



# SHARK ATTACK!

OFFICIAL RULEBOOK

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## **1. Background and Purpose**

These rules apply to individuals, teams, groups, owners, and any entity that registered a team to participate in an event that is partnered with an event that has SHARK ATTACK or Shark Showdown as part of the name. This also binds anyone who signs up for an event that is run accordingly by the overall higher party of Generation Web LLC, who is the parent company of the Shark Showdown and Shark Attack branding. Rules may be combined with the usual global policy that Riot Games, who is the owner of the game VALORANT, has for any sort of competitive related events and internal terms of service for individuals who play on their platform.

Each member of a team in any sort of position, whether it be coach, manager, player, sub, team owner, other related positions, must read and understand the rule set before participating in any associated event.

## **2. Registration**

### **2.1 Registering for Event**

To register for an event, go to [sharkattackgaming.com](https://sharkattackgaming.com) with the following information:

- Coach: Full Name, Riot ID, Discord, Email, Twitter
- Manager: Full Name, Discord, Email
- Player(s)/sub(s): Full Name, Riot ID, Discord, Email, Twitter

### **2.2 All registered personnel** for a team must be in the Shark Showdown Discord here:

<https://discord.gg/mN8VtSy6yc>

### **2.3 Individuals of all roles** who are to be participating in the tournament in any capacity must be accounted for through the registration form upon registering or the change roster form that is disclosed within the discord.

**2.3.1** Teams can make non-emergency needed changes to their registration information up until 24 hours after registration ends by using the change roster form that closes midnight the day after regular registration closes.

**2.3.2** Please refer to the Emergency Substitutes section for more information regarding that process

### **2.4 Refunds** will only be processed if a ticket in the Shark Showdown discord is made 24 hours prior to the tournament start time and it became conclusively evident that the only result would be a refund situation.

**2.4.1** If it was found that an admin never responded but the ticket is deemed to not have been made last minute, the ticking clock time period does not count due to the inactivity of administration and will also acquire a look into why there was no response.

### **2.5 No Show team classification:** Teams who do not have their registered captain, point of contact team representative, and/or are not properly registered on the Battlefy PRIOR TO 12:00 PM EST on the first day of the tournament will be classified as a No Show. When you are deemed a No Show team, it is up to the admin's discretion where the following possibilities can take place:

- Forfeiting your seed ahead of groups
- Disqualified from the tournament

No refunds will be given to No Show teams who do not attain the proper classification of having a refund processed according to the section above called 2.4 Refunds.

### **2.6 Battlefy** is the online website service that Shark Showdown will use for their tournaments, and it is required to be on the provided Battlefy link for each tournament. All tournaments can be found here: <https://battlefy.com/shark-attack-gaming>

It is best to register on Battlefy right away, as codes are given through the registration process at the end of registering. If you have an error or are unable to get a code, please open a ticket in the Shark Showdown discord server.



- 2.6.1 The team name on Battlefy must match what was used for the “Team Name” field during registration.
- 2.6.2 To be considered registered, the roster does not have to match perfectly. However, please try your best to have everyone on the roster besides just the captain, who is required to be on the roster on Battlefy.
- 2.7 **Waitlisted Teams** are teams who missed the registration deadline, however, who register on the Waitlist form that goes live once registration ends. Teams who register after the deadline but within the 20 hour limited clock that starts once registration ends will be inserted into the tournament under the head admin’s discretion.
  - 2.7.1 Waitlisted teams will be moved into the tournament at first come first serve, and will be moved in the following order:
    - First, teams moved in from the waitlist will balance out numbers to make sure it is an even group numbers
    - Second, teams will be moved from the waitlist in groups of four once the above option is fulfilled
  - 2.7.2 Waitlisted teams will receive a refund or have their registration and ticket moved to the next tournament, up to the team’s choice.

