media Events**”), provided that these Media Events do not unduly interfere with a Player’s game preparation or participation. The reasonable and pre-approved expenses incurred by a Player in travel to and from a Media Event will be borne by the Tournament Operator or Riot. The Tournament Operator shall have the right to disqualify any Player or Team that fails to attend and participate fully in any scheduled Media Event.

3.5. Work Eligibility

1.1.1. The Team Entity shall ensure all Team Personnel are legally permitted to work in their respective jurisdiction and/or Game Changers League Territory host country/countries and provide proof to the League Entity upon request. Additionally, each Team must ensure all of its Team Members are legally permitted to travel and participate in Game Changers events.

3.6. Qualifying Leagues

While competing in a Game Changers League, Players are ineligible to concurrently compete in any of the following events:

- Any event that can directly qualify into a Game Changers League;

3.7. Player Vetting

3.7.1. As part of the Player registration process, Teams must submit the username and Riot ID for their main and up to one secondary (smurf) VALORANT account used in the last 3 months, for each Player of the Team, to Game Changers Officials. Failure to do so may result in Disciplinary Action.

3.7.2. The vetting process may consist of anti-cheat and behavior checks across the submitted accounts to determine whether or not they are in line with the standards expected of Players in the Game Changers Leagues.

3.7.3. Game Changers Officials will inform Teams of their Players’ behavior check results upon completion. This process may take up to 1 week.

- 3.7.4. If a Player fails the anti-cheat and/or behavior check, a report containing information on why the Player did not pass vetting will be compiled. Game Changers Officials may share this report with the Team upon receiving written permission from the Player.
- 3.7.5. Players that fail the checks may also be subject to penalties depending on the severity of the case. At minimum, Players will receive increased monitoring and be expected to demonstrate improved behavior during the next round of checks.
- 3.7.6. Players that pass the check may still be subject to Disciplinary Action based on the specific results.

3.8. No Riot or Tournament Operator Employees

- 3.8.1. Team Owners and Team employees may not be employees of Riot or the Game Changers Tournament Operator or any of their respective affiliates. "Affiliate" is defined as any person or other entity which owns or controls, is under the ownership or control of, or is under common ownership or control, with the named entities above. "Control" shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

4. Roster Rules

4.1. Starters & Substitutes

- 4.1.1. Each Team must maintain, at all times during the Game Changers Season, five Players ("**Starters**") in the Team's starting lineup ("**Starting Roster**"). A Team has the option of adding two additional Players to act as substitutes ("**Substitutes**").

Note: Travel accommodations will only be covered for one substitute. Game Changers Official have the right to disqualify any Team with an incomplete roster.

4.2. Minimum Roster Requirements

- 4.2.1. **Roster Size.** The Team is required to maintain, during the Game Changers competitive season, a total competitive roster of no less than five (5) Players ("**Minimum Roster**"), and no more than seven (7) Players (the "**Maximum Roster**"). All Starters, and any Substitute who replaces a Starter, must be eligible to participate in a Game Changers League competition. Teams must comply with the Minimum Roster requirement at all times during the Game Changers competition. If at any point a Team's roster falls below the Minimum Roster requirement, that Team may be disqualified or otherwise subject to Disciplinary Action, unless given permission to drop below the Minimum Roster requirement by Game Changers Officials, at their sole discretion.

4.2.2. Right to Progress. If a Team earns the right to progress to another stage of the Game Changers League competition, the right is contingent on the Team retaining a minimum of three Players that were on their Roster and played at least one official Game Changers League Match during the qualification process.

4.3. Single Team Exclusivity

4.3.1. A Player or Coach will not be allowed to compete for more than one Team concurrently, and cannot be listed on the Roster of more than one Team.

4.3.2. A Player or Coach cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the League in writing, except in accordance with the Content Creator Exception (defined below).

4.4. Content Creator Exception

4.4.1. Purpose. This exception to the Single Team Exclusivity rule (“**Content Creator Exception**”) is intended to provide an avenue for individuals that are employed or affiliated with an organization (“**Content Creator Organization**”) in a role that does not directly participate in or provide competitive support for an active Team in the VCT or Game Changers Leagues (“**Exception Eligible Role**”) (e.g., content creators) to participate as a Player or Coach on a Team competing in the Game Changers Leagues or its direct qualifiers (“**Competition Team**”), while also mitigating potential conflicts of interest that may arise from such participation. The Content Creator Exception is not intended to allow organizations to run a second Team (e.g., pseudo-academy Team) in the Game Changers Leagues, or to allow individuals to compete on more than one Team in the VCT or Game Changers Leagues.

4.4.2. Eligibility Criteria

- **Ineligible Individuals:** Individuals that are participating as a Player, Coach, Team manager, or analyst (“**Exception Ineligible Role**”) on a Team in the VCT or Game Changers are ineligible. The spirit of the rule is that individuals that directly participate or provide direct competitive support for an active Team in the VCT or Game Changers Leagues are ineligible for the Content Creator Exception.
- **Eligible Individuals:** Individuals that are affiliated with a Content Creator Organization in a role that meets all of the following criteria are eligible to participate on a Competition Team in a VALORANT Game Changers League or their direct qualifiers under the Content Creator Exception to the Single Team Exclusivity rule:
 - I. The individual is not affiliated with any organization in an Exception Ineligible Role; and
 - II. The Content Creator Organization where the individual has an Exception Eligible Role does not have a Team in the same VALORANT Game Changers League as the individual’s Competition Team.

4.4.3. Content Creator Roster Restriction. Teams competing in the Game Changers Leagues or their direct qualifiers may include any number of Players (up to the Maximum Roster) and/or Coaches that are eligible for the Content Creator Exception, but may only include up to two (2) Players and/or Coaches from the same given Content Creator Organization.

4.4.4. Sponsorship Restrictions. While participating in a Game Changers or its direct qualifiers under this exception, individuals may not:

- i. represent or promote their Content Creator Organization during a broadcast of a Game Changers League or any of its direct qualifiers, including via in-game name, apparel, and/or shout outs; or
- ii. represent or promote the Content Creator Organization’s sponsors during a broadcast of a Game Changers League or any of its direct qualifiers.

While participating in a VALORANT Game Changers League or its direct qualifiers under this exception, individuals are expressly allowed to:

- i. represent their Content Creator Organization through the individual’s own social media accounts; and
- ii. represent their Content Creator Organization outside of the broadcasts or official media events of the Game Changers Leagues.

4.5. Submission of the Roster & Team Registration

4.5.1. Before the start of the Game Changers League competition, each Team must register its roster (including all Starters, any Substitutes and Coaches) using the tools and forms provided by Riot or the Game Changers Officials. Except as set forth in the Roster Changes rule (Section 4.6.), no changes to a Team’s roster will be permitted after a Team’s registration has been processed without the prior approval of the Game Changers Officials (including for changes due to sickness, visa issues, etc.)

4.6. Roster Changes

4.6.1. Roster Lock. A Team may complete trades involving Players on other Teams, sign new Players or free agents or otherwise change the Players on its roster during any time outside of periods where Teams are prohibited from making roster changes (“Roster Lock Periods”), using the tools and forms provided by Riot or the Game Changers Officials. The Roster Lock Periods will change from year to year and will be communicated to Teams by Game Changers Officials. Unless otherwise agreed to by the Game Changers Officials, the addition or removal of a Player from the Team’s roster at any time during the Roster Lock Periods is a violation of this Game Changers Competition Ruleset.

4.6.2. Roster Lock Exception. In the event of an emergency that causes a Team to be unable to field a full five (5) Starters in the Team’s starting lineup during a Roster Lock Period, the Team may be granted an exception to add Players to its roster during the Roster Lock Period. The Team may complete trades

involving Players on other Teams or sign new Players or free agents to add Players to its roster in order to field five (5) Starters in the Team's starting lineup. Game Changers Officials will determine if an event qualifies as an emergency. Any Player that competed as a Starter on a Team in an immediately prior phase of Official Competition is not eligible to be added to a Team's roster under the Roster Lock Exception.

Example: A Player that competed as a Starter on a Team in a Challengers League Playoffs would not be eligible to be added to a Team's roster under the Roster Lock Exception for a Team that qualified into the Challengers League Ascension event.

In the case of extenuating circumstances, such as temporary visa issues, a competitive suspension or a medical emergency the roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of the Challengers League.

Any Player who is dropped from a Team's Roster may not rejoin that Team's Roster until a minimum of three weeks have elapsed after the effective date of the Player's prior removal from the Team's Roster.

4.7. Substitutions

- 4.7.1. Any substitution must result in the Team having an eligible Roster or Starting Roster.
- 4.7.2. For Matches involving more than one Map (i.e., a best-of-three or best-of-five Match), a Team may replace their then-current Starters with Substitutes in between Maps, provided that the Team informs the opposing Team and receives approval from the Referees of such substitution no later than 2 minutes after the conclusion of the previous game.
- 4.7.3. In the event that a Player disconnects during a map and is unable to return within the allocated pause time, the Team will be permitted to replace them with a Substitute from their Roster. The lobby will need to be remade, and the game manually reverted to the previous game state.
- 4.7.4. In the event of an emergency at any point during a Match, a Team will be given up to ten minutes to produce an eligible Substitute on-site. If a replacement cannot be found, then the Team will forfeit. Game Changers Officials will determine if an incident qualifies as an emergency. Any substitute must be an eligible member of the Team roster.
- 4.7.5. A Team's Match Coach(es) may serve as a substitute in matches; however, this is permitted only in situations deemed emergencies, as determined by Game Changers Officials. The Match Coach must also meet the requirements imposed on Players, except for the rank requirement, as no minimum rank is required under this Game Changers Competition Ruleset for this type of emergency substitution.

4.8. Team Manager

Each Team must maintain, at all times during an Official Competition, one person who will act as the Team's general manager ("**Team Manager**"). The Team Manager will be designated when the Team completes the registration process and will be responsible for all logistical and operational communications between Riot, the Tournament Operator, and the Owners of such Team. Riot and the Tournament Operator may rely upon any communications from the Team Manager as being made by all Owners of the Team. Any Owner or any Team Personnel, including the Team Captain (as defined below), is eligible to serve as the Team Manager. A Team may not change its Team Manager without providing prior written notice thereof to Riot and the Tournament Operator.

4.9. Team Captain

Each Team must designate one Player as its captain when completing the registration process ("**Team Captain**"). In the event the Team Manager is unavailable, the Team Captain will be responsible for all Team communications with Game Changers Officials. The Game Changers Officials may rely upon any communications from the Team Captain as being made by all Players on the Team. The Team Captain must at all times be a Player on the Team's roster. For the avoidance of doubt, the Team Manager (as defined below) or any Owner is eligible to serve as the Team Captain, provided that he or she is also a Player on the Team's roster. A Team may not change its Team Captain during an Official Competition without the prior written approval of the Game Changers Officials.

