



**VALORANT
CHAMPIONS**

LOS ANGELES

VALORANT Champions Tour
Champions Event-Specific Ruleset

1. Introduction and Purpose

1.1. Background.

VALORANT Champions Tour LLC, a Delaware limited liability company (“**League Entity**”), along with its affiliates (collectively, “**Riot**”), organizes a series of regional, cross-regional, and international esports tournaments and related media events under the name VALORANT Champions Tour (the “**VCT**”) which feature competitive play (both live and online) of the video game VALORANT (the “**Game**”) by professional esports players and teams. The VCT is composed of three member leagues: (i) VCT Americas, (ii) VCT Pacific, and (iii) VCT EMEA (each such league, a “**VCT League**” or “**League**”). The League Entity has entered into written agreements with certain team-owning entities (each, a “**Team Entity**”) governing right to compete in the VCT and their respective Leagues (each such agreement, a “**Team Participation Agreement**”). Pursuant to the Team Participation Agreements and as more fully described therein, the League Entity has granted each Team Entity the right to field a team that will compete in the VCT and its respective League (“**Team**”).

The 2023 Champions Los Angeles event is an international esports tournament (“**International Competition**”) held as part of the VCT.

1.2. Purpose.

The League Entity has created this Champions Los Angeles Event-Specific Ruleset (the “**Event-Specific Ruleset**”) to set forth certain policies, rules, and procedures that will apply to all Teams participating in the Champions Los Angeles event. This Event-Specific Ruleset is in addition to, and not in lieu of, the VALORANT Official Competition Ruleset (the “**Competition Ruleset**”) and the VCT23 Roster Construction Rules (the “**RCR**”).

- [Link to Competition Ruleset](#)
- [Link RCR](#)

2. VCT Champions Los Angeles Event Structure

2.1. Competitive Format

- 16 teams
- Four groups in a double-elimination format similar to a GSL-style format (“**Group Stage**”)
- The top two teams from each group qualify for an eight-team double elimination bracket (“**Playoff Stage**”)
- All matches are best-of-three; Lower Finals and Grand Finals are best-of-five

2.2. Seeding and Groups

The Group Stage draw will include all sixteen teams who qualified for Champions from the 2023 VCT Season. Teams will be sorted into four GSL-style groups with the objective of making competitive matchups from international teams.

Seeding Methodology

Teams are first sorted into four seeding pools based on their placement performance at the VCT Masters Tokyo event, with the Teams qualifying through the last chance qualifiers (“**LCQ**”) representing the lower regional seeds. The four pools are as follows:

Pool 1 - Am #1, EMEA #1, EMEA #2, Pac #1

Pool 2 - Am #2, CN #1, EMEA #3, Pac #2

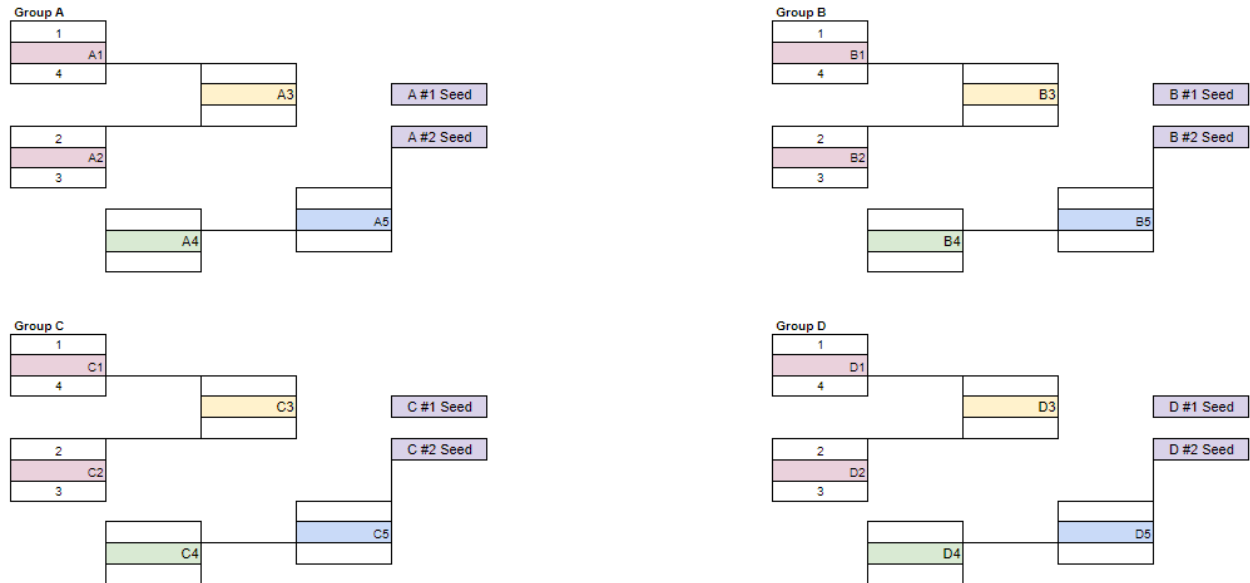
Pool 3 - Am #3, CN #2, EMEA LCQ #1, Pac #3

Pool 4 - Am LCQ, CN #3, EMEA LCQ #2, Pac LCQ

Group Stage Draw

Teams from the same VCT League cannot be placed in the same group. If a team from the same VCT League is drawn into the same group as another team from their VCT League, they will be placed in the next available spot. If they were drawn into the last slot (i.e. Group D, slot 4), they will swap with the team immediately before them until a valid draw is complete.