### **3. Tournament Rules**

- 3.1 **Definition of Terms:** Round, Map, Match/Series
  - 3.1.1 **Round** is defined as an instance of competition that takes place on a VALORANT map where the winner of the instance is determined by one of these methods:
    - Spike detonation
    - Spike defusal
    - Team elimination prior to a plant or defuse of the spike
    - The round timer expiring
    - Team forfeit
  - 3.1.2 **Map** is defined as a set of rounds that is played until Team A or Team B wins a total of 13 rounds, however, if a map continues past the 13-Round limit due to a 12-12 tie, the map will continue until a Team A or Team B wins by a margin of at least two Rounds.
  - 3.1.3 **A Match** or Series is defined as a set of maps between Team A and Team B where one of the defined teams wins due to a majority of total Maps won (e.g., winning two Maps out of three in a best-of-three (“Bo3”) series).
- 3.2 **Competitive Format** is decided by the schedule set forth for each tournament and may differ from each other. It is important to note that not all tournaments will have the same format, but all matches will be a best-of-three series.
- 3.3 **Picks and Bans** for a best-of-three matchup:  
The higher seeded team picks Team A or Team B
  - Team A - Bans 1 Map
  - Team B - Bans 1 Map
  - Team A - Picks Map 1
  - Team B - Picks side for Map 1
  - Team B - Picks Map 2
  - Team A - Picks side for Map 2
  - Team A - Bans 1 Map
  - Team B - Picks Map 3
  - Team A - Picks side for Map 3



**3.3.1** The Tournament Operations team may modify the process of Picks and Bans prior to the Tournament start, but it must be a written notice to all participants, or to as many as they can, at least 7-days ahead of the tournament taking place.

**3.3.2 Picks and Bans integrity** must be followed throughout the entire tournament. This includes using the Battlefy chat room unless stated otherwise, while also following the criteria for vetoes themselves. Teams who do not talk in chat within 10 minutes of vetos starting will forfeit their picks and bans and they are given to the other team. If another 10 minutes pass with no movement into the lobby, the team will then forfeit map 1. If another 10 minutes pass without the starting of map 2, the team will end up forfeiting map 2 and resulting in a series ff.

**3.4 Dates of Competition** will be provided through updates on the associated twitter accounts, discord channels, and through email outreach on a need-to-know basis.

**3.5 Weekly Patches** that make changes to the game will automatically be used for matches as all games will be played on the LIVE CLIENT. However, the following instances must be followed, and it is not limited to:

- **New Maps** or Maps added back into the pool with significant changes will need to be live for 2 weeks prior to being used with the tournaments unless the public opinion pushes for a different idea that must be acquired through a captain's meeting vote.
- **New Agents** must be live for 2 weeks prior to being allowed for use within the tournament, otherwise the use of the agent will be restricted.
- Agents who have game-altering bugs or are banned in any way on the official riot client will be disabled from use during a tournament. Teams who do not listen are subject to a Map, Series, or Tournament disqualification.
- **New guns** added to the game must be live for 2 weeks prior to being allowed for use within the tournament, otherwise the use of the gun is restricted.

There are chances where the use of certain guns, skins, and agents may be restricted due to known bugs with any of the following: items, agents, skins, or abilities.

**3.6 Server Settings** for each Map that is part of a Match or Series:

CHEATS: OFF

TOURNAMENT MODE: ON

WIN BY 2: ON

PLAY OUT ALL ROUNDS (POAR): OFF

HIDE MATCH HISTORY: OFF

**3.6.1** If a team fails to use the above settings, then they forfeit their ability for VLR stats to be published. It is up to the responsibility of the teams to ensure proper settings.

**3.7 Timelines for matches:**

**3.7.1 Vetoes** start 15 minutes prior to the starting match time each day

**3.7.1.1** Vetoes during a rolling schedule must start within 15 minutes of the final affected match ending

**3.7.2 Lobby Creation** must take place and have all players in the lobby and ready to start within 10 minutes after vetoes have ended. Teams who fail to provide active reasons as to their inability as to why to admins will be subject to a map forfeit.

**3.7.3** Between each map of a series there is a 5-minute break that can take place. A match can start earlier if both teams agree to continue onward.

Teams who fail to follow these time guidelines are subject to punishments that are up to the discretion of the active tournament operations department.



#### **4. Tournament Format and Structure**

For each tournament, the format must be announced at the time of Registration and any changes must be communicated via the Shark Showdown discord.

##### **4.1 Seeding**

###### **4.1.1 Determination of Seeding**

**4.1.1.1 Seeding for Groups** is determined by Tournament Officials following the format:

- Has a VLR
  - Seeded based on each team's last 4 tournament standings within a 2 month period
  - teams who have not been actively playing in tournaments but have a VLR with a core 3
- Premier Standings provided by trackers of the Riot ID's provided
  - Invite status
  - Contender status, etc
- Rank averages of players
  - Radiant
  - Immortal 3
  - Immortal 2
  - Immortal 1, etc

Seeds will be seeded into groups through snake seeding

**4.1.1.2 Seeding for Round of 48 or Round of 32 (Playoffs)** will be seeded by the following:

- All first seeds from groups in order, the teams who won out
- All second seeds from groups in order, the team who won in the lower decider
- All third seeds from groups in order based on map and/or round differential, the team who lost the lower decider
- Additional Fourth seeds from groups may be added in for day 2 due to tournament numbers and will be determined based on the map and/or round differential, the teams who may have lost out

**4.1.2 Seed stealing** is in effect during the playoffs stage, which means all matches that take place after the groups stage. This means that for each match, the winning team that moves on to the next round will take the higher seed from the previous match.