4.10. Coaches

- 4.10.1. If a Team has more than one Coach, the Teams must designate one (1) Coach as the "**Match Coach**" that is allowed to communicate with the Team's Players during the Agent and Map selection process for each Match, timeouts, half-times, in between regulation and overtime, and in between Maps (if applicable). If the Team has one Coach, that Coach will be classified as the Match Coach.
- 4.10.2. The Match Coach may be present for every Match in which the Team participates.
- For live, in-person tournaments ("LAN Events"), the Team's Match Coach may be on site throughout each such Match.
 - For online tournaments ("Online Events"), the Team's Match Coach may be connected to the voice communication system in the lobby and will only be allowed to talk to Players during the Agent and Map selection process for each Match, timeouts, half-times, in between regulation and overtime, and in between Maps (if applicable).
- 4.10.3. The Team's Match Coach is only permitted to be in the Match Area during Agent and Map selection, Timeouts, Half-Times, in between regulation and overtime, and in between Maps. For the purposes of online competition, any room in which the Player competes will be considered part of the Match Area.

- 4.10.4. At the Game Changers Officials' sole discretion, up to two (2) other Coaches and/or Team personnel may be provided with a means to communicate with the Match Coach during the Match. The other Coaches and/or Team personnel may only communicate with the Match Coach using the means provided by the Game Changers Officials.
- 4.10.5. The other Coaches and/or Team personnel are not permitted to be in the Match Area, and may not communicate with the Players during a Match unless authorized by the Game Changers Officials.
Note: For Open Qualifiers, the use of "Coach Slots" will be determined by the Game Changers Officials and communicated to Teams in advance of the tournament. For Game Changers matches, Coach Slots will be permitted. (Coach Slots Current Functionality: Coaches can spectate Tournament Mode games and are locked to observing the Team chosen in the custom game lobby.)
- 4.10.6. In the event of an emergency, the Team can designate an interim Main Coach. Whether or not an event qualifies as an emergency is determined at the sole discretion of the Game Changers Officials. The interim Match Coach can be a Team Manager.

4.11. Player Names

- 4.11.1. A Player's official nickname (Tournament Handle) or Riot ID will be selected at the time of registration and may not be changed at any time without the prior written approval of Game Changers Officials.
- 4.11.2. Tournament Handles may not exceed 11 characters, including spaces, and may use upper-case letters, lower-case letters, digits, underscores, or single spaces between words only.
- 4.11.3. Tournament Handles must be unique globally. In the event of a conflict, Game Changers Officials will notify Teams and request submission of a new name.
- 4.11.4. A Tournament Handle may not include any word or phrase in any language that is offensive, toxic or hurtful.
- 4.11.5. A Tournament Handle may not include all or part of a corporate name or make use of the trademarks or other intellectual property of Riot, VALORANT or any third party without the prior written approval of Game Changers Officials. In order to secure such approval, a Player must provide a license agreement, sponsorship agreement or other documentary evidence to Game Changers Officials sufficient to demonstrate to the satisfaction of the Game Changers Officials that the Player is properly licensed to use such third party's intellectual property. Notwithstanding any approval that may be provided by the Game Changers Officials, the entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of a third party in or as part of a Player's name or Riot ID shall be with the Player.

- 4.11.6. Game Changers Officials reserve the right to reject any Tournament Handle or Riot ID selected by a Player for any reason and to require the Player to select an alternate name that complies with this Game Changers Competition Ruleset or the applicable Game Changers Supplementary Ruleset.

4.12. Team Tags (Tricodes)

- 4.12.1. Teams will be permitted a Team tag of 2-4 characters to be added to the front of each Player's Tournament Handle on the Tournament Realm. These Team tags must be a combination of uppercase letters and/or digits, and they must be unique globally in VALORANT.

4.13. Eligibility and Release Form

All Players and Coaches must sign the Eligibility and Release Form. Any Player or Coach who fails to sign this document at least 24 hours prior to the start of the applicable tournament in which they are participating will be deemed ineligible.

5. Competition Format

5.1. Game Changers League Format

- 5.1.1. The competition format for each Game Changers League will be outlined in the applicable Game Changers Supplementary Ruleset provided by Riot and/or the Tournament Operator

6. Travel & Expenses

6.1. LAN Events

- 6.1.1. For up to five (5) Starters, one (1) Coach and one (1) Team Manager per Team who have earned the right to participate in LAN Events held as part of a Game Changers event, the Game Changers Tournament Operator will provide (a) reasonable travel, accommodation and meals while they compete at such LAN Events or (b) provide reimbursement for reasonable travel, accommodation and meals while they compete at such LAN Events.
- 6.1.2. Game Changers League Teams must have all necessary visas, passports or other travel documents for travel to the city where the LAN Events are held, and agree to comply with any COVID-19 guidelines provided by the Game Changers Officials. Players under the age of majority under applicable law may be required to travel with a parent or legal guardian. In such cases, the Game Changers Officials may also provide a single parent or guardian for each Player under the age of majority with reasonable travel, accommodation and meals or reimbursement for the foregoing while such Player competes at the LAN Event.

7. Sponsors

7.1. General Sponsorship Rules

- 7.1.1. Teams, Players, and Coaches are encouraged to develop relationships with sponsors and advertisers, subject to the restrictions set forth in this Game Changers League Ruleset that are designed to avoid sponsor conflicts and

preserve the integrity of competition and the reputation of the Game Changers Leagues, VALORANT, and Riot.

- 7.1.2. Neither a Team nor any Player nor Coach shall enter into any sponsorship, endorsement, advertising or related agreement, for any VALORANT line of business, with any person or entity that is determined by Riot or the Game Changers Officials to conduct business within any product or service category that is on the Prohibited Sponsorship Categories List (Appendix 1).
- 7.1.3. Game Changers Officials prior written approval on a case-by-case basis, to enter into a sponsorship, endorsement, advertising or related agreement, for any of the Team's VALORANT esports line of business, with any person or entity that is determined by Riot or the Game Changers League to conduct business within any product or service category that is on the Conditional Categories List; provided, however, that any such business within the Conditional Categories List shall only be promoted or otherwise displayed at regional or local events (and not international events). Teams interested in pursuing a regional sponsorship on the Internationally Prohibited Sponsorship Categories List should contact Game Changers Officials for more information on the approval process, including lists of certain pre-approved sponsors on the Conditional Categories List.
- 7.1.4. Additionally, a Player or Coach shall not enter into any sponsorship, endorsement, advertising or related agreement, for any line of business (even unrelated to VALORANT), with any person or entity that is determined by Riot or the Game Changers Officials to conduct business within any product or service category that is on the Prohibited Sponsorship Categories List (Appendix 1).
- 7.1.5. Game Changers Leagues may implement additional restrictions on sponsorship acquisition as defined in the Game Changers supplemental ruleset. Teams are obliged to notify the Game Changers League of the intended acquisition of a new sponsor before the acquisition is finalized. If the sponsorship is classified as a Prohibited Sponsorship, then the sponsorship may not be displayed by the Team or Players during the use or play of VALORANT, adjacent to VALORANT related material, the VCT, Challengers Leagues, Challengers Ascension, Game Changers or any other Riot-affiliated event.
- 7.1.6. No person or entity may hold the naming rights to more than one Game Changers Team at a time. A sponsor which holds naming rights to a Team may not sponsor other Teams in the Game Changers League in any capacity. No person or entity acting as an owner, partial or total, or as a corporate officer for one Organization may sponsor a Team of a different Organization through themselves, a direct connection, another Organization they represent, or a proxy.

- 7.1.7. Teams cannot have multiple brand names in their Team name unless they comply with the naming restrictions set forth in the Team Name Sponsor Integration Policy.

7.2. Team Name Sponsor Integration Policy

A Team may have up to two (2) sponsor brands in its Team name including a primary brand and a secondary brand. For example, an allowable team name would be “[Primary Brand] Lions”, or “Lions [Primary Brand] [Secondary Brand]”, where “[Primary Brand] and [Secondary Brand]” are the sponsor brands. A brand may not be integrated into a team’s name or logo if that brand is integrated into the name of the League in which that team plays; however, such prohibition does not extend to any League that is presented by a given sponsor (for example, the “[Team Name] [Brand Name]” could not play in the “[Brand Name] [League Name]” but could play in the “[League Name] Presented By [Brand Name]”).

7.3. Compliance with Brand Guidelines

- 7.3.1. All sponsorship, endorsement, advertising or related agreements that a Team, Player, or Coach enters into, and all underlying transactions or actions taken pursuant to those agreements shall:
- Not have any exclusivity or other provision that is binding on Riot, the Game Changers League or any other person or entity (other than the Team, Player, or Coach who is entering into the agreement).

7.4. Decisions Relating to the Prohibited Sponsorship List

- 7.4.1. Riot may make changes to the Prohibited Sponsorship List. It is the Team’s, Player’s, and Coach’s responsibility to review the Prohibited Sponsorship List for updates or changes.
- 7.4.2. Riot or the Game Changers Officials may, in its sole judgment, reject or terminate the right of a Team, Player, or Coach to display an advertisement or sponsorship in any of the categories on the Prohibited Sponsorship List.

7.5. Unauthorized Use of Trademarks

- 7.5.1. Nothing in this Game Changers Competition Ruleset grants, by implication, waiver, estoppel or otherwise, to a Team, Player, or Coach any right or license to use the name VALORANT, or any other trademark, trade name or logo owned by or licensed to Riot or its affiliates.
- 7.5.2. Any unauthorized use by a Team, Player, or Coach of a trademark, trade name or logo owned by or licensed to Riot or its affiliates is prohibited and will be considered in breach of this rule.
- 7.5.3. A Team, Player, or Coach may not endorse or sponsor any product or service in a way that could cause people to believe that the product or service has been endorsed or approved by Riot, the Game Changers Officials or any of their respective affiliates.

Uniforms and Apparel

7.6. Definitions

- 7.6.1. **Team Apparel.** Any article of clothing or apparel that is branded with the logo and/or official colors of the Team (“**Team Apparel**”). Game Changers Officials reserve the right to prohibit Team Apparel that is deemed inappropriate or unsuitable.
- 7.6.2. **Official Tournament Apparel.** Any article of clothing or apparel that has been created by the Tournament Operator or a Game Changers League and branded for the tournament or event (“**Official Tournament Apparel**”). For clarity, only the Official Tournament Apparel created specifically for a tournament or event will be considered Official Tournament Apparel for official matches at that tournament or event. Official Tournament Apparel created for previous tournaments or events will not be considered Official Tournament Apparel.

7.7. Team Uniform

Players must wear approved apparel (“**Team Uniform**”) to all official matches. The Team Uniform includes the following mandatory elements: Team Jerseys, Legwear, and Shoes.

