VALORANT CHAMPIONS TOUR
GAME CHANGERS EMEA SERIES

(Version 2 - SEPT 24th 2021)

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1.   BACKGROUND AND PURPOSE

Riot Games, Inc., the owner of the game VALORANT ("**Riot**"), has engaged DIVE Association (**"Tournament Operator"**) to operate the VALORANT GAME CHANGERS SERIES EUROPE (**"Game Changers"**) event in EMEA Home Region ("**Region**") as part of VALORANT Champions Tour. Riot has delegated to the Tournament Operator the responsibility for developing these rules, which will apply to Game Changers and all of its games, matches and tournaments that are held in the Region (**"Game Changers Rules"**).

These Game Changers Rules apply to and are binding on: (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. A Team's players, managers, coaches, Owners and other representatives are referred to as the **"Team Members"**.

Game Changers is open to any Team only composed of players who are women.

These Game Changers Rules are in addition to, and not in lieu of, the VALORANT Champions Tour Global Competition Policy ("**Global Policy**"). In the event of a conflict between the Global Policy and these Game Changers Rules, the provisions that are most protective of Riot (as determined by Riot in its sole discretion) will govern. Capitalized terms used herein and not otherwise defined herein shall have the meanings assigned to them in the Global Policy, unless the context shall otherwise require.

These Game Changers Rules form a contract between a Team Member and the Tournament Operator and Riot is a third-party beneficiary of that contract.

Each Team Member must read, understand, and agree to these Game Changers Rules and the Global Policy before participating in any Game Changers event.

2.   Game Changers Event Structure

2.1.   Definitions of Terms

2.1.1. "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
- Round timer expired
- Team forfeit

2.1.2. "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.

2.1.3. "Match"

A Match means a set of Maps that are played until one Team wins a majority of the total maps (e.g., winning two maps out of three in a best-of-three series).

2.1.4.   "EMEA Home Region"

The EMEA Home Region is defined as the competitive region encompassing Europe, Turkey, Russia & CIS and MENA. Countries, territories and locales included in this region are: AFGHANISTAN, ALBANIA, ALGERIA, ANDORRA, ARMENIA, AUSTRIA, AZERBAIJAN, BAHRAIN, BANGLADESH, BELARUS, BELGIUM, BOSNIA AND HERZEGOVINA, BULGARIA, CROATIA, CYPRUS, CZECH REPUBLIC, DENMARK, DJIBOUTI, EGYPT, ESTONIA, FINLAND, FRANCE, GEORGIA, GERMANY, GREECE, HUNGARY, ICELAND, INDIA, IRAQ, IRELAND, ISRAEL, ITALY, JORDAN, KAZAKHSTAN, KOSOVO, KUWAIT, KYRGYZSTAN, LATVIA, LEBANON, LIBYA, LIECHTENSTEIN, LITHUANIA, LUXEMBOURG, MACEDONIA, MALTA, MAURITANIA, MOLDOVA, MONACO, MONTENEGRO, MOROCCO, NEPAL AND MALDIVES, NETHERLANDS, NORWAY, OMAN, PAKISTAN, PALESTINE(UN OBSERVER STATE), POLAND, PORTUGAL, QATAR, ROMANIA, RUSSIA, SANMARINO, SAUDI ARABIA, SERBIA,

SLOVAKIA, SLOVENIA, SOMALIA, SPAIN, SRI LANKA, SUDAN, SWEDEN, SWITZERLAND, SYRIA, TAJIKISTAN, TUNISIA, TURKEY, TURKMENISTAN ,UKRAINE ,UNITED ARAB EMIRATES, UNITED KINGDOM (UK), UZBEKISTAN, VATICAN CITY (HOLYSEE), WESTERN SAHARA (SAHRAWI ARAB DEMOCRATIC REPUBLIC), YEMEN.

2.1.5. "Team's Home Region"

A Team's Home Region is identified upon registration to the Game Changers and may not be changed at any time during the Game Changers without the prior written approval of a Tournament Official.

2.1.6. Playing in different Territories

EMEA Teams are permitted to participate in Tournaments operated in any of the countries, territories or locales listed in 2.1.4.

2.2. Game Changers Competitive Format

Riot and the Tournament Operator reserve the right to adapt the competitive format depending on the final number of registered teams.

2.2.1. Game Changers Qualifier

The Game Changers Qualifier is online and open to a maximum number of 64 eligible Teams only composed of women players.

