



Predator League 2022 Philippine Qualifiers – Valorant

Official Tournament Rulebook

1. General

This will be the official rulebook for the **Predator League 2022 Philippine Qualifiers**. All participants are expected to know and understand all of the rules indicated below. Unawareness of a specific rule will not be considered an acceptable reason for breaking the rule. Ignorance is not an excuse.

Each team must have an appointed team captain/team representative. Only the captain/representative/manager is allowed to communicate with the organizers before, during or after the matches.

The **League Operations Team** has the right to change the rules with no prior notice or announcement. They also have the right to make decisions on cases not covered by the official rulebook for the fairness of the competition. The **League Operations Team** decision is final.

Players may not communicate with a spectator (including any team representatives or team affiliated individuals except for other players on such a player's team and, during timeouts, the coach of such team), or a Player other than a Teammate, during the course of a match.

2. Communication

The main communication tool for the **Predator League 2022 Philippine Qualifiers** will be via Discord and the tournament bracketing platform to be used will be **Challonge** and **PLANET9**. A Discord group link will be given together with the confirmation emails.

3. Eligibility

There is no age requirement to participate in this tournament.

Only the registered teams through **Predator League** website and **PLANET9** website are allowed to participate in the event.

A. **Requirements**

A team must consist of the following members:

Five (5) main players (required), one (1) reserved player (optional), and one (1) coach (optional)



The team coach can only play if they are registered as the reserved player as well.

B. *Restrictions*

Team roster must consist of **3 Filipino Players** from the Main Team Roster. Foreign players must be residing within the Philippines.

Teams who are able to secure themselves a slot at the **Group Stages** may no longer participate in any of the **Tournament Qualifiers**.

Additional documents may be required by the tournament organizers for teams advancing to Predator League 2022 Philippine Qualifiers Playoffs.

4. Team Check-In

Teams need to check-in their team in the discord group to confirm their tournament attendance. Check-in time will be from **10:30AM (GMT+8) up until 12:45PM (GMT+8) during the tournament day for Qualifiers. First round for Qualifiers will start at 1:00PM (GMT+8).**

Teams who failed to check-in will be considered no show and will be disqualified from the tournament.

5. Match Setup and Lobby

The lobby creation will be made by the opposing participants **unless stated by the League Operations Team**. The lobby name and password must be exclusive to the participating teams only.

Teams are expected to keep the "All" chat and voice function in-game to a minimum.

Teams are not permitted to put words in their in-game names that expresses the following: sex, violence, drugs, and other vulgar terms.

To avoid delays in the program of the event, delays caused by players (showing up late, leaving the tournament lobby without a stated reason, last-minute smoke, or toilet break) will lead to sanctions for the entire team.

Players may use **VPN** software like **ExitLag, KillPing Mudfish, or ProtonVPN** to reduce latency on their gameplay. Before using this said software, players must inform the **League Operations Team**.



6. Tournament Dates, Schedule, and Format

Tournament Dates:

Qualifier 1	August 4
Qualifier 2	August 11
Qualifier 3	August 18
Group Stages	August 31 & September 1
Playoffs	September 17

Qualifiers Match Schedule

Round of 128	1:00 PM (GMT+8)	Best of 1
Round of 64	2:00PM (GMT+8)	Best of 1
Round of 32	3:00 PM (GMT+8)	Best of 1
Round of 16	4:00 PM (GMT+8)	Best of 1
Round of 8	5:00PM (GMT+8)	Best of 1
Semi-Finals	6:00PM (GMT+8)	Best of 1
Finals	7:00PM (GMT+8)	Best of 3

***Teams will have a 5-mins break after each match.*

Group Stage Match Schedule (Groups A and B)

Match 1	3:00PM (GMT+8)	Best of 1
Match 2	4:00PM (GMT+8)	Best of 1
Match 3	5:00PM (GMT+8)	Best of 1

Grand Finals Match Schedule

Semi-Finals Match 1	1:00PM (GMT+8)	Best of 3
Semi-Finals Match 2	4:00PM (GMT+8)	Best of 3
Championship Match	7:00 PM (GMT+8)	Best of 3



Tournament Format:

Open Qualifiers -----

Each **Qualifiers** will have a Single Eliminations Format, wherein the **CHAMPION TEAM** from each Qualifier instance will proceed to the **Group Stages**.

