

# Rules of APRU Metagame : Valorant

## 1. Rules

### 1.1. General Points

The rules, which are listed below, are to be followed at all times by APRU players. Anyone who participates in this match accepts that they will understand and follow the rules.

As many changes happening in APRU, the following rules are not finalized. Parts, or even all, may be changed, updated, or altered at any time, depending on the circumstances. For this reason, all players should regularly check the rules page for updates. Changes will be announced in the news by the administrators.

### 1.2. Team and Player Conduct

All players are asked to behave in a humane way towards other competitors, and any members of the administration team; treat others as you would like to be treated! If a player is found guilty of misconduct by an administrator, he/ she may receive penalty points. Also, teams risk bans from APRU competitions.

### 1.3. Game Versions

Every league participant must own a legal copy of every game they play. If it is proven that a player is using a pirate or illegal copy, he/she will be removed from the league immediately and banned from the website. Unless otherwise stated in each ladder, the latest version of each game (update patch) should be used for matches.

## **1.4. Game Coverage**

The APRU reserves exclusive right to the coverage of APRU Metagame. This includes all forms of transmission.

The APRU will generally contact any player or team if they wish to broadcast one of their matches. Individual players can arrange their own broadcasts if no contact is made.

## **1.5. Amendment of Terms and Conditions or Rules**

The APRU reserves the right to change any rule at anytime according to the Terms and Conditions. Rules changing can take place during a seasonal event in which case it is effective from the date it is introduced. As a general rule, any changes are posted on the main page of the news. If it is necessary, the players will be also informed by email.

## **1.6. APRU Timezone**

For Hong Kong and Singapore, all times given are in GMT+8

For Los Angeles/Vancouver, all times given are in GMT-7

## **1.7. Suggestions**

Should a clan or a player have any suggestions for improvement to the rules or to any ladder, it is possible to speak with admins in Discord.

## **1.8. Internal Texts**

All texts are written in either protest or support tickets, or written by the administrators to members of a certain league or tournament, and cannot be published without the permission of the APRU.

## **2. Cheating**

### **2.1. General**

All forms of cheating in APRU matches are forbidden and will be penalized by the APRU.

Players found cheating outside of the APRU may be barraged on the APRU depending on the evidence available. Note, we do not accept publicly submitted demo or screenshot evidence in these cases.

Should it become known to the APRU administrators that any form of cheating was used to the advantage of a player or a team during an APRU match, the APRU reserves the right to punish them to the full extent of the rules available (see 7.8. Cheating). A player risks being barred or completely excluded from APRU Metagame by breaking any rule. This also includes his or her team.

#### **2.1.1. Bypassing Wire Anti-Cheat**

The use of programs (or "hacks") to circumvent, modify or in any way manipulate Wire Anti-Cheat is forbidden.

Any use of such programs will be penalized within the rule 7.8. Cheating. Even testing of such programs in a match not happening within the APRU will be prosecuted.

### **2.2. Game Modifications and Changes**

In general, all programs which are not part of the original game, including custom-data and modifications, are not allowed in any APRU game.

#### **2.2.1. Legal programs and configuration modifications**

All external voice programs are allowed (e.g. Battlecom, Gamevoice, Teamspeak, Ventrilo etc.). Script changes and changes to the game's confi

guration are allowed, unless they are partly or completely forbidden by the game-specific rules.

### **2.2.2. Illegal programs and configuration modifications**

Programs that provide an advantage during game play (e.g. drivers that allow the removing of walls such as ASUS or Wallhack) are forbidden. Any programs that change the game itself are forbidden.

### **2.2.3. New programs and/or modifications**

New programs and/or modifications are forbidden, as long as they are not specifically listed as legal.

### **2.2.4. Compulsory programs**

Additional programs have been developed for some games. These mostly serve the purpose of ensuring fair play. These additional compulsory programs are listed in the game-specific rules.