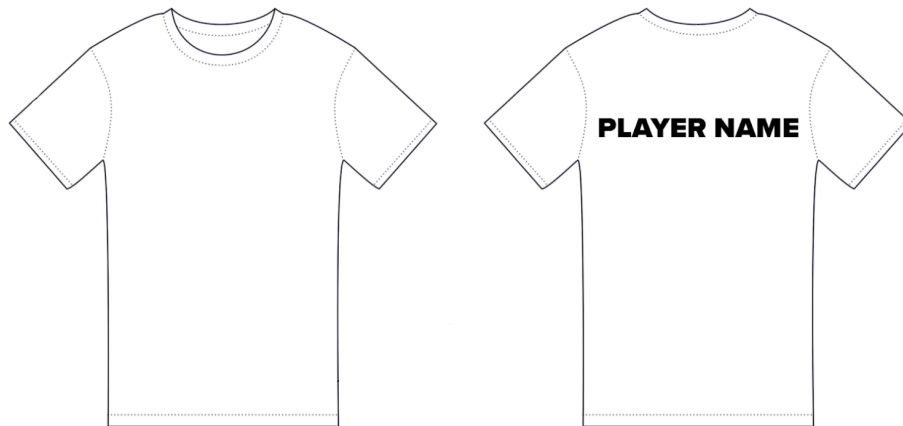
- 7.7.1. **Sponsor Logo Placement.** Sponsor logos are allowed to be placed on the Team Uniform. There are no restrictions regarding the number of sponsor logos and the logo placement area on the Team Uniform. Teams may choose how Team and sponsor logos are distributed across the Team Uniform. Teams, however, should refrain from creating the impression that a sponsor is the Team's naming sponsor if that is not the case.
- 7.7.2. **Regional Restrictions.** Game Changers Leagues may define additional standards for sponsor logo placement at their own discretion at the respective Game Changers League level, and these restrictions will be enforced at International Competitions.
- 7.7.3. **Conditional Sponsors.** Sponsorships in any of the Conditional Categories for each League set forth in Appendix 1 attached hereto may be approved for sponsor logo placement on the Team Uniform at the Game Changers League level. Team Entities must obtain specific written approval for sponsor logo placement of any sponsorships in the Conditional Categories from the Tournament Operator.
- 7.7.4. **National Symbols.** Flags and other symbols that represent or symbolize a nation are prohibited from being included on any apparel worn by the Team.

7.8. Team Jersey

Players must wear official, approved, and identical game day jerseys during all League Games (“**Team Jerseys**”). All Team Jerseys must comply with the following:

- 7.8.1. **Riot IP.** Generally, Teams may not use any Riot marks or IP without express written permission from Riot. This includes, but is not limited to: the Riot

Games logo, Event Logos (as defined and subject to the exception below), VALORANT logos, or VALORANT IP (such as agent art, etc.).



- 7.8.2. Special Event Team Jersey.** Teams may submit an alternate Team Jersey that may be used for a temporary period of time (e.g. Team organization’s birthday or premier of VCT Champions jersey). Riot may provide written approval for use of the alternate Team Jersey on a case-by-case basis.
- 7.8.3. Legwear.** All Players on a Team must all wear either pants or shorts (“Legwear”). Legwear must match across all Players, and may not include a mix of pants and shorts. All Legwear must be either (a) official and approved Team Legwear, (b) non-branded neutral color (e.g. black, white, or gray) Legwear, or (c) Official Tournament Apparel Legwear.
- 7.8.4. Shoes.** Players must wear closed-toe shoes. Players may wear any brand of shoes.

7.9. Optional Apparel

- 7.9.1. Head Apparel.** Players may wear head apparel (e.g., beanies, hats, etc.) provided such head apparel does not (a) interfere with the use of competition headset and/or in-ear headphones, such as by covering the Players’s ears, (b) block the Players’s face, or (c) block any broadcast lights from illuminating the Player’s face. The Head Apparel must be either unbranded, Team Apparel, or Official Tournament Apparel.
- 7.9.2. Under-Jersey Apparel.** Long-sleeved shirts or sweatshirts may be worn underneath the Team Jerseys provided such apparel does not obscure the Team Jersey. The under-jersey apparel does not need to be the same, however they must be either Team colors or a neutral color (e.g. black, white, or gray). No sponsor logos will be allowed on the under-jersey apparel. Individual Player branding (e.g. Player [In-Game Name]) and Team branding (e.g. the Team name or logo) are acceptable.
- 7.9.3. Over-Jersey Apparel.** Over-Jersey Apparel, including warmups, hoodies and jackets, that are worn over and obscure the Team Jersey, may only be worn on stage if they accurately replicate the approved Team Jerseys or have been

approved in advance by the Tournament Operator, or (a) reflect the Team’s official colors; and (b) are consistent with the Jersey Guidelines (e.g., have a Team logo or lettering on the front and do not have sponsors in places or in sizes restricted by the Jersey Guidelines). Over-Jersey Apparel that are Official Tournament Apparel specific to the event a Player is currently competing at, are also acceptable.

7.9.4. Accessories. Players may wear a reasonable amount (as determined by Game Changers Officials) of jewelry, rings, bracelets, and necklaces.

7.9.5. Watches. Players may wear any brand of watch. Smart watches and any other type of wrist-mounted device that is capable of receiving wireless signals are prohibited.

7.10. Prohibited Apparel

7.10.1. Branded Apparel. Apart from Team Apparel that is official and approved by the League, Players are prohibited from wearing other articles of clothing or accessories that display sponsor logos or other visible words, characters, or other images or messages, other than as expressly permitted by Game Changers Officials.

7.10.2. Electronic Devices. Players are prohibited from wearing any type of smart device, fitness device, or other electronic devices that are capable of receiving wireless signals. Players should seek approval from Game Changers Officials before wearing any type of electronic device with computing capabilities.

7.10.3. Opaque Glasses. Players are prohibited from wearing fully opaque glasses during an official match. Fully opaque glasses may be worn during the walkout before the start of a match.

7.11. Approved Apparel

Players may request the use of additional apparel under special circumstances only. The League Office will approve or decline any Team or Player request for additional apparel on a case-by-case basis.

7.12. Official Match Walkout Apparel

Players may request to wear alternative apparel that does not meet these requirements during a walkout for a broadcasted official match. Game Changers Officials will approve or decline any Team or Player request on a case-by-case basis. If approved, the Player may wear the alternative apparel for the walkout, but must change into apparel that adheres to the Team Uniform policy before the start of the match. No additional time will be given for the apparel change.

7.13. League Content

During all pre-match and post-match interviews at a venue owned, operated or leased by the Tournament Operator (“League Venue”), or in game-day content created by the Tournament Operator, Players must wear appropriate Team Apparel or Official Tournament Apparel. For other content, including analyst desk, features

content and shoulder content, apparel guidelines will be communicated by the Tournament Operator in connection with those appearances.

7.14. Coach Apparel

The Team's head Coach and other staff who will be on-stage must wear appropriate attire while on-stage or in League content, including interviews. Proper attire includes professional attire, the Team Uniform, Team Apparel, and Official Tournament Apparel. If chosen, professional attire includes khakis, slacks and dress pants, skirts and dresses, blazers, button-up shirts, polo-shirts, blouses, and other attire that looks professional.

8. Match Area

The "**Match Area**" is the area immediately surrounding any competition PCs used during Match play at a LAN or online event. During Match play, the presence of Team Personnel in the Match Area is restricted solely to the Players of the Teams participating in the Match.

8.1. Team Manager and other Team Personnel

8.1.1. Team Personnel, including managers, may be in the Match Area during the Match preparation process, but must leave prior to the Agent and Map Selection phase and may not return until after the end of the Match.

8.2. Coach Match Area Access

8.2.1. Coaches for Teams participating in a given day's Matches will be granted Match Area access and will be allowed to communicate with their Team during the pick/ban map selection process. No other Team Personnel will be permitted in the Match Area during this time without the express permission of Game Changers Officials.

8.2.2. All Coaches will exit the Match Area to a designated position promptly after the pick/ban map selection process ends. For the purposes of online competition, any room in which the Player competes will be considered part of the Match Area.

8.3. Wireless Devices

8.3.1. Wireless devices, including mobile phones, tablets, and smart watches are not allowed in the Match Area while the Players are involved in active play, including during the pick/ban map selection phase, pauses, remakes, and between Maps of multi-Map Matches.

8.3.2. At LAN events, Game Changers Officials will collect such devices from Players in the Match Area and return them after the end of the Match. For Online Matches, Players must leave their devices away from the Match Area. This rule also applies to notes and notepads.

8.4. Notes and Notepads

8.4.1. Players are not permitted to bring any written or printed materials into the Match Area during a Match. Any written or printed materials must be removed from the Match Area before the start of the Match.

8.5. Consumable Restrictions

8.5.1. Allowed Consumables:

- Drinks are permitted in the Match Area. During LAN events, drinks are only permitted in approved re-sealable containers. Game Changers Officials will provide such containers to Players upon request.
- Chewing gum is allowed in the Match Area.

8.5.2. Prohibited Consumables:

- Food is prohibited in the Match Area.
- Tobacco and other nicotine products are prohibited in the Match Area.

8.5.3. Teams may not leave any trash or gum within the Match Area after the conclusion of the Match.

9. Match Process

9.1. Changes to Schedule

Game Changers Officials may, at their sole discretion, re-order the schedule of Matches within a given day and/or change the date of a Match to a different date or otherwise modify the schedule of Matches. In the event that the Game Changers Officials modify a Match schedule, they will notify all Teams as soon as possible.

9.2. Punctuality

9.2.1. Players and Coaches participating in an official Match are required to be fully ready in the respective game lobby no later than the time specified by Game Changers Officials in the applicable Game Changers Supplementary Ruleset.

9.2.2. If a Team is not fully ready at the specified times, Disciplinary Action may be applied.

9.2.3. If a Team or any of their Players do not show up at the specified time for any of their Matches, due to unforeseen circumstances, Teams must inform Game Changers Officials immediately. Game Changers Officials may postpone, suspend or cancel the Match at their sole discretion.

9.2.4. If a Match is postponed, it will be rescheduled to a date within the same or the following week, unless another agreement can be found among Teams and Game Changers Officials. The exact Match date will be communicated by Game Changers Officials at the earliest convenience.

9.3. Competition Patches

9.3.1. Matches during the 2026 Season will be played on the respective patch available on the Live Server, once a sufficient testing period has occurred. Changes to the competitive patch and Agent availability will be at the sole discretion of the Game Changers League. A patch schedule will be provided for each competition as part of the applicable Game Changers Supplementary Ruleset.

- 9.3.2. New Agents - will be automatically restricted for two weeks from their release on the competitive queue. Example: Agent A was released on February 5, so Agent A will become eligible to be used in all Matches on February 19.
- 9.3.3. New Maps - will be automatically restricted for four weeks from their release on the live queue. Example: Map A was released on January 1, so Map A will become eligible to be used in all Matches on January 29.
- 9.3.4. Additional Restrictions - (e.g. disabling certain weapons) may be added by Riot or Game Changers Officials at any time before or during a match, if there are known bugs with any items, Agents, skins, or abilities. New agents and maps may be restricted for longer periods of time at the discretion of Game Changers Officials.

9.4. Player Accounts

- 9.4.1. Players will be provided with accounts (“Tournament Realm Accounts”) by Riot and/or the Tournament Operator. It is the Players' responsibility to configure their account to their preferences. The Tournament Realm Account name will be set to the Player's official tournament handle as approved by the Game Changers League.
- 9.4.2. In the event that tournament realms are unavailable, Players will use their main “Live” account as provided during the registration process. It is the Player’s responsibility to configure their primary “Live” account to their preferences, including setting the Riot ID to their official tournament handle. If a Player cannot change their name, they must contact a Game Changers Official for support.