**4.2 Server Location** is defaulted to Texas or Illinois. Automatically, the server with the lowest ping differential is to be used unless it is agreed upon by both teams for a preference or the other. It will be up to the discretion of the tournament admins if both teams cannot agree.

**4.2.1 Proof of packet loss** must be provided to tournament staff for rulings regarding that, and the proof must have happened earlier in the day through a clip and a proof of the game taking place today.

**4.3 Games that are Broadcasted** are not up for refusal, and the teams must appear on the broadcast when requested to. Exceptions may be made, however, it must be disclosed and talked with tournament admins and approved.

**4.3.1 Stream Requirements** for people who are deciding they would like to stream their POV, teams may not publicly broadcast their own POV ONLY IF the game is subject to being broadcasted on the Shark Showdown channel. If you are not being broadcasted by the a channel associated with Shark Showdown, Shark Attack Gaming, or Generation Web LLC, then all stream titles must have the following in it along with a minimum of 180 sec (3 minutes) delay. Shark Attack #(number of tourney) | Shark Showdown Series



- 4      **4.4 Voice Communications** for teams that are allowed for use is their normal and preferred platform for communication purposes.
- 4.4.1 Monitored Voice Communications** may take place and be required by a tournament admin. This will take place in the Shark Showdown discord, and in this instance the only people allowed in the voice channel will be the registered active players and coach for the series. If a team does not cooperate, they may face disqualification.
- 4.5 Match Reporting** is to take place after each map in Battlefy, and matches won by forfeit will be manually reported by admins as a 2-0 for the series and 13-0 for both maps.
- 5. Prizing**  
All prizing is specific to each tournament and will be publicly announced at the time of registration for regular signups ending. With this the conclusion of if there will be a grand finals broadcast will also be concluded, as it is affected by the financials for the tournament.
- 6. Roster Rules**
- 6.1 The Region** for the tournament is only open for players who reside in the America's Region, however, a player does not have to be a citizen of a disclosed region.
- 6.2 Multiple teams** may not be acquired by a player, substitute, or coach. Each individual may only be registered to one team, and if a situation occurs where the competitive integrity of this is in jeopardy, the individual may be banned for a portion of time or for forever if they do not abide by this.
- 6.3 Individuals having Multiple Roles** for a team under their registration is someone who can enter a coach slot by being registered as a substitute or player. Individuals who have the role of coach may also fill in the role of substitute if needed.
- 6.4 Coaches** may be present for every match as long as they are registered. Individuals who are not registered will result in penalties being applied under the discretion of the Tournament Admins. Potential punishments will be warnings, removal of coach, coach being disqualified, team being disqualified, or something else that is determined. Coaches are not allowed to communicate with the team during a LIVE map via any communication if it is not during a tactical pause, communications during the map or technical pauses will result in a team disqualification. Communication the following but not limited to communicating via chat, email, text, discord, social media, electronic ways, pigeon mail, or owls will result in disqualification. Times where coaches may be able to communicate during:
- Tactical Pauses
  - Pre-game and post-game
  - Agent select
  - Half-time buy time
  - First buy time in Overtime (OT)
- 6.5 Substitutes** are permitted to teams with a limit of 2 individuals that can be used. These individuals are pre-registered to sub-in, coaches are eligible to be used as a substitute. Players may only be subbed out between maps, and emergency substitutes are up to the discretion of the tournament admins. Individuals who are classified as substitutes may not be registered under a different team and have NOT played in the tournament prior.
- 6.6 Emergency Substitutes** are to be added to a team under the discretion of the active Tournament Admins. In the event of a player suffering from an emergency during the Map or Series, a team will be given 15 minutes to produce an eligible substitute who has not played in the tournament prior and provide registration information for the individual via a ticket in the discord before the timer is up, unless an admin allows an increase of time. If a replacement can not be found, it is up to the Tournament Admin's discretion on what to do next.





**6.6.1 If it is found that it is a Game Altering Player,** a Tournament Admin may not approve the emergency substitute. This is defined as a Player that changes the competitive integrity of the match being played.