### **2.2.5. Server modifications**

Server modifications that are neither explicitly mentioned as legal nor as illegal in the set of rules are only allowed if they do not affect the normal gameplay.

## 3. Teams and Players

### 3.1. Player Registration

To play in an AURU, a method of contact must be available and visible to all users in your playersheet. **Each player in the match must only have one account!** If a player can not access his account and then creates a new one, then he/she must write a support ticket explaining in detail the reason for not being able to access the account.

Also, the permanent residence must be chosen according to the country he/she is currently living in. Should the country differ from his/her nationality, the player can add an additional flag in the setting.

#### 3.1.1. Nicknames and URL Aliases

Turtle entertainment reserves the right to edit Nicknames and/or URL aliases, if the user

fails to comply with the following requirements.

Nicknames/aliases are forbidden if they:

- \* are protected by third-party rights as long as the user has no written authorisation

- \* resemble or if they are identical to a brand or trademark, no matter whether it has been

- registered or not

- \* refer to personalities

Apart from that any nicknames/aliases that are purely commercial (e.g. product names),

defamatory, pejorative, offensive, vulgar, obscene, anti-Semitic, inciting hatred, or

offending against good manners are forbidden. Names of real persons must not be used

as nicknames as long as it is not the users own name proven by the trusted status.

Using alternative spelling, gibberish or wrong spelling in order to avoid the requirements

mentioned above is illegal. We reserve the right to extend, change, exchange or delete

these rules if necessary.

The requirements mentioned above also apply to team names.

## **3.2. Teams**

To play in any of the APRU' s leagues, a team must have the following details written in their teamsheet:

- a name
- a team shorthandle
- a contact method (Discord Name/ ID)
- a team logo (180x180 pixels)

Names which are restricted by law will not be accepted and will be deleted and punished with penalty points if found. Also, names which go against all forms of etiquette and good manors will not be accepted.

If a team deletes its account because of a certain amount of active penalty points and registers a new account, the penalty points will be transferred to the new account if the team rejoins the same ladder. Furthermore 1 additional penalty will be added for the attempted deception.

As a method of contact, the players or teams needs to provide their discord ID.

The logo must represent the team and have some reference to the team's name or to the team's shorthand. Copyrighted logos, or logos which go against etiquette and good manners will not be accepted.

### **3.2.1. Team players**

Each player can only play in one team per ladder, cup or tournament.

In tournaments with premium duty or trusted obligation, only players with this status are allowed to play.

Generally players who are entitled to the position "Inactive" or "Honorary member" are not allowed to play, therefore they are greyed out in the team sheet.

### **3.2.3. Changing team names**

A team can change its name at any time. This also applies when a team is restructured. The team's points and score are transferred.

Changing a team's name in order to fool other teams is forbidden. The team's former name must be mentioned on the team-sheet. Extremely long names, or consistent changing of team names is prohibited and can be punished with penalty points.

## 4. APRU Metagame : Valorant Structure

### 4.1.1. “Round”

A Round is an instance of competition in a VALORANT map that is played until a winner is determined by one of the following methods, whichever occurs first:

- Spike detonation
- Spike defusal
- Team eliminated before planting or defusing the spike
- Team forfeit

### 4.1.2. “Map”

A Map means a set of Rounds that is played until one Team wins 13 Rounds, provided that a Map will continue past the 13-Round limit until a Team wins by a margin of at least two Rounds.

### 4.1.3. “Match”

A Match means a set of Maps that are played until one Team wins a majority of the total maps.

The maps of round 1 and 2 are chosen by us and round 3 will have the map ban pick. In round 3, team will have a coin flip to chosen the map and each team can ban 2 maps.

### 4.2.1 APRU Metagame : Valorant Format (Swiss-system tournament)

Competitors meet one-on-one in each round and are paired using a set of rules designed to ensure that each competitor plays opponents with a similar running score, but does not play the same opponent more than once. The winner is the competitor with the highest aggregate points earned in all rounds. With an even number of participants, all competitors play in each round.