9.5. Game Settings

- 9.5.1. All Players will be required to have the in-game settings for blood and bodies turned off.
- 9.5.2. Titles and gun buddies awarded for winning an event, including Masters, Champions, and Game Changers Champions, may only be equipped by Players that have earned those titles and gun buddies.
- 9.5.3. FPS/Latency text and graph trackers must be disabled during gameplay.

9.6. Pre-Match Setup

- 9.6.1. Players will have designated blocks of time prior to their Match time to ensure they are fully prepared. Game Changers Officials will inform Players and Teams of their scheduled setup time and duration as part of their Match schedule.
- 9.6.2. Game Changers Officials may change the schedule at any time. Setup time is considered to have begun once Players enter the Match Area, at which point they are not allowed to leave without permission of a Game Changers Official.
- 9.6.3. Setup consists of the following:

- Confirm Tournament Realm Account name accuracy.
- Ensuring the working function of all equipment, network connection and DDOS protection.
- Connecting and calibrating peripherals.
- Ensuring proper function of voice chat system.
- Selecting skins.
- Adjusting in-game settings.
- Limited in-game warm-up.

9.6.4. Technical Failure of Equipment - If a Player encounters any equipment problems during any phase of the setup process, Player must notify a Game Changers Official immediately.

9.6.5. Players are responsible for ensuring the performance of their chosen setup, including computer hardware and peripherals, internet connection, DDOS protection and power. Issues with this setup are not an acceptable reason for lateness or pausing beyond a Team's allowance.

9.7. Player Ready State & Lobby Creation

9.7.1. It is expected that Players will resolve any issues with the setup process within the allotted time and that the Match will begin at the scheduled time. Sanctions for tardiness may be assessed at the discretion of Game Changers Officials.

9.7.2. At the specified time before the Match is scheduled to begin, a referee will confirm with each Player that their setup is complete. Once all ten Players in a Match have confirmed completion of setup, Players may not enter a warm-up Match or leave the Match Area.

9.7.3. Other than with respect to online qualifier matches, all Matches that are part of a Game Changers event will be played in Match lobbies hosted by a Game Changers Official. Game Changers Officials will decide how the official Match lobby will be created and Players will be directed by a referee to join a Match lobby as soon as testing has been completed.

9.8. Media Obligations

9.8.1. Teams will be required to make available to the media for a minimum of 15 minutes at least one Player who is intended to start any Match that day. If a Player has started at least 2 Matches in the Game Changers League, the Player will be required to have made themselves available to the media at least once during the event.

9.8.2. A Team may not make available the same Player to the media for 4 consecutive Match days.

9.8.3. Players will be informed of any pre-Match obligations, including, but not limited to, media appearances, interviews, or further discussion of any Match matters.

9.9. Lobby Setup & Play Restrictions

- 9.9.1. Match Definition.** A “game” is an instance of competition on a VALORANT map that is played until a winner is determined for the map. A “Match” is a set of games that is played until one Team wins a majority of the total games (e.g., winning two games out of three (“best-of-three” or “Bo3”); winning three games out of five (“best-of-five” or “Bo5”). For clarity, a Match that concludes with a Team winning three games out of five will be considered a “Bo5 Match”. The winning Team will either receive a win tally in a league format or advance to the next round in a tournament format. In a “best-of-one” (“Bo1”) format, the terms game and Match may be used interchangeably.
- 9.9.2. Lobby Settings.** The official Match lobby will be set to “Tournament” mode with “Overtime: Win by Two” turned on.
- 9.9.3. Server Selection.** Prior to each Match, the Game Changers Official will select the server which is as close to equidistant from the Teams as possible. Each Game Changers will have a designated “default” server location in the event that an equidistant option does not exist.

9.10. Map Selection Process

- 9.10.1. At a time specified by Game Changers Officials prior to the start of a match, the map selection process will be conducted. Under no circumstances may a map be played twice in one Match unless all other available maps have been played. When instructed in the Map Selection Process, the Team must ban a map and cannot choose to skip the map ban.
- 9.10.2. The Game Changers League may modify the map selection process for the competition but must provide advance notice in writing to all participants and receive approval from Riot before doing so. Modified map selection processes will be outlined in the applicable Game Changers Supplementary Ruleset.
- 9.10.3. The map pool consists of seven (7) maps. The full map pool will be communicated in the applicable Game Changers Supplementary ruleset, or directly by Game Changers Officials.
- 9.10.4. Best-of-One Matches.** The better-seeded or “Home” Team will decide if they are either Team A or Team B. If the Game Changers League in question has no predetermined seeding, the “better-seeded Team” for purposes of this Section will be determined at random. Team A starts the process and the map for the Match will be selected according to the following procedure:
- i. Team A bans 1 map
 - ii. Team B bans 1 map
 - iii. Team A bans 1 map
 - iv. Team B bans 1 map
 - v. Team A bans 1 map
 - vi. Team B bans 1 map

- vii. Map 7 is the only Map remaining
- viii. Team A picks side

9.10.5. Best-of-Three Matches. The better-seeded or “Home” Team will decide if they are either Team A or Team B. If the Game Changers League in question has no predetermined seeding, the “better-seeded Team” for purposes of this Section will be determined at random. Team A starts the process and the map for the Match will be selected according to the following procedure:

- i. Team A bans one Map
- ii. Team B bans one Map
- iii. Team A picks Map 1
- iv. Team B picks side for Map 1
- v. Team B picks Map 2
- vi. Team A picks side for Map 2
- vii. Team A bans one Map
- viii. Team B bans one Map
- ix. Map 3 is only Map remaining
- x. Team A picks side for Map 3

9.10.6. Best-of-Five Matches. The better-seeded or “Home” Team will decide if they are either Team A or Team B. If the Game Changers League in question has no predetermined seeding, the “better-seeded Team” for purposes of this Section will be determined at random. Team A starts the process and the map for the Match will be selected according to the following procedure:

- i. Team A bans one Map
- ii. Team B bans one Map
- iii. Team A picks Map 1
- iv. Team B picks side for Map 1
- v. Team B picks Map 2
- vi. Team A picks side for Map 2
- vii. Team A picks Map 3
- viii. Team B picks side for Map 3
- ix. Team B picks Map 4
- x. Team A picks side for Map 4
- xi. Map 5 is only Map remaining
- xii. Team B picks side for Map 5

9.10.7. Best-of-Five Matches for Double Elimination Grand-Finals. The upper bracket Team will decide if they are either Team A or Team B. Map picks and bans for the Match will be selected according to the following procedure:

- i. Upper bracket Team bans two maps
- ii. Team A picks map 1
- iii. Team B picks side for map 1
- iv. Team B picks map 2
- v. Team A picks side for map 2
- vi. Team A picks map 3

- vii. Team B picks side for map 3
- viii. Team B picks map 4
- ix. Team A picks side for map 4
- x. Map 5 is only map remaining
- xi. Team B picks side for map 5

9.11. Agent Select & Match Start

- 9.11.1. Once Agent Select has started, Players will have 85 seconds to pick their Agent, with both Teams picking simultaneously. If a Player picks an Agent by mistake during this phase, the Player must notify a Game Changers Official of their intended selection 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. In the case that the Player notifies a Game Changers Official after the timer has expired, the Agent Select process will not be restarted and the Player will be required to play through.
- 9.11.2. A Match will start immediately after the Agent/Map Selection process is complete, unless otherwise stated by a Game Changers Official.
- 9.11.3. Players are not allowed to quit a Map during the time between the completion of picks/bans and Map launch, also known as “Free Time.”

9.12. Controlled Match Start

- 9.12.1. In the event of an error in Match start or a decision by Game Changer Officials to separate the pick/ban process from Match start, a Game Changers Official may start the Match in a controlled manner and all maps will be selected in accordance with the previous valid completed pick/ban process.

9.13. Slow Client Load

If a game crash, disconnect, or any other failure occurs which interrupts the loading process and prevents a Player from joining a Match upon Match start, the Match must be immediately paused until all ten Players are connected to the Match.

9.14. Restrictions on Gameplay Elements

Restrictions may be added at any time before or during a Match, if there are known or suspected bugs with any Agents, skins or maps, or for any other reason as determined at the discretion of Game Changers Officials.

9.15. Restriction on Audio Volume

Players must keep volume levels above the minimum setting. Game Changers Officials may require Players to increase the volume if deemed necessary.

10. Post-Match Process

10.1. Results

Game Changers Officials will confirm and record the Match result.

10.2. Tech Notes

Players will identify any technical issues with Game Changers Officials.

10.3. Between Maps

Game Changers Officials will inform Players of the remaining amount of time before the next Map in the Match, if applicable. For online events, the standard time for transitions between Maps is eight (8) to ten (10) minutes from the time of the last Map's Round until Players are required in their seats for the next Map. For offline events, the standard time for transitions between Maps is five (5) to ten (10) minutes from the time of the last Map's Round until Players are required in their seats for the next Map. The next Map, if applicable, will commence as soon as both Teams have confirmed to a Referee or Game Changers Official that all Players are ready to play and, at LAN Events, in their seats.

10.4. Between Matches

For online events, the standard time for transition in between Matches is eight (8) to ten (10) minutes from the time of the last Match's Round until Players are required in their seats for the next Match. For offline events, the standard time for transitions between Matches is ten (10) to fifteen (15) minutes from the time of the last Match's Round until Players are required in their seats for the next Match. The next Match, if applicable, will commence as soon as both Teams have confirmed to a Referee or Game Changers Official that all Players are ready to play and, at LAN Events, in their seats. If all the Players are not ready to play and in their seats (if applicable) at the time designated to them by the Referees or Game Changers Officials, the Team can be sanctioned for delay of Game.

10.5. Post-Match Obligations

Players will be informed of any post-Match obligations, including, but not limited to, media appearances, interviews, or further discussion of any Match matters. Players are required to perform these post-Match obligations.

10.6. Results of Forfeiture

Matches won by forfeit will be reported by the minimum score it would take for one Team to win the Match (e.g. 1-0 for best-of-1 Matches, 2-0 for best-of-three Matches, 3-0 for best-of-five Matches). No other statistics will be recorded for forfeited Matches.

10.7. Tie-Breakers

Game Changers Leagues that include formats where ties may occur between Teams shall use the following tie-breaker process to determine who advances.

10.7.1. Head-to-Head Tie.

- i. Head-to-head match score
- ii. Head-to-head map differential
- iii. Head-to-head round differential
- iv. Total Split/Event map differential
- v. Total Split/Event round differential

10.7.2. 3-Way Tie.

- i. Head-to-head for all three Teams

- Team with two matchup head-to-head advantages automatically gets first of the group and the remaining two Teams begin tie-breakers with the system above starting with 1.
- If no Team gets a two matchup head-to-head advantage (i.e. all Teams 1-1 head-to-head) then proceed below
- ii. Total Split/Event map differential
- iii. Total Split/Event round differential
- iv. Bo1 match is held for tie-breaker

10.7.3. **Multiple Team Tie.**

- i. Total Split/Event map differential
- ii. Total Split/Event round differential
- iii. Tied Teams Only Matches - Split/Event map differential
- iv. Tied Teams Only Matches - Split/Event round differential
 - Note: If ties reduce to 2-3 Teams, utilize appropriate tie breakers above. If there is no head-to-head data, then the rest of these tie breakers apply.