Group Stages -----

Teams advancing will undergo the tournament system implied for the **Group Stages**;

Participating Teams:

Team Secret <i>(Direct Invited Team)</i>	RRQ Philippines <i>(Direct Invited Team)</i>
Oasis Gaming <i>(Direct Invited Team)</i>	South Built Esports <i>(Direct Invited Team)</i>
NAOS Esports <i>(Predator Esports Circuit 2022 Champion)</i>	Qualifier 1 Champion
Qualifier 2 Champion	Qualifier 3 Champion

- a. Teams will be divided into two (2) different groups consisting of (4) teams each in the **Group Stages**.
- b. **Group Seedings** will be determined via **Draw Slots**.
- c. Each team will undergo three games in a round-robin format. Total of (6) games per group will be played.
- d. The **top 2 teams** from both groups will proceed to the **Playoffs**.

Tiebreakers

During the **Group Stages**, **Score Differentials** will be applied to all matches.

*Example: If Team A won a total of **54** rounds, lost a total of **30** rounds, their final round scores will be **24** rounds.*

Grand Finals -----

During the Playoffs, the final (4) teams will be playing in a **Single Eliminations Format**.
A best-of-three series for the Semis Matches 1 and 2.
A best-of-three series will be done during the Championship Match.



Games can start earlier depending on the availability of opposing teams. Schedule is on running time.

7. Competitive Patches

Matches will be played on the current patch available on VALORANT's live servers.

New Agents will be automatically restricted for **TWO** weeks from their release on the live servers. *Example: Agent A* was released on February 5th; **Agent A** will become eligible for use on all competitive matches on February 19th.

New Maps will be automatically restricted for **FOUR** weeks from their release on the live servers. *Example: Map A* was released on February 5th; **Map A** will become eligible for use on all competitive matches on March 5th.

Agent(s) Disabled – **None**

Map(s) Disabled – **None**

8. Game settings

VALORANT PC Client

Server – Hong Kong or Singapore (Teams may use other servers as long as both teams mutually agree on this decision)

Allow Cheats	Off
Tournament Mode	On
Overtime Win by Two	On

Spectator – Enabled (Only the Spectators can Allow Cheats for pause timer)

9. Map Veto/Selection Process

Map Pool: **Bind, Ascent, Haven, Split, Icebox, Breeze, Fracture**

During the **Qualifiers**, the team placed at the **Upper Placement** on the bracket will be the **first priority team**.

For **BO1** matches:

- Teams will have to ban maps until **1 map remains**.
- The First Priority Team will start the map ban process and will choose the sides.

For **BO3** matches:

Team priority will be determined via Coin Flip. The winner of the coin flip will have the option to select **First or Second Priority**.



- First Priority Team: bans 1 map.
- Second Priority Team: bans 1 map.
- First Priority Team: picks **First Map** to be played.
- Second Priority Team: selects **Sides** on the **First Map**.
- Second Priority Team: picks **Second Map** to be played.
- First Priority Team: selects **Sides** on the **Second Map** to be played.
- First Priority Team: bans 1 map
- Second Priority Team: bans 1 map
- **Remaining Map** will be the **Decider**.
- First Priority Team selects the **Sides** for the **Decider Map**.

10. Player Conduct

All participants and team managers are required to uphold the highest standards of fair play and sportsmanship. Penalties will be given depending on the violation.

Players and team managers who are caught swearing or behaving in a hostile manner towards their opponents or event staff will be issued a warning upon the first infraction. Continued infractions may result in forfeiture of the match or worse, disqualification from the tournament.

Players, Coaches, and Team Representatives will act professionally at all times and may not curse or use vulgar or inappropriate language.

All rules of conduct also apply to chatting through the game.

Players, Coaches, and Team Representatives may not verbally abuse a tournament official. Verbal abuse of a tournament official includes, but is not limited to, the use of vulgar language, use of insulting words or gestures, excessive argument with a tournament official.