## 4.2.2 Pairing procedure

During all but the first round, competitors are paired based on approximately how they have performed so far. In the first round, competitors are paired either randomly

Round 1 and round 2 are bol\*

Round 3 Championship game will be B03, others will remain bol\*

Standard Swiss system
Round 1
#1 plays #5, #1 wins #2 plays #6, #2 wins #3 plays #7, #3 wins #4 plays #8, #4 wins
Round 2
#1 plays #3, #1 wins #2 plays #4, #2 wins #5 plays #7, #5 wins #6 plays #8, #6 wins
After two rounds, the standings are:
1: 2-0 2: 2-0 3: 1-1 4: 1-1

5: 1-1 6: 1-1 7: 0-2 8: 0-2
<b>Round 3</b>
#1 plays #2, #1 wins #3 plays #4, #3 wins #5 plays #6, #5 wins #7 plays #8, #7 wins
<b>After three rounds, the standings are:</b>
1: 3-0 2: 2-1 3: 2-1 5: 2-1 4: 1-2 6: 1-2 7: 1-2 8: 0-3

### 4.2.3 Ranking

After 3 rounds of competition, the competition ranking will be obtained, and the team with 3 consecutive victories will get first place.

In addition, if a team with the same score appears on the leaderboard, the winner will be the team with the higher score comparing the previous games of the teams with the same score. (For example, if your round one score is 13:8 and your round 2 score is 13:6, we will calculate the score difference between the 2 games:  $13-8+13-6=12$ )

After comparing the winning margins, the team with the higher score will be deemed the winner.

### 4.3. APRU Metagame : Valorant Schedule

Group NA: ( August-20)