EXAMPLE 1. Teams A, B, C and D are all tied with a record of 4 wins and 3 losses.

- Team A has an overall map differential of +2.
- Team B has an overall map differential of -3.
- Team C has an overall map differential of 0.
- Team D has an overall map differential of +2.

Team A and Team D are now in a two way tie for Seeds 1 and 2 with a map differential of +2. When playing head to head, Team D beat Team A. Therefore, the seeding order is as below from the original group of 4 teams:

1. Team D
2. Team A
3. Team C
4. Team B

EXAMPLE 2. Teams A, B, C and D are all tied with a record of 3 wins and 2 losses.

- Team A has an overall map differential of +1.
- Team B has an overall map differential of +1.
- Team C has an overall map differential of -2.
- Team D has an overall map differential of +1.

Teams A, B and D are now in a three way tie for Seeds 1, 2 and 3 with a map differential of +1. Teams A, B and D have not all played each other and therefore there is no head to head data between the three teams. In this instance, the tie breaker will move to Total Split Round Differential.

1. Team A has an overall round differential of +27.
2. Team B has an overall round differential of +9.

3. Team D has an overall round differential of +27.

Teams A and D are now in a two way tie for Seeds 1 and 2. Team B has a lower Round Differential than Teams A and D and will therefore obtain Seed 3. Teams A and D have played head to head (neither had played Team B which is where the above step came from) but now head to head can be applied. Team D beat Team A head to head and therefore wins the tiebreaker. The seeding order is as below for the original group of 4 teams:

1. Team D
2. Team A
3. Team B
4. Team C

11. Pauses

11.1. Timeouts

Teams are allowed to call timeouts of sixty (60) seconds in duration (“Timeouts”) two times per map during the first 24 rounds of the map (“Regulation”), at any time not limited by half. The sixty second clock will begin when both Teams’ Match Coaches are connected and able to communicate with their Players. In the event of overtime, each Team will be granted one Timeout to use for overtime. Unused Timeouts from Regulation will not carry over to overtime.

11.1.1. Timeout Protocol. Communication will be limited to Players and Coaches. All Timeouts must be taken within the first twenty (20) seconds of a Buy Phase. Any Timeout taken after twenty seconds will be deferred to the next round, unless the next round is after the end of the half or the end of regulation, in which case the Timeout will be spent with no additional time given. Players are not allowed to leave the Match Area at any time during a Timeout.

11.1.2. Timeout Agent Control. During a Timeout, headsets have to stay on and Players are prohibited from controlling their agent (i.e., Players can not move or use utility during a Timeout).

11.2. Technical Pauses

11.2.1. Technical Pauses Categories

- Suspension of Play (Expected delay: Greater than 10 minutes)
Examples: Player disconnected from game, monitor went black, computer froze for longer than 3 seconds (less time could classify as an equipment check), any programs crashed during gameplay, etc.
- Equipment Check (Expected delay: 3-5 minutes)
Examples: mouse battery died, peripheral stopped working, audio became bugged, settings suddenly reset, etc.

11.3. Technical Pause Protocol

If a Player has a problem that prevents the Player from continuing play, the Player must notify Game Changers Officials and request a technical pause. The Player must announce the reason when requesting a technical pause, and Game Changers

Officials will pause the game if the reason is determined to be valid. Players are not allowed to initiate a technical pause in-game on their own. If a Player uses the in-game function to initiate a technical pause, the Player's Team may be sanctioned for delay of game. Players are not allowed to leave the Match Area at any time during a technical pause.

11.4. Technical Pause Agent Control

During a technical pause, headsets have to stay on and Players are prohibited from controlling their agent (i.e., Players can not move or use utility during a Timeout). Any form of communication including but not limited to text and voice communication between Players and Coaches is forbidden during a technical pause, unless instructed to do so by a Game Changers Official.

11.5. Invalid Technical Pauses

Technical pauses will not be granted for the following non-exhaustive reasons:

- Accidentally hitting power button of monitor;
- Minor audio adjustments; or
- In-ear headphone adjustments.

11.6. Player Emergency Pause

11.6.1. Player Emergency Protocol. Teams will be granted a maximum of one (1) pause for an emergency situation ("**Player Emergency Pause**") per map in a Match for a maximum aggregate total of ten (10) minutes across the Match. If a Team requires more than ten (10) minutes of Player Emergency Pauses, then the Players using the Player Emergency Pause will become ineligible to continue play and must be substituted. If the Team is unable to field a full five (5) Players, the Team shall forfeit the Match unless a Game Changers Official, in his/her discretion, determines that victory in the Match shall be awarded to one of the Teams. Teams that misuse the Player Emergency Pause for non-emergencies will be sanctioned.

11.6.2. Illness, Injury, or Disability. Minor Player illness, injury, or disability is not an acceptable reason for a Player Emergency Pause. Players may inform Game Changers Officials prior to the start of a Match to reserve the right to use the Player Emergency Pause. Game Changers Officials may grant a Player Emergency Pause during the Match in order to evaluate the issue and to determine whether the Player is ready, willing, and able to continue playing.

12. Additional Rules for Online Event

12.1. Coaching Slot in the VALORANT Client

In order to secure and protect the competitive integrity of online events in the Game Changers Leagues from misuse of the Coaching slot privilege granted to Teams during these events, Game Changers Officials have the right to prohibit access to the Coaching slot, audit any in-client communications of a Player or a Coach in an online event, and mandate additional rules and processes for monitoring a Player or Coach's adherence to this Game Changers Competition Ruleset for online events of the Game Changers Leagues.

12.2. Match Communications

- 12.2.1. Players and Coaches in an ongoing match of an online event shall only communicate with the other Players and Coaches in the same ongoing match, and Game Changers Officials.
- 12.2.2. Any unauthorized communication with anyone other than the Players and Coaches in the ongoing match and Game Changers Officials is prohibited. Players and Coaches must obtain authorization from a Game Changers Official before engaging in any communication with anyone outside of the ongoing match.
- 12.2.3. If a Team has more than one Coach, the Team must designate one of the Coaches as the Match Coach. At the Game Changers Officials's sole discretion, the Match Coach may be provided with a means to communicate with up to two (2) other Coaches and/or Team Personnel. The Match Coach and the two other Coaches and/or Team Personnel may only communicate in the manner authorized by the Game Changers Officials.
- 12.2.4. Allowed Match Communications.** The following types of communications will be allowed in an ongoing match of an on event:
- Voice or chat communication between Players on the same Team.
 - Voice or chat communication between the Coach and the Players on the same Team during the agent and map selection process for each Match, timeouts, half-times, and in between Maps (if applicable).
 - Any communications with Game Changers Officials.
 - Any communications that have been expressly authorized by a Game Changers Official.
- 12.2.5. Prohibited Match Communications.** The following types of communications are prohibited in an ongoing match of an online event without authorization by a Game Changers Official:
- Any communication with anyone outside of the ongoing Match of the online event.
 - Any communication between a Coach and the Players on the same Team outside of the agent and map selection process for each Match, timeouts, half-times, and in between Maps (if applicable).
- 12.2.6. Match Communication Authorization.** Players and Coaches are obligated to obtain authorization from Game Changers Officials prior to engaging in any type of communication with anyone that is not an allowed match communication.
- 12.2.7. Unauthorized Match Communication.** A Player or Coach in an ongoing Match of an online event that breaches these match communication rules will be subject to Disciplinary Action.

12.3. Ongoing Match Points of View

12.3.1. Players and Coaches in an ongoing match shall only view the Point of View (“POV”) afforded to that Player or Coach by the VALORANT client being used for the online event.

12.3.2. Allowed POV.

- Players in a Player slot of the VALORANT client are allowed to view the POV afforded to that Player slot by the VALORANT client.
- Players on the same Team are allowed to observe each other's monitors showing the POV afforded to those Players by the VALORANT client.
- Coaches in a Coach slot of the VALORANT client are allowed to view the POVs afforded to that Coach slot by the VALORANT client.

12.3.3. Prohibited POV.

- Players and Coaches in an ongoing match are prohibited from using any broadcast, stream, or other method for presenting video or audio content of the ongoing Match outside of the POV afforded to that Player or Coach by the VALORANT client.
- A Player or Coach that views a prohibited POV without authorization by a Game Changers Official shall be subject to Disciplinary Action.

12.4. Player and Coach Monitoring

Game Changers Officials of the online event shall have the right to implement a monitoring and auditing process to protect the integrity of the online event. Players and Coaches shall comply with the monitoring and auditing process, and any other requirements raised by the Game Changers Officials for implementing that monitoring and auditing process.

Players and Coaches that do not comply with the requirements set forth by the Game Changers Officials shall not be permitted to participate in any matches of the online event. Game Changers Officials have the right to deny Players and Coaches access to the Player or Coach slots of a match of the online event if those Players or Coaches fail to adhere to the requirements set forth by the Game Changers Officials.

12.4.1. Client Communication Auditing. Game Changers Officials and Riot have the right to audit any voice or chat communication within the VALORANT client of any Player or Coach in the online event. Game Changers Officials and Riot may view the all chat, Team chat, and whisper logs of any Player or Coach in the online event.

12.4.2. Voice Communication Systems. Players and Coaches are prohibited from using any voice or chat communication system outside of the native voice and chat communication systems of the VALORANT client without authorization of Game Changers Officials. Game Changers Officials have the right to monitor any voice or chat communication system being used by the Players and Coaches of an ongoing match. Game Changers Officials have the

right to audit any voice or chat communications of Players and Coaches that occur during an ongoing match.

- 12.4.3. Voice Communication.** Game Changers Officials have the right to monitor any voice or chat communication system being used by the Players and Coaches of an ongoing match. Game Changers Officials have the right to audit any voice or chat communications of Players and Coaches that occur during an ongoing match.
- 12.4.4. Screen Capture Monitoring.** Game Changers Officials have the right to implement requirements for Players and Coaches to use a screen capture program specified by the Game Changers Officials to record the Player's or Coach's screen and/or display output during an ongoing match.
- 12.4.5. Screen Capture and Camera Data Storage Requirements.** Players and Coaches must store any data resulting from the screen capture monitoring and/or the camera capture monitoring requirements for a minimum of two (2) weeks after the end of the online event.
- 12.4.6. Screen Capture and Camera Data Auditing.** Game Changers Officials have the right to request and audit the screen capture and camera data at any time during the online event and for two (2) weeks after the end of the online event. Any Player or Coach that refuses, or is unable to furnish the requested data for auditing purposes will be subject to Disciplinary Action.

13. Bugs

13.1. Types of Bugs

A bug is an error, flaw, or fault in the Game that produces an incorrect, unintended, or unexpected result. Bug classification will be communicated via the Esports Bug List shared with each patch.

- 13.1.1. Play Through Bugs.** A "Play Through Bug" is defined as a bug that does not significantly alter the competitive integrity of the game. This may mean that there are mitigation steps available or the impact has been deemed insufficient to warrant a disable or remake.
- 13.1.2. Major Bugs.** A "Major Bug" is defined as a bug that has the potential to significantly impact a Player's ability to compete in the game, significantly alters game stats or gameplay mechanics, and has no reasonable mitigation steps. The determination of impact will be at the sole discretion of Game Changers Officials.
- 13.1.3. Unknown Bugs.** An "Unknown Bug" is defined as a bug that is not on the Esports Bug List shared with the current patch.
- 13.1.4. Game Breaking Bugs.** A "Game Breaking Bug" is defined as a bug whose occurrence undermines the competitive integrity of a round as a whole, and causes the outcome of the round to become undeterminable. Any bugs that fall within this category will be explicitly listed in the Esports Bug List shared with each patch.