A member Team of the VCT EMEA League won the VCT Masters Tokyo Event. Therefore, the VCT EMEA League has five slots into VCT Champions Los Angeles. As an exception to the above group stage draw process, when the EMEA LCQ #2 Team is drawn into the same group as another VCT EMEA league Team, the EMEA LCQ #2 Team will remain in the drawn slot.



Group Stage Seeding

Teams from Pool 1 will be the highest seeds, followed by teams from Pool 2, then Pool 3, and finally Pool 4. These seeds will remain relevant for the majority of Group Stage until matches A5, B5, C5, and D5. For matches A5, B5, C5, and D5, the team coming from Winner’s bracket will automatically be the higher seed, regardless of Pool.

Playoff Stage Draw

After the conclusion of the group stage matches, a random draw will seed the Playoff Stage. The four teams who have advanced out of their group in 1st place will be randomly assigned a yet-to-be-determined 2nd place team from a different group. Teams from the same group will be placed on opposite sides of the bracket to avoid a potential rematch. The teams will then play through an eight-team double elimination bracket, with the first round having teams who placed 1st play against teams who placed 2nd in their respective groups.

3. Roster Rules

3.1. Starting Rosters

For each match of the International Competition, the Team must designate five (5) starters from the Team’s Active Roster (as defined in the VCT23 Roster Construction Rules), which shall constitute the Team’s “**Starting Roster**”. Rosters are considered public at the submission deadline.

Requests to modify a Starting Roster for a Team’s first match on any day must be submitted no later than 10:00pm local time, or an hour after the conclusion of the final game of the day, whichever is the latest, the day prior to the team’s match.

3.2. Substitutions during Tournament Play.

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 from the Team's Active Roster (as defined in the VCT23 Roster Construction Rules) in between maps, provided that the Team informs the opposing Team and receives approval from the referees of such substitution no later than two (2) minutes after the conclusion of the previous game. 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 the player with a substitute from their Active Roster. Any substitutions must result in the Team having an eligible roster.

Once a Team decides to use a substitution, the substitute player must immediately enter the Match Area and will be given seven (7) minutes to complete the setup process.

4. Accommodations and Player Practice Rooms

All sixteen Teams will be provided with accommodations and player practice rooms for the required five (5) starters, one (1) substitute, one (1) Head Coach, and one (1) team manager who have earned the right to participate in International Competitions held as part of the VCT.

In order to maintain a fair and equal competition, and facilitate the smooth running of the VCT Champions Los Angeles event, all Teams must use the accommodations, player practice rooms, and other competition facilities provided by the League. Unless approved at the sole discretion of the League, Teams are prohibited from using other accommodations or player practice rooms during the course of the VCT Champions Los Angeles event.

5. Competitive Patch

All matches will be played on patch version 7.02.

6. Map Pool.

The map pool consists of Haven, Ascent, Bind, Fracture, Pearl, Split, and Lotus.

7. Prizes

7.1. Prize Money

| Placement | Prize |
|------------------|----------------|
| 1st | \$1,000,000.00 |
| 2nd | \$400,000.00 |
| 3rd | \$250,000.00 |

| | |
|------|--------------|
| 4th | \$130,000.00 |
| 5th | \$85,000.00 |
| 6th | \$85,000.00 |
| 7th | \$50,000.00 |
| 8th | \$50,000.00 |
| 9th | \$30,000.00 |
| 10th | \$30,000.00 |
| 11th | \$30,000.00 |
| 12th | \$30,000.00 |
| 13th | \$20,000.00 |
| 14th | \$20,000.00 |
| 15th | \$20,000.00 |
| 16th | \$20,000.00 |

8. Travel and Expenses

For the required five (5) starters, one (1) substitute, one (1) Head Coach, and one (1) team manager per Team who have earned the right to participate in International Competitions held as part of the VCT, the League Entity will provide (a) reasonable travel, accommodation and meals while they compete at such events. Reimbursement for reasonable travel, accommodation and meals while they compete at such events must be approved by League Entity. Players who qualify to compete in any International Competitions held as part of the VCT must have all necessary visas, passports or other travel documents for travel to the city where the events are held, and agree to comply with any health and safety requirements established by the League Entity and/or Applicable Law. Players under the age of majority under applicable law may be required to travel with a parent or legal guardian. In such cases, the League Entity *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 International Competition held as part of the VCT.

9. Priority and Conflicts.

In the event of a conflict between (a) any term of this Event-Specific Ruleset, the Competition Ruleset, and the terms of a Team Participation Agreement, or (b) any term of this Event-Specific Ruleset and the terms of a Guidance Document, the League Entity, in its sole discretion, shall determine the terms that shall govern and prevail. Any remedies set forth in this Event-Specific Ruleset or a Guidance Document shall be in addition to, and shall not supersede, any remedies set forth a Team Participation Agreement.