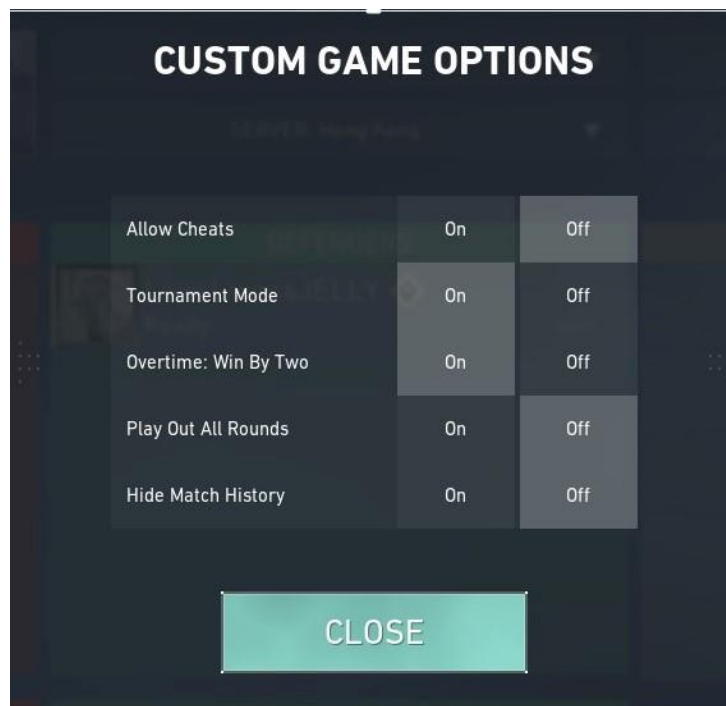
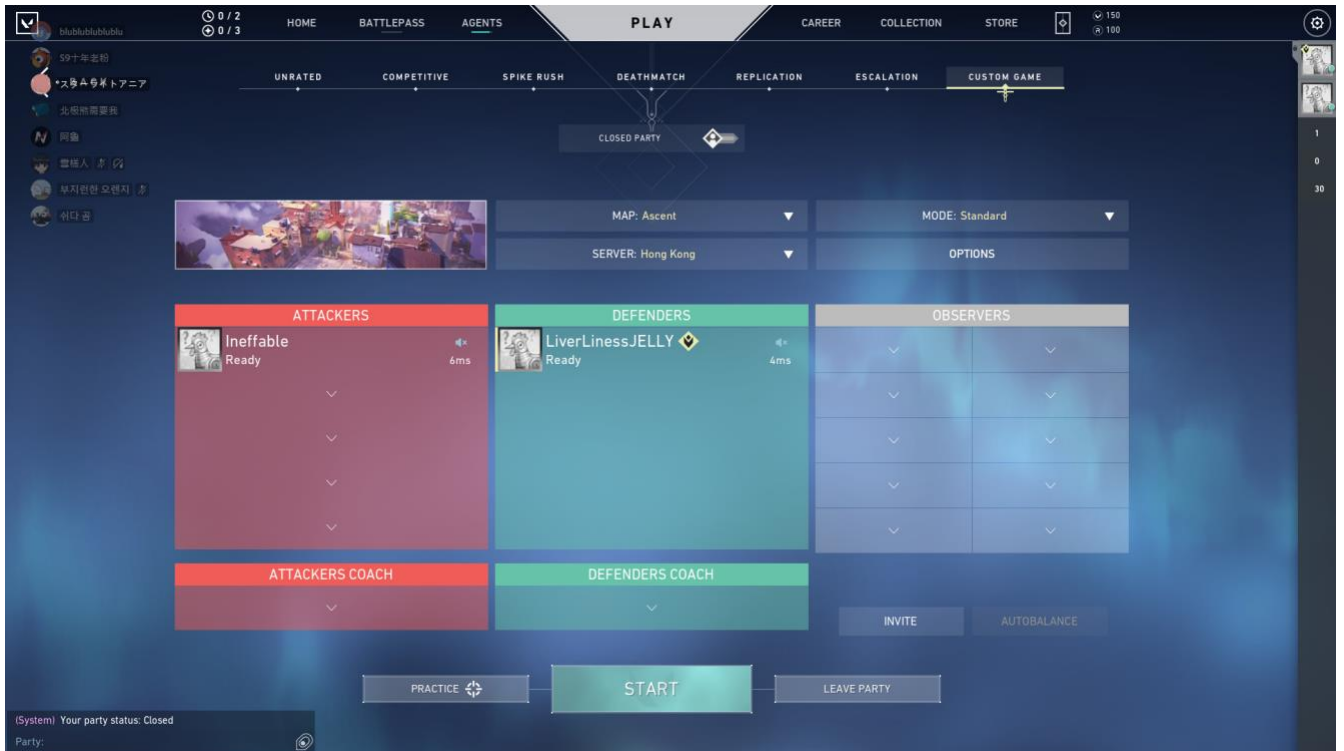
Group Asia : ( August-21)

#### **4. 4. Game Pause**

Each team has 2 time-out chances, 1 for the offense and 1 for the defense

The team can use the pause match timer if there are reasonable reasons, and notify the admin. Each team will have 5 minutes pause match times and admin will calculate for each team.

## 4.5 Lobby setting



## 5. Matches

### 5.1. Game Preparations

#### 5.1.1. Match Broadcasting

All forms of game broadcasting are allowed if both sides agree. If one side wants to broadcast a match, the details of the broadcast should be discussed before the match takes place.

Further details can be found in rule **1.4 Game Coverage**.

#### 5.1.2. Match Arrangements

Arrangements must be done before a match takes place.

See **8. Arrangements** for further information.

### 5.2. Server

#### 5.2.1. Choice of server

In case a game-server is needed for the game, the players must provide a server for the game themselves and come to an agreement on which server to use. In case no agreement can be reached, each team decides on a map which is then played on each of the two team's servers. The teams can of course play on a completely neutral server, if they decide to do so.