13.2. Use of Round Rollback for Bugs

- 13.2.1. **Pre-Damage.** If, at the time that a bug occurs in a round, no damage has been directly caused by any Player to an opponent in the round, then Game Changers Officials may initiate a round rollback for Unknown Bugs and Major Bugs that impact a Player's ability to compete in the game for reasons outside of the Player's control.
- 13.2.2. **Post-Damage.** If, at the time that a bug occurs in a round, damage has already been directly caused by a Player to an opponent in the round, Game Changers Officials will not initiate a round rollback unless the bug was a Game Breaking Bug.
- 13.2.3. **Round Rollback for Game Breaking Bugs.** If a Game Breaking Bug occurs at any time during a round, Game Changers Officials will initiate a round rollback to restore the game to the start of the round.

14. Exploit Adjudication

A Player-caused bug that has the potential to significantly alter the competitive integrity of the game and provide an unintended competitive advantage. As a standard, regardless of impact, exploit usage is not permitted and if found will result in a penalty, as outlined below.

14.1. Agent Specific Exploits

Non-limiting examples of "Agent Specific Exploits" are detailed in the Esports Bug List. Any use of a bug or exploit specifically listed in the Esports Bug List, or covered under a blanket prohibition will be considered a violation of these rules.

- 14.1.1. **Cypher.** All Cypher cam placements that afford an unfair competitive advantage via abusing map textures and/or geometry to prevent the Cypher cam from being destroyed or seen are considered banned exploits. All Cypher cam placements must result in a Cypher cam that is destructible, that is viewable by both Teams, and that does not exploit map textures and/or geometry to create a one-way view that provides an unfair advantage. Any other uses of a Cypher cam that are determined by a Game Changers Official to provide an unfair competitive advantage will also be considered banned exploits.
- 14.1.2. **General Agent Utility Rule.** All uses of agent utility that afford an unfair competitive advantage via abusing map textures and/or geometry to prevent the agent utility from being destroyed or seen are considered banned exploits. Agent utility cannot be used in areas that are outside of map boundaries while potentially providing any useful information or advantage at any point. Areas that are within map boundaries are defined as areas where all utility is (1) destructible as intended for that utility, (2) has the ability to be seen by both Teams as intended for that utility, and (3) does not exploit map texture and/or geometry to provide an unfair competitive advantage.

A Player shall not alter the utility's intended purpose and scope of usage by abusing map textures and/or geometry, abusing unintended interactions

with other utility, unintended interactions with weapons, or other types of unintended interactions to gain an unfair competitive advantage. Any other uses of an agent's utility that are determined by a Game Changers Official to provide an unfair competitive advantage will also be considered banned exploits.

SPECIAL EXCEPTIONS: KAY/O's ZERO/POINT ability is intended to be usable outside of map boundaries, and is a special exception regarding these rules. KAY/O's ZERO/POINT ability is allowed to be placed outside of map boundaries, and at other locations that cause KAY/O's ZERO/POINT ability to be indestructible and/or unviewable by the enemy Players. However, the knife model of KAY/O's ZERO/POINT ability cannot abuse or exploit map textures and/or geometry to travel to unintended locations. For example, the knife model of KAY/O's ZERO/POINT ability may not travel through or inside map textures and/or geometry that are intended to be solid. Teams should clear specific trajectories or end locations for KAY/O's ZERO/POINT ability with Game Changers Officials prior to usage if the Team is unsure whether that usage complies with this special exception rule.

- 14.1.3. Agent Character Model Boosting.** Players are prohibited from using another agent's character model to boost to a location out of intended jumping range.

14.2. Assessment of Penalties

When assessing the appropriate penalty, Game Changers Officials shall take into account the past punishments for the same or similar situation, exploit classification, prior communication, impact, and intent. The following questions and assessments shall be considered by Game Changers Officials in each category to apply appropriate penalties.

14.2.1. Exploit Classification.

- Is the exploit on the Esports Bug List, and how is it classified?
- If the exploit isn't in the Esports Bug List, is it similar enough to another that a reasonable person would assume that the classification would be the same?
- If the exploit isn't in the Esports Bug List and isn't similar to another known exploit, Game Changers Officials should use the other criteria to help inform any action.

14.2.2. Prior Communication.

- Has the Esports Bug List been shared with the Team and/or Player?
- Was the Esports Bug List for the patch version designated by the Game Changers Officials for the event shared within a reasonable timeframe for them to inform themselves and make necessary adjustments?
- If the Esports Bug List hasn't been communicated at all or in a reasonable timeframe, this should be a mitigating factor.

14.2.3. **Impact.**

- What impact did the exploit have on the round and/or outcome of the map - e.g., Damage dealt, info gained (vision, sound etc.), prevented opponents actions (bomb defusal/plant).
- What impact could this exploit have on the perception of the sport? Could it bring the sport into disrepute?

14.2.4. **Intent.**

- How hard is it to use the exploit accidentally? Does it require a specific set of actions that don't occur in the normal course of play?
- Has the Player or Team received penalties for the same exploit in the past?
- Did the Player or Team discuss usage in voice comms?
- Did the Player or Team notify a referee immediately after the exploit had occurred?

14.3. **Types of Penalties**

The following list of penalties is a non-exhaustive list. Game Changers Officials may, at their sole discretion, issue other types of Disciplinary Actions such as Fines or Suspensions on a case-by-case basis.

14.3.1. Warning. Game Changers Officials may issue warnings for a low impact first offense in order to prevent widespread usage of low impact exploits. Warnings may be issued for unintended bugs that did not give a competitive advantage, or bugs deemed small enough to not have a significant impact on the competitive integrity of the Match.

14.3.2. Round Rollback. Game Changers Officials may perform a round rollback when an exploit has had a significant impact on the outcome of the round, but the intent of the Player that performed the exploit cannot be determined, or for low impact second offenses. Round rollbacks may be used for unintended exploits that give a competitive advantage. Game Changers Officials shall evaluate the intent of the Player that performed the exploit on a case by case basis. If a Player contacts an official immediately after the unintended exploit occurs, then Game Changers Officials shall consider issuing a round rollback. Round rollbacks may also be issued for a major exploit that impacts the integrity of the round, but is not the fault of any Player or Coach.

14.3.3. Round Loss. Game Changers Officials may issue a round loss when an exploit has a significant impact on the outcome of the round, and Game Changers Officials have determined that the Player or Team intended to perform the exploit. Round losses may also be issued if a round rollback threshold has been exceeded, as determined by Game Changers Officials. Round losses may be applied using the following methods:

- Roll back to the round where the exploit was used and award the Team that did not perform the exploit the round win via elimination in round rollback settings.
- If rolling back isn't an option, round loss should be applied at the start of the next round. If the current round could result in the map ending, the loss should be applied to the current round.

Round losses may be issued for intended exploits that give a competitive advantage. Intent will be assessed by Game Changers Officials. If the exploit is listed on the current Esports Bug List given to Teams in a reasonable timeframe, the exploit will automatically be classified as an intended exploit if considered egregious.

14.3.4. Map Forfeit Loss. Game Changers Officials may issue a forfeit loss for a map of the Match in the following scenarios:

- An exploit had a significant impact on the outcome of a map or provided a significant unintended competitive advantage, but the map has concluded and round rollback and/or remake is not possible.
- Second offenses for low impact exploits where round rollback and/or remake is not possible.
- Second offenses for high impact exploits while the map is still being played, and a round loss has already been applied.
- Egregious cases that warrant an immediate escalated penalty, as determined at the sole discretion of the Game Changers Officials.

14.3.5. Match Forfeit Loss. Game Changers Officials may issue a forfeit loss for a Match when the actions of the Team Personnel of one of the participating Teams has irreversibly undermined the competitive integrity of the Match, including, but not limited to, cheating and match fixing. Game Changers Officials may issue a forfeit loss for a Match where one of the Teams used an exploit that would have resulted in a map forfeit loss, but was not caught until the Match had already concluded, and no reasonable mitigation steps are available.

14.4. Finality of Judgment on Bug and Exploit Adjudication

Game Changers Officials have the right to assess and make final calls on all exploit decisions. All decisions regarding the interpretation of this lie solely with the Game Changers Officials; such decisions are final, cannot be appealed, and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

15. Crashes and Interruptions of Gameplay

15.1. Discontinuity of Gameplay

If a Match is interrupted for reasons beyond the control of the Players (e.g., server crash, mass internet outage, mass power outage, DDOS, etc.), Game Changers Officials may restore the round using the in-game round restore feature to the beginning of the most recent round.

15.2. Individual Player Gameplay Interruptions

Matches will not be stopped and rounds will not be restored or replayed in cases where the issue is clearly a Player's fault (e.g., mis-buying a weapon, alt-tabbing, turning off monitor, etc.).

15.2.1. Transient Interruptions. Rounds will not be replayed due to issues that cause a short-term interruption in gameplay that does not persist for the remainder of the round (e.g., alt-tab, client minimization, transient packet loss, transient networking issues, etc.). If multiple Players experience transient interruptions to gameplay in the same round for reasons beyond their control, Game Changers Officials may, at their discretion, determine that a discontinuity of gameplay has occurred.

15.2.2. Crash/Interruption of Gameplay. If a round of a Match has an issue that causes an interruption to gameplay that prevents individual Players from playing out the round (e.g., client crash, computer crash, individual internet outage, individual power outage, etc.), Game Changers Officials may restore the round using the in-game round restore feature to the beginning of the most recent round in the following scenario:

- All of the following conditions are met: (a) issue occurred during the first minute of the round, (b) issue occurred before any damage was caused to any Player's agent by the opposing Team, and (c) the Game Changers Official was immediately notified.

Interruptions to gameplay that occur after a Player's agent has been eliminated from the round will not be considered.

16. Global Code of Conduct

Each Organization shall comply with and ensure that all Owners and Team Personnel of the Organization complies with the Riot Games Esports Global Code of Conduct. Each Organization and Team acknowledges and agrees that a breach of, or failure to comply with the Riot Games Esports Global Code of Conduct by any Owner or Team Personnel shall be deemed a breach of, or failure to comply with the Riot Games Esports Global Code of Conduct by the Organization, in each instance even in cases where the Organization was not, itself, at fault.

17. Disciplinary Regulations

17.1. Disciplinary Actions

17.1.1. If the Game Changers Officials determine that Team Personnel or a Team has committed a violation of the Game Changers Competition Ruleset or any Game Changers Supplementary Ruleset or applicable law, Riot and the Game Changers Officials may issue any or all of the following disciplinary actions: (a) verbal or written public warning(s); (b) prize forfeiture(s); (c) game forfeiture(s), (d) tournament forfeiture(s); (e) forfeiture(s) of a slot; (f) suspension(s); and (g) disqualification(s) and ban(s), including from any future Official Competitions or other events related to VALORANT or other

video games or esports properties owned or controlled by Riot or its affiliates.