## **7. Pauses or Crashes**

- 7.1 In Agent Select,** if the wrong agent was picked then teams must let admins know by informing them immediately and have a call for a restart before agent select finishes with someone alt-f4ing. If a bug occurs where it still goes through but admins and other teams are aware of the wrong agent pick, the rest of the players on both teams must pick the same agent and the agent that was supposed to be changed and said before the load-in will be the only differing agent.
- 7.2 Tactical Pauses** are sixty-second pauses that are granted to two per team per map prior to a 12-12 match score, where then each team is granted only one sixty-second Tactical Pause during the entirety of Overtime. Tactical Pauses are called during the Buy Phase of the round or at the end of the previous round.
- 7.3 Technical Pauses** may take place in the event of a technological issue causing a team or player to suffer playing in an adverse condition. Each team has a total of 10 minutes for all technical pauses per map, but Tournament Admins may allow more time under their discretion.
- 7.3.1** Please make sure to provide the tech pauses in the support channel of the Shark Showdown discord.
- 7.3.2** Just as a reminder, coaches are not allowed to talk to the players during the game.
- 7.3.3** Players may not converse about the game during the technical pause.
- 7.4 Crashes** happen when a Player's internet, power, or game crashes. If the result from the crash leads to an emergency sub OR the player is outside of the lobby. Admins will perform a match medic to protect the competitive integrity of all matches. However, this is only if the rest of the players are all still in the lobby so they can provide screenshots or video proof of where they are currently during the match. Depending on such situations, a Tournament Admin under their discretion may create other resolutions like replaying a round or match.
- 7.4.1** Rounds will be replayed or restored ONLY IF a crash happens prior to any damage that has occurred in the round and the enemy team and an admin has been notified. Round will be awarded also if a situation occurs where servers crash, but the outcome of a round is obvious.
- 7.4.2** Rounds or Matches will NOT be restored in cases where it is a Player's fault.
- 7.5 Exploits and Bugs** are not permitted and in the event of an exploit or bug that occurred during a round, the match must be paused. Depending on the outcome of the round, the result of what happens will be up to the Tournament Admin's discretion.

## **8. Communication**

Communications with the Tournament Operations Department will always take place in the Shark Showdown discord.

## **9. Interpretation and Construction**

- 9.1 Tournament Operator's Right of Interpretation** is related to any matters that have to do with the Shark Showdown Series', the Official Tournament Rulebook, Riot Games' Terms of Service, and the Global Policy set forth by Riot Games.
- Any and all decisions made by an individual of the Tournament Operations Department is in regards to their own individual interpretation of the listed documents above.
- 9.2 Language** for the rulesets are set in English, in any manner of changes made due to language translations the English version will always lead.



## **10. Code of Conduct**

The behaviors and instances below regarding the need for professionalism and examples of unprofessional and/or illegal behavior that is not tolerated are not limited to the following:

- Harassment of any kind
- Threats or intimidation in any manner
- Hate speech or personal statements of any kind that attack someone for their race, gender, sexual orientation, religion, origins, region, and more
- Offensive or vulgar language
- Distributing in any way content, group activities, and among other ways to be abusive, hateful, harass, defame an individual, and anything that can be seen as negative which is not limiting to just the ideas above.
- The use of software or programs that damages, interferes, or disrupts the competitive integrity of the tournament, series, match, map, or round.
- An individual who suffered from a ban issued by Riot Games, VALORANT, or Vanguard will be considered under this policy. If an individual chooses to attempt to play in the tournament the following will take place:
  - Player will be disqualified for the next 6 tournaments, subject to a longer punishment
  - The current matchup will be forfeited, and depending on the situation a prior matchup may also be forfeited and the losing team moving forward.
  - The team may be able to play future matchups depending on what stage this is in, however, the affected player may not be used.
  - Any players found to have known about it will also be banned for the next 6 tournaments, and this only takes place if there is proof and it is under admin discretion.
- Interference with the participation of other Players in the Competition
- Using vulnerabilities, cheats, undocumented features, bugs, exploits, design errors and more within the competition
- Violations of any law, rule, or regulations
- Match fixing of any sort, including accepting gifts or bribes or compensation in connection with the outcome of your competitive participation

Penalties will ultimately be up to the Tournament Operations department. Shark Showdown, Shark Attack Gaming, or Generation Web LLC may make changes to the rulebook without notice, but once changes are made they must let the tournament updates role know within the Shark Showdown discord a notice that gives a synopsis of the affected changes.



**#BiTEDOWN**