For the NA Group, we will priority use the US West (Oregon) server and then US West (N. California) server.

For the Asia Group, we will priority use the Hong Kong server and then Singapore server.

### **5.2.2. Server settings**

The server settings mentioned in the various game rules (e.g. config. values) must be used. All server settings must be checked before the match begins. As soon as the match begins, the players therewith accept the set configurations.

Should any changes in the server settings take place during a running game, the server administrator is to be informed immediately. In case of a protest, it must be proven using screenshots and /or demos.

### **5.2.3. Ping**

The internet is changing continuously and the connection to a server is not always perfect. The teams / players have to agree on a server that offers both sides an equal ping. Nevertheless every player should know, that he sometimes has to play with a bigger ping difference. In this case we have to appeal to the fairness of the teams/players, the right to change server or fakelag does not exist.

### **5.3. Client settings**

The client settings (e.g. config. values) that are listed in the game-specific rules are to be abided by.

### **5.4. Results**

Both players / teams are responsible for entering the correct results. Both players / teams may enter a detailed report or statements on the game. The admins are also free to enter a report , either written by themselves or by third parties.

Should the opposing player / team be late to the game, follow rule 5.6.1.

In case of disagreements concerning the score, both players / teams should keep screenshots of the game that can be sent to the admins when requested.

## **5.5. Illegal actions**

Should a team fail to turn up in time for a game, we will disqualify the team which are due after 20 minutes, counting from the previously arranged time at which the game was to commence. Exiting a server during a game without a good reason is forbidden.

## **5.6. Trouble shooting / protest procedures**

As a basic rule, every game is played through to the end. Should problems occur, these must be announced clearly by one of the players by calling "Protest". As soon as the match is over, the protest form must be filled in on the website. The admins will then check the case with the help of the form and impose a penalty if necessary.

A protest must be handed in within 30 minutes after the beginning of a match and they can find admin to make the complaint. The opposing team then has 30 minutes in which it may comment on the accusations made against it. An additional request by the admin is not necessary, as the notification occurs automatically.

If no response is received within the 30 minutes period allowed, the team forfeits its right and the admin alone must decide according to the available data and facts.

The codes of conduct must also be kept to in case of a protest. Verbal misconduct or abuse in any form can be punished with penalty points.

### **5.6.1. Failure to appear to a match**

Should a player / team not appear to a match on time, and the other player / team waited for at least 20 minutes, an entry is made in the result sheet. After 20 minutes, APRU has a right to advance another team.

The incident has to be documented with screenshots. You need to hand them to the responsible admin in case of a protest. It is forbidden to enter a result by itself.

### **5.6.2. Not enough players in a team**

Should a team have too few players at a match for any reason, they are nevertheless allowed to compete against the complete opposing team, providing they have the minimum amount of players necessary. Unless stated differently in the game's specific rules, the minimum amount of players a team is allowed to compete with is the designated amount minus one. Th



e opposing team may freely decide to take players off their team in order to make it a fairer match.

### **5.6.3. Game offenses**

Should a team ascertain a game offence, the best procedure is to find the admin on the APRU Discord group. The match-ID and an exact description of the occurrences must be given. The accusations must be provable and the page on which the proof can be viewed by the admins must also be given.

### **5.6.4. Server problems**

Should problems with a server occur, a different server must be found and used. Should no other server be found in a measurable amount of time and should the original game server not be functional for an indefinite time, the game can be resumed at a later time and date.

### **5.6.5. Player drops**

Should a player drop during a game (e.g. disconnected due to technical problems), then the game is either paused or the map is restarted, if the still complete team wishes to do so. In the event of a drop, a registered substitute may enter the game in the dropped player's place.

## **5.7. Fixed dates / appointments**

Rules concerning the dates and times of a game, should any exist, are to be found in the specific game rules.