- i. The type and extent of the Disciplinary Actions that may be imposed is based on the specific circumstances of each case, taking into account the gravity of the offense, as well as aggravating and mitigating circumstances.
 - ii. Repeated violations or infractions may be considered as aggravating circumstances and may be subject to escalating sanctions.
 - iii. Multiple measures may be used in combination for a single breach where the circumstances warrant it.
 - iv. Violations are subject to action, whether or not they were committed intentionally or as part of a joke, a stunt, or some form of social media performance.
 - v. Attempts to commit such offenses or infringements are also subject to sanction.
- 17.1.2. If a Team or Team Personnel has been previously disqualified or banned from participating in events that feature play of VALORANT in any jurisdiction in the world, or has committed an especially egregious act outside the Riot esports ecosystem, the Game Changers Officials may disqualify or ban that Team or Team Personnel from participation in an Official Competition.
- 17.1.3. Any prospective Team Personnel serving an active suspension, issued by an esports publisher or an industry-recognized governing body, is prohibited from participating in any official competition unless explicitly permitted by Riot.

17.2. Match Operations Regulations

- 17.2.1. Scope of Application.** Cooperation with Game Changers Officials is critical for the smooth delivery of a competitive event. For example, non-compliant behavior includes, but is not limited to, refusal to promptly follow Match lobby instructions, failure to adhere to the Match schedule, failure to promptly carry out instructions, tardiness in entering the Team Ready State or any other behavior that may cause delays to the scheduled broadcast. These Match Operations Regulations apply to all Matches of Official Competition of a Game Changers League. These Match Operations Regulations apply for the duration of a Match, between the start of pre-Match setup and the end of post-Match obligations.
- 17.2.2. Delay of Game.** Teams may be sanctioned for delay of game according to the following penalty schedule. Game Changers Officials have the right to assess and make final calls on all delay of game decisions. Game Changers Official decisions with respect to delay of game sanctions cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy. The following penalty schedule may be taken into consideration by the Game Changers Officials when rendering a decision.

Delay of Game Count Per Match	Penalty
1	Warning
2-4	Loss of Timeout
5	Map Forfeit

The penalty schedule does not exclude the competence of the Game Changers Officials to render decisions on a case-by-case basis in light of the particular circumstances of each case. Fines may be increased per each additional case of repetition.

- 17.2.3. Non-Compliance.** Players, Coaches, and other Team Personnel must cooperate with Game Changers Officials and comply with instructions in a prompt and timely manner. Failure to cooperate with instructions from Game Changers Officials during a live Match may be sanctioned with delay of game in addition to other Disciplinary Actions.

17.3. Team Personnel Behavior Regulations

- 17.3.1. Scope of Application.** Game Changers Officials, event security, Team handler staff, and other competition staff working in an official capacity, hold a position of trust, and play a critical role in the operation of the competition. Therefore, any unprofessional or hostile behavior toward competition staff, or refusal to comply with reasonable instructions from competition staff will result in Disciplinary Action. Team Personnel behavior regulations apply to all Official Competitions of the Game Changers Leagues. Team Personnel behavior regulations apply during any interactions between Team Personnel and any staff working in an official capacity for an Official Competition of the Game Changers Leagues. During a LAN event held as part of the Game Changers Leagues, Team Personnel behavior regulations apply on all competition grounds, including the event venue, event hotel, party venue, feature sites, and all other official locations designated by Riot and/or the Tournament Operator.

- 17.3.2. Unprofessional or Hostile Behavior.** The following behaviors will be considered a breach of these Team Personnel behavior regulations.

- **Unprofessional Behavior:** Any behavior that impedes the smooth running of the competition, or impedes competition staff from performing in their official capacity at the competition.
- **Hostile Behavior:** Any behavior that is considered or can be considered as aggressive or rude. For example, such behavior includes, but is not limited to, yelling at competition staff, being belligerent with competition staff, or refusing to cooperate with competition staff.
- **Non-compliance with Instructions:** Players, Coaches, and other Team Personnel must comply with instructions from Game Changers Officials. Reasonable discussion regarding an instruction is allowed.

However, Team Personnel must cooperate with Game Changers Officials in the execution of those instructions.

- 17.3.3. Excluded Behavior.** Behaviors that are generally considered unethical in nature or breaches of the Code of Conduct (Section 17), or other Riot esports regulations shall not be additionally sanctioned under these Team Personnel behavior regulations.

17.4. Investigation by the Tournament Operator

- 17.4.1. Riot, the Tournament Operator, and Game Changers Officials will have the right to monitor compliance with this Game Changers Competition Ruleset and any Game Changers Supplementary ruleset and investigate possible breaches. By agreeing to this Game Changers Competition Ruleset, the Team Personnel agree to cooperate with Riot, the Tournament Operator, and Game Changers Officials in any internal or external investigation conducted relating to a suspected breach.
- 17.4.2. Team Personnel have a duty to tell the truth in connection with any investigation conducted by or for Riot and the Tournament Operator and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.
- 17.4.3. Riot and the Tournament Operator shall have the right to publish a declaration stating that Team Personnel and/or a Team have been penalized. Any Team Personnel and/or Team that may be referenced in such declaration hereby waive any right of legal action against the Tournament Operator, Riot, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.

17.5. Finality of decisions

All decisions made by Riot, the Tournament Operator, and Game Changers Officials in regard to (a) violations of this Game Changers Competition Ruleset and any Game Changers Supplementary Ruleset; (b) the appropriate Disciplinary Action (or combination of Disciplinary Actions) are final and binding.

18. Limitations of Liability

18.1. No Punitive Damages

To the maximum extent permitted by Applicable Law, neither Riot, the Tournament Operator nor any of their respective affiliates or licensors (collectively, the "Riot Parties"), shall be liable in any way for any loss of profits or any indirect, incidental, consequential, special, punitive, or exemplary damages, arising out of or in connection with this Game Changers Competition Ruleset, a Game Changers Supplementary Ruleset, the Official Competitions or VALORANT, or the delay or inability to use or lack of functionality of VALORANT, even if a Riot Party is at fault and even if a Riot Party is aware of the possibility of such damages.

18.2. Cap on Liability

To the maximum extent permitted by Applicable Law, the aggregate liability of the Riot Parties arising out of or in connection with this Game Changers Competition

Ruleset, a Game Changers Supplementary Ruleset, the Official Competitions or VALORANT will be limited to a Player's or Coach's direct damages in an amount not to exceed US \$25,000. Multiple claims will not expand this limitation. These limitations and exclusions regarding damages apply even if any remedy fails to provide adequate compensation. Riot neither assumes, nor authorizes the Tournament Operator or any other person or entity to assume on Riot's behalf, any liabilities in addition to those liabilities expressly set forth in this Section.

19. Dispute Resolution

19.1. Finality of Certain Decisions

All decisions regarding Player eligibility, sponsor restrictions, Official Competition scheduling and staging, and violations of, and infractions committed under, this Game Changers Competition Ruleset and the applicable Game Changers Supplementary Ruleset lie solely with Riot and the Tournament Operator or, at the option of Riot and the Tournament Operator, with Game Changers Officials. The decisions of Riot, the Tournament Operator, and/or the Game Changers Officials are final and binding and shall not give rise to any claim for monetary damages or any other remedies.

19.2. Remedies

Notwithstanding the foregoing, Riot and the Tournament Operator shall have the right to commence and prosecute any action or proceeding before any court of competent jurisdiction to obtain injunctive or other equitable relief against a Team, Player, or Coach in the event that such action is necessary or desirable. In the event of a breach by Riot or the Tournament Operator of any of the provisions of this Game Changers Competition Ruleset or the applicable Game Changers Supplementary Ruleset, a Team, Player, or Coach shall be limited to his/her/its remedies at law for damages, if any, and in no event shall a Team, Player, or Coach be entitled to enjoin or restrain Riot or the Tournament Operator from operating any Official Competition, conducting any Media Event or distributing any broadcasts, streams or other audiovisual content. Neither Riot nor any of its affiliates or group companies has any fiduciary relationship with or duty to a Team, Player, or Coach.

20. Construction, Amendments and Other General Provisions

20.1. Priority and Conflicts

In the event of a conflict between (a) any term of this Game Changers Competition Ruleset and the terms of a Team Participation Agreement, or (b) any term of this Game Changers Competition Ruleset and the terms of the applicable Game Changers Supplementary Ruleset and/or Guidance Document, the Riot, in its sole discretion, shall determine the terms that shall govern and prevail. Any remedies set forth in this Game Changers Competition Ruleset, Game Changers Supplementary Ruleset, or Guidance Document shall be in addition to, and shall not supersede, any remedies set forth a Team Participation Agreement.

20.2. Amendments to the Game Changers Competition Ruleset

This Game Changers Competition Ruleset may be amended, modified, updated or supplemented by the Tournament Operator and Riot from time to time, provided that no such amendment, modification, update or supplement will have the effect of amending, canceling, superseding or modifying any material term of a Team Participation Agreement. Riot and the Tournament Operator may discuss material proposed amendments, modifications, updates or supplements to this Game Changers Competition Ruleset with Teams, it being understood that the Riot and the Tournament Operator retain the authority to amend, modify, update or supplement this Game Changers Competition Ruleset without engaging in any such discussions.

20.3. Consents and Approvals

Whenever this Game Changers Competition Ruleset grants, confers or reserves to Riot or the Tournament Operator the right to take action, refrain from taking action, grant or withhold its consent or grant or withhold its approval or make any other determination, unless the provision specifically states otherwise, Riot and the Tournament Operator will have the right to engage in such activity at their sole discretion based on their own business judgment, taking into consideration their assessment of the best interests of Riot, the Tournament Operator, the Game Changers Leagues, and VALORANT. If any of the foregoing activities or decisions are supported by the Riot's business judgment, then a court, judge, tribunal or arbitrator reviewing those activities or decisions will not substitute its/his/her own judgment for the Riot's judgment.

20.4. Construction

For purposes of this Game Changers Competition Ruleset, (a) the words "include," "includes" and "including" shall be deemed to be followed by the words "without limitation"; and (b) the words "herein," "hereof," "hereby," "hereto" and "hereunder" refer to this Game Changers Competition Ruleset as a whole. Unless the context otherwise requires, (i) references herein: (A) to sections, schedules and exhibits mean the sections of, and schedules and exhibits attached to, this Game Changers Competition Ruleset; (B) to an agreement, instrument or other document means such agreement, instrument or other document as amended, supplemented and modified from time to time to the extent permitted by the provisions thereof; (C) to a statute means such statute as amended from time to time and includes any successor legislation thereto and any regulations promulgated thereunder; and (ii) the singular includes the plural, the plural includes the singular, the use of any gender is applicable to all genders and the word "or" has the inclusive meaning represented by the phrase "and/or".

20.5. Language

The official language of the Game Changers Competition Ruleset is English. All documents, communications, rulesets, policies, disciplinary proceedings, and competitive rulings will be written and communicated in English. In cases where translations are provided for convenience only, such translations are unofficial, and the English version shall prevail.

* * *

Appendix 1

Prohibited Categories. Sponsorships in any of the categories listed below will not be approved by Riot and will constitute a violation of this Ascension Ruleset by a Team Entity in a manner that associates the sponsor with a Team, player or coach.