Players, Coaches, and Team Representatives may not taunt or celebrate in excess. Excessive taunting/celebration includes, but is not limited to, post-match taunting or celebration directed at or referencing an opponent(s). Post-match interactions between opponents must be limited to acts of sportsmanship.

11. Results and Dispute

Results and Dispute

All results must be reported to the respective League Operations Team right after the match. The winning Team's captain is required to submit the results in the discord group via screenshots.

For any disputes on the game result, the complaining team should raise their concern right after the match.

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To accommodate cheating allegations and suspicions, all players are **REQUIRED** to record their game at all times. Failure to do so will result in disqualifications in the tournament.

Before the League Operations Team do the investigation, allegation requirements will be:

- Exact time and round of suspicion
- Exact IGN to focus
- What exactly the player did
- Once all are submitted to the League Operations Team, investigations will start right away.

12. Stoppage of Play

In the case of a disconnection, the player must notify the League Operations Team right after the disconnection.

Teams are only allowed a maximum of 10 minutes for Technical Pause (5 minutes each team). After the 10-minute period, the game shall be continued regardless of the situation.

Teams may call a **Tactical Pause** for **1 minute** during an ongoing match. Players may just select the “**Tactical Timeout**” button. Only **(2) Tactical Pauses** will be given for each team per series. In any instance that all tactical pause has been consumed, the next set of pause requests will be deducted from the **Technical Pause**.

If all the players from one team unintentionally disconnect, the opposing team is required to pause the game. Failure to do so may lead to disqualification, depending on the discretion of the marshal.

In the unlikely event that one or more of the players can't reconnect, the game situation will be analyzed by the league operations team and will decide on how the game should progress. The decision of the league operations team is **FINAL** and **IRREVERSIBLE**

13. Rule Violation Penalties and Punishment

Violation or not following any of the rules, regulations, terms, and conditions will result in penalties or disqualifications. The **League Operations Team** may apply penalties according to their judgment and discretion.



14. Rights of Privacy

The League Operations Team has the right to collect information and details, to shoot and use materials (e.g. interviews, video, and photos) publicly without any consent.

15. Cash Prize

All prize money should ideally be paid out 60 to 90 banking days after the tournament, but it may take as long as 180 days for the payment to be completed. In any case, the distribution may come as early as the given dates.

Total Prize Pool: **500,000 PHP**

Distribution:

Qualifiers	
Placement	Prize Distribution
Champion	25,000 PHP + Slot to Group Stages
Total	75,000 PHP (3 Qualifier Instance)

Playoffs	
Placement	Prize Distribution
Champion	200,000 PHP
2nd Place	100,000 PHP
3rd Place	75,000 PHP
4th Place	50,000 PHP
Total	425,000 PHP

****No Cash Prizes will be distributed during the Group Stages.**

After the Grand Finals match, all teams eligible for the cash prize will be given a form which will be filled up by the team's representative, captain, coach, or manager and to be submitted to the **League Operations Team**. Additional documents may be requested by the **League Operations Team**.

Teams who will **FORFEIT** during the **Playoffs** will only receive **50%** of the total prize collected on the entirety of the tournament.

16. Admin/Organizer Rights

- The **League Operations Team** may overrule all rules based on the situation.
- The **League Operations Team** holds the rights to change the rules as it deems fit. Decision of the **League Operations Team** is ALWAYS final.

A promotional banner for the Predator League 2022/23 Philippines Qualifiers. It features two female characters in futuristic, glowing blue and white armor standing on either side of a central shield-shaped logo. The logo contains the Predator League emblem and the text 'PREDATOR LEAGUE 2022/23 PHILIPPINE QUALIFIERS'. The background is a dark, atmospheric landscape with mountains under a night sky.

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PHILIPPINE QUALIFIERS

- The **League Operations Team** has the final decision. These rules may be changed under extreme circumstances.
- The **League Operations Team** has the right to disqualify and dismiss any registered player from the tournament, at their discretion, at any stage of the tournament, for any reason, with no prior warning to the player.