## 6. Data and records

### 6.1. Screenshots

A screenshot of the on-screen results must be made of every game that is played. The screenshots must be uploaded onto the page with the match details as soon as possible after the game has ended. One screenshot showing each result (e.g. per half or map) is needed and can be uploaded by either the winners or the losers.

Non-existent screenshots lead to the assumption of a so-called “fake match”, a match that never took place. The screenshots must be uploaded within 30 minutes after the game ends. They are to be kept for at least 7 days and must be presented to a player, or an admin at request.

### 6.2. Demos and replays

If your game supports a demo- or replay-function, it is obligatory for all players to use it. The demos are to be kept for at least 14 days and must be presented to the admin at request. If it should come to a protest, the demos must be kept until 14 days after conclusion of the protest.

If a player or team suspects that another player or team is violating a regulation during a game, the demo can be demanded of the opposing team straight away. The admins are only to be called in, when suspicions continue to exist even after the demos have been viewed. In this case, the clan or player may proceed and send the admin the game demos. The admin will then take the appropriate action.

It is recommended to voluntarily make all demos available to the public in order to keep the ladders transparent and interesting. For specific rules, please read the respective game rules.

## **7. Penalties after offenses**

### **7.1. In General**

If a player or team disregards or violates one or more of the legal rules of the match, this can have various consequences depending on the severity of the offence

### **7.2. Breach of netiquette**

Just as in other interpersonal areas in life it is also inevitable to preserve a certain degree of politeness within the APRU. Offences against this rule are penalized according to their severity and frequency.

#### **7.2.1. Insults**

All insults that occur in connection with the APRU will be punished. This mainly includes insults during a match but also insults within the APRU website (forums, match comments, player comments, support- and protest pages, etc.).

Extreme insults such as radical statements or threats to do someone bodily harm can lead to strong punishments including exclusion and account deletion.

#### **7.2.2. Spamming**

The excessive posting of futile, annoying or offensive contributions within the APRU is considered as spamming. Spamming on the website (forums, match comments, player comments, support- and protest pages, etc) is penalized by APRU.

### **7.3. Unsportsmanlike behaviour**

In order to secure a well-regulated and pleasant course of game, it is inevitable that all players act in a sportsmanlike and fair way. A breach of this rule will be disqualified.

#### **7.3.1. Failure to appear**

If an opponent fails to appear in a match over 20 minutes, the other team will be advanced and the missing team will be disqualified.

### **7.3.2. Game Abort**

If your opponent should deliberately leave during a match, you **must** make a protest. You must not enter a result yourself. This may be penalized as entering a fake result. Should the game have advanced to a point at which an evaluation of the result is possible, a win may be granted to the remaining team. The decision whether a match can be evaluated or not is in each case decided by the responsible admin.

### **7.3.3. Spamming during a game**

You will receive a warning that misusing the in-game chat function for excessive spamming in order to irritate the opponent or to disturb the course of the game. The chat function is solely meant for communicating with your opponent.

### **7.3.4. Player kicks during a match**

It is forbidden to kick opposing players from the server during a match.

### **7.3.5. Modified/wrong server settings**

Both parties must check the server settings. Wrong server settings must be corrected before a match. Should the wrong settings be noticed after the game has already begun, they must immediately be corrected. If this is not possible because e.g. the server provider is not willing to make changes, the match may be interrupted in order to file a protest. If the settings concerned are relevant for the course of the game, the match must be restarted as soon as one of the parties wishes it to be.

Should wrong server settings be noticed at any later point in time then both teams are responsible. If possible, the wrong settings must be corrected. The match is, however, only repeated if both teams wish it to be. A completed game that had wrong server settings all along may only be repeated if both teams agree to do so.

### **7.3.6. Breaking engagements**

Agreements concerning rule 8 that are not complied with are penalized as violations against the according APRU rule.

## **7.4. Deceptions**

Attempts to deceive admins or other players with wrong or fake statements, information or data are penalized as follows:

### **7.4.1. Fake match**

Team disqualified if a match or matches were created for the sole reason of not actually playing but of entering a fake result in order to receive illegitimate points within the match.