- Any non-Riot video game developer or publisher;
- Any video game consoles;
- Any non-Riot esports, video game tournament, league, or event;
- Gambling, sportsbook and casinos;
- Fantasy esports operators (including daily fantasy);
- Any prescription drugs or drugs that are not “over-the-counter” drugs;
- Firearms, ammunition, or other weapons, and peripherals thereof;
- Pornography, pornographic products, and other adult content or platforms;
- Tobacco products or paraphernalia;
- Non-beer/wine alcohol products (including non-alcoholic beverages marketed by alcohol companies), or other intoxicants the sale or use of which is regulated by Applicable Law;
- Sellers of or marketplaces for virtual items known to be counterfeit or illegal;
- Seller of or marketplaces for goods or services that violate the Riot Games Terms of Service;
- Cryptocurrencies, or any other unregulated financial instruments or markets;
- Political campaigns or political action committees;
- Charities that endorse particular religious or political positions, or are not reputable (by way of example, Red Cross, Stand-Up to Cancer and other similar mainstream charities would be considered reputable);
- Any other esports team, owner, or affiliate thereof.

Conditional Categories. Sponsorships in any of the categories listed below may be conditionally approved by Riot in its sole discretion on a case-by-case and region-by-region basis in accordance with Applicable Law and other criteria established by Riot (which may be documented by Riot in a League-specific Conditional Category Policy and shared with Teams).

- Beer and wine products;
- Cryptocurrency exchanges;
- NFTs;
- Blockchain technology companies;
- Products that contain non-psychoactive cannabis-derived compounds, including cannabidiol (CBD);
- Government entities (any government agency or government funded business).

Appendix 2

VALORANT Concurrent Ownership Policy

This Concurrent Ownership Policy (the “**Concurrent Ownership Policy**”) sets forth requirements and restrictions related to any Owner (as defined herein) having ownership or control of, or undue influence over, more than one team that competes in the VALORANT Champions Tour (the “**VCT**”), VALORANT Challengers Leagues (“**Challengers League**”), and/or VALORANT Game Changers (“**Game Changers**”), which feature competitive play of the video game VALORANT (“**Game**”). The ownership or control of multiple professional VALORANT teams that compete against each other in the same league creates a systemic challenge to competitive integrity and endangers the business reputation of Riot and the Champions Tour, Challengers Leagues, and Game Changers.

Because of the complexity of modern business and business relationships, this Concurrent Ownership Policy will be construed broadly by its spirit rather than strictly by its form. Riot reserves the right to apply this Concurrent Ownership Policy and make decisions under it based on its own business judgment, taking into consideration its assessment of the best interests of Riot and the short and long term interests of the VCT, Challengers Leagues, Game Changers, VALORANT, and the fans of the Game. Although consistency of application of this Concurrent Ownership Policy is a goal, a decision by Riot to grant or withhold its consent or make any other determination under this Concurrent Ownership Policy does not create a precedent that Riot is required to follow in any subsequent situation.

This Concurrent Ownership Policy is incorporated into the rules that respectively govern the VCT, Challengers Leagues, and Game Changers (“**Applicable Rules**”) and made applicable to, and legally binding on, all Owners of a team that competes in the VCT, Challengers Leagues, and Game Changers. Any violation of this Concurrent Ownership Policy is a violation of the Applicable Rules by both the team and the owners of the team.

1. Definitions

The following definitions include both “direct” (held in one’s own name or through an entity controlled by the individual) and “indirect” (exercised control through another individual or entity) control and ownership. These definitions should be construed broadly.

- 1.1. **Employee.** An Individual who works for an Esports Organization or for an Individual or for an Organization that has Voting Control or Operational Control or is an Owner of an Esports Organization, in a role that either provides services to the Esports Organization or supervises (i.e., has Operational Control of) Individuals or a department that provides services to an Esports Organization.
- 1.2. **Esports Organization.** An Individual or Organization that operates a League Team.
- 1.3. **Game Changer’s Team.** A team fully composed of players that are eligible to compete in a Game Changers League.
- 1.4. **Individual.** A natural person.
- 1.5. **League.** (a) the VCT; (b) any league anywhere in the world that is eligible to qualify a team to a VCT event; (c) the Challengers Leagues, (d) Game Changers; or (e) any successor or replacement of any of the foregoing, however named or branded.
- 1.6. **League Team.** A team that plays in a League.

- 1.7. **Operational Control.** Controlling, or having power to determine, the functioning, management or administration of an Organization or some aspect of the Organization, by, for example, making hiring or firing decisions or strategic decisions for the Organization or through holding the authority to fire, discipline, promote, demote or affect the compensation, bonuses and/or benefits of any Employee.
 - 1.8. **Organization.** A group of Individuals or an entity (whether incorporated or otherwise) that is organized for some end or work. An Organization may include a partnership, limited liability company, limited liability partnership, association, joint venture, corporation, legal representative, trustee, trustee in bankruptcy, receiver, or any other legal entity whatsoever.
 - 1.9. **Owner.** An Individual or Organization that owns an Ownership Interest in an Organization; provided, that with respect to any public company, an Individual or Organization will not be considered an Owner of that public company unless the Individual or Organization owns or controls more than 9.99% of the voting shares of such public company.
 - 1.10. **Ownership Interest.** All forms of ownership, whether legal or beneficial, voting or non voting, including stock, partnership interests, limited liability company membership or ownership interests, joint tenancy interests, proprietorship interests, trust beneficiary interests, proxy interests, power-of-attorney interests, and all options, warrants and instruments convertible into such other interests, and any other right, title or interest not included in this definition that constitutes an “equity security” as such term is defined in Rule 3a11-1 of U.S. Securities and Exchange Commission under the Securities Exchange Act of 1934.
 - 1.11. **Tournament Operator.** An Organization that administers and operates a League or an official competition that is part of a League.
 - 1.12. **Transfer.** Any direct or indirect transfer, sale, gift, bequest, assignment, pledge, hypothecation, encumbrance, grant of a security interest or other disposition (including via the issuance of equity interests or the grant of an option or right of first refusal or first offer).
 - 1.13. **Transferor and Transferee.** Parties to a Transfer.
 - 1.14. **Voting Control.** The possession of sufficient voting power to control the election of directors or similar managing authority of an Organization (whether through direct or indirect beneficial ownership of shares or securities of such Organization or otherwise).
2. **Policy**
- 2.1. No Individual or Organization may (a) have an Ownership Interest, Operational Control and/or Voting Control, directly or indirectly, of more than one League Team across all Leagues, or (b) lend money to or guarantee the debts or obligations of more than one League Team across all Leagues.
 - 2.2. Without limitation of the foregoing in Section 2.1, if at any time:
 - 2.2.1. An Individual is an Employee, Owner, or has Operational Control or Voting Control with respect to an Esports Organization (for this example, the

- “**Primary Team**”) and that same Individual is an Employee, Owner, or has Operational Control or Voting Control, with respect to a second Esports Organization (for this example, the “**Secondary Team**”); or
- 2.2.2.** An Organization is an Owner or has Operational Control or Voting Control with respect to a Primary Team, and that same Organization is an Owner or has Operational Control or Voting Control with respect to a Secondary Team; then
- 2.2.3.** There must be a resolution of the conflict (“Concurrent Ownership Conflict”), such that:
- i. The applicable Individual or Organization has no Ownership Interest (which includes financial liability or benefit) in the Secondary Team;
 - ii. The Individual or Organization has no Operational Control over the Secondary Team and in particular has no authority to fire, discipline, promote, demote or affect the compensation, bonuses and/or benefits of any Employee of the Secondary Team;
 - iii. The Individual or Organization has no Voting Control over the Secondary Team, either directly or indirectly; and
 - iv. The Individual (if applicable) is not an Employee of the Secondary Team.
- 2.3.** Without limitation of the foregoing in Section 2.1 and Section 2.2, a Concurrent Ownership Conflict can exist (and requires resolution), in the event of a Transfer of any direct, indirect, contingent or convertible or Ownership Interest in an Esports Organization (including any interest in any intermediary entity), whether by operation of law or otherwise.
- 2.4.** An Esports Organization shall provide written notice to Riot and/or the Tournament Operator (if applicable) of any Concurrent Ownership Conflict or the entry into any agreement that could result in a Concurrent Ownership Conflict. No agreements entered into by an Esports Organization (including in respect of a Transfer of equity in an Esports Organization) may include any confidentiality or similar obligations which purport to prohibit disclosure to Riot or the Tournament Operator.
- 2.5.** The entry into any agreement that could result in a Concurrent Ownership Conflict or that otherwise violates this Concurrent Ownership Policy requires the prior written approval of Riot. The failure to obtain such approval is a violation of the Applicable Rules and may result in, among other sanctions: (a) the forfeiture of a slot by either the Primary Team, the Secondary Team or both; (b) suspensions for Individuals who are Employees or Owners of either the Primary Team, the Secondary Team or both; and (c) disqualifications and bans for Individuals and Organizations, including from the VCT, Challengers Leagues, Game Changers, and any other events related to VALORANT or other video games or esports properties owned or controlled by Riot or its affiliates.
- 2.6.** At the request of Riot, an Esports Organization must provide a report, certified by the most senior financial officer of the Esport Organization or the Owners of the Esports Organization, that: (a) shows all direct and indirect Owners of the Esports

Organization; (b) confirms that, as of the date of the report, there are no Concurrent Ownership Conflicts; and (c) provides such further information as Riot may determine in its reasonable for Riot to receive in connection with the application of this Concurrent Ownership Policy. Any such report shall be provided by the Esports Organization within fifteen (15) days of receipt of Riot's request.

3. Exceptions to Policy

3.1. Notwithstanding Section 2 above, the prior written approval of the Riot shall not be required if an Owner of a League Team (a) acquires or holds any direct or indirect Ownership Interest or financial interest in a second League Team that represents less than one percent (1%) of any outstanding class of securities that are publicly traded on any generally recognized stock exchange or over-the-counter market; or (b) acquires or holds a limited partnership or equivalent interest (i.e., a passive interest which has no rights or authority to make investment or management decisions or to otherwise control or govern the applicable vehicle of fund) in any bona fide collective investment vehicle or institutional venture capital fund that invests in multiple entities at the discretion of its managers or general partners and as to which a second League Team does not represent more than ten percent (10%) of overall asset value. Additionally, non-competitive teams participating in exhibitions, community competitions, or amateur play are not subject to this Concurrent Ownership Policy.

3.2. Notwithstanding Section 2 above, in the interest of promoting and developing the women's professional player base, an Esports Organization that owns and operates a first League Team in the VCT or Challengers Leagues may own and operate a Secondary Team that is a Game Changer's Team without creating a Concurrent Ownership Conflict.

4. General Terms

4.1. This Concurrent Ownership Policy is not intended to confer upon any Individual or Organization (other than Riot) any legal or equitable right, benefit or remedy of any nature whatsoever.

4.2. This Concurrent Ownership Policy is the confidential information of Riot and may not be used or disclosed, except as required to comply with this Concurrent Ownership Policy.

CHANGE LOG

Version and Date	Section	Change Details