### **7.4.2. Faking results**

Team disqualified for entering a fake game result, e.g. when the game was aborted by the opponent or when you do not wish to play the game. If problems should arise that you can not solve amongst yourselves, a protest must always be made.

### **7.4.3. Other deceptions**

Other attempts of deceiving an admin or another player are penalized with a warning or their judgment depending on the severity of the case and according to the judgment of the responsible admin.

## **7.5. Use of unauthorized players**

### **7.5.1. Barred players**

Team disqualified if a barred player participates in any gaming activity. It is not possible to make use of barred players by any form of agreement (rule 8.).

## **7.6. Missing records/match media**

Match media includes all records e.g. demos, screenshots or logs that are generated within the scope of a match.

### **7.6.1. Compulsory Match media uploads**

The team will receive a warning if the compulsory match media (eg screenshots of the results, replays) has not been uploaded within 30 minutes after a match.



### **7.6.2. Requested records/match media**

The team will receive a warning if no or insufficient media is handed in on request of an admin. The responsible admin decides which records or match media is necessary depending on the circumstances (e.g. demos, server logs, chat recordings, etc.).

### **7.6.3. Requested match media after strong suspicion of cheating**

The team will receive a warning if no or insufficient media is handed in at the request of an admin in order to rebut a strong suspicion of cheating.

## **7.7. Missing/Wrong Gameaccounts**

### **7.7.1. Without strong suspicion of faking**

The team will receive a warning if a player's compulsory game account entry is missing or wrong after a match.

### **7.7.2. With strong suspicion of faking**

The team will receive a warning if the player's compulsory game account entry is missing or wrong after a match and there is additionally a strong suspicion that a faker or ringer took part in the match.

## **7.8. Cheating**

### **7.8.1. Programs / modifications / settings**

These penalties are explained in the game specific rules.

### **7.8.2. Cheating**

Team disqualified for the team if they use of severe cheats (e.g. aimbot, wallhack, multihack) is penalized with a two year ban from the APRU.

## 7.9. Other unauthorized offences

### 7.9.1. Deliberate exploitation of bugs on the website

These penalties lie within the discretion of the responsible admin and are penalized according to their severity. This type of offence is e.g. the postponement/abortion of matches that were already confirmed.

## 8. Arrangements

Certain arrangements between the teams/players are allowed. These arrangements may slightly differ from the APRU rules. Arrangements that differ greatly from the set of rules are however not allowed. Please note that the APRU rules were made to guarantee the same advantages/disadvantages for all teams. You are not allowed to file a protest after the match if you think that the agreements made before the match in the end resulted in a disadvantage for you or your team.

Rules that can be changed by agreements are to be found in the game specific (\*) rules. Should this not be the case then you are not allowed to agree on changes.

All arrangements between teams in addition to the APRU rules have to be written down in the match comments. The other team has to confirm those arrangements in the comments. To avoid an abuse of the edit function, a third comment has to be written.

Please do also keep screenshots and/or logfiles of your arrangements. If you do not fulfil these restrictions, any protests or supports concerning those arrangements will be rejected.

The following rules cannot be changed by arrangement:

- Entering results for matches that have not been played
- Game privileges of players which are barred because of penalty points, or are barred in the league due to a ban
- Game privileges of players in leagues with premium requirement, which have are barred for inactivity

### **9.1.5. Result**

Once the game is over, everyone must enter the correct result (if it is a side, only the captain enters the result), the result must be entered before the game can be evaluated. If a player enters a wrong result, he will be penalized, players with wrong behavior can also be reported, and the management team will decide whether to temporarily ban the match

### **9.1.6. Game Account**

It's actually insurance for who you play with, so the same game account registered in your Riot profile must be used in the game. People without it can't participate in a battle match. The opposing team can enforce this rule before the game starts.