The format for the Game Changers Qualifier is determined as follows:
- 16 pools (or less depending on the total number of registrations) will compete during 3 days in Round Robin, played in best-of-three.
- The top Team of each pool (maximum 16 Teams) will advance to a new round of matches in single elimination format; played in best-of-three.
- The top 8 Teams will advance to a new round of matches in single elimination format; played in best-of-three.

2.2.2. Game Changers Main Event

The Main Event will be held online during 2 days. For the Main Event, the top 4 teams from the Game Changers Qualifier will compete in a single elimination bracket.

Matches of the Semi-Finals will be played in a best-of-three format.

Matches of the Grand Final will be played in a best-of-five format.

2.3. Game Changers Seeding

The ranking for the Qualifier in Round Robin will be done by drawing lots (among all the teams, or among the teams grouped by rank), with the exception of top ranked teams which would be distributed among pools.

The seeding for the Top 16 will be a crossover seeding in relation to the Round Robin pools (e.g. winner of pool A against winner of pool C).

2.4. Game Changers Competition Schedule

2.4.1. Game Changers Qualifier

The Challenger Qualifier will start on September 27th 2021.

Qualifier Day 1: September 27th 2021: start at 7:00 pm CEST
Qualifier Day 2: September 28th 2021: start at 7:00 pm CEST
Qualifier Day 3: September 29th 2021: start at 7:00 pm CEST
Qualifier Top 16: September 30th 2021: start at 7:00 pm CEST
Qualifier Top 8: October 1st 2021: start at 7:00 pm CEST

2.4.2. Game Changers Main Event

The Game Changers Main Event will start on October 2nd 2021 and end on October 3rd 2021.

The Semi-finals will take place on Saturday October 2nd 2021.
The first Semi-final will be at 3:00 pm CEST and the second around 6:00 pm CEST.

The Grand final will take place on Sunday October 3rd 2021 at 3:00 pm CEST.

3.   Team Member Eligibility

Note: Certain regions may have eligibility guidelines beyond those already set forth in the Global Policy (e.g., players in X region may only compete for cash prizes in esports if they are above 18 years of age).

3.1.   Team Members Gender

All players on a Team's Roster must be women players.

3.1.   Player Age

No player shall be considered eligible to participate in any Match comprising a Game Changers event before his or her 16th birthday, defined as having lived 16 full years.

3.2.   Ranking Requirement

All Players on a Team's roster must have held a ranking for VALORANT of "Platinum 1" or above at the time of registration, or during the preceding Act, for any Official Competition.

3.3.   Multiple Teams

Players may not play for or contract with more than one Team at a time. If a player enters such an arrangement or contract, Tournament Officials reserve the right to bar the player from playing any future matches until the situation has been resolved and the player is in compliance with the requirements in this Section.

3.4.   Resident Defined

A player is considered a "Resident" of a particular Region for the purposes of an Official Competition if the player is, on the date that the player registers for the Official Competition, either (a) a lawful permanent resident of a jurisdiction in such Region for at least six (6) months; or (b) a citizen or national of a country in such Region.

3.5.   Regional Roster Requirement

In order to maintain the regional identity of teams that compete in a global competition and to encourage the type of regional identification that is

important to fans and sponsors, each Team must maintain, at all times during any Official Competition, at least three players on its Starting Roster that are Residents (as defined below) of the Team's Home Region. In addition, at least four of the Team's players participating in any Official Competition game must be Residents of the Team's Home Region.

3.6. Proof of Residency, Age & Gender

Government issued documents - e.g., government benefits record, military registration etc.
Private Documentation - e.g., school records, deeds, leases, homeowner association docs, utility bills.
To prove residency, date of birth and gender (which can also be used as proof of residence):
Any official identity document e.g., national identity card, passport, birth certificate.

3.7. Changes in Region or Residency

A Player may only be a Resident of a single region at any point in time, regardless of whether that player has lawful resident status in multiple Regions. Any player who relocates to a new region, will remain a resident of his, her, or their prior region until the one-year anniversary of their relocation.

3.8. Verification

Tournament Officials reserve the right to request legal proof to verify a player's age, residency or compliance with other eligibility requirements in the Global Policy or in the Event-Specific Rules. All matters relating to the determination of (a) a player's Region or Residency, or (b) a Team's Home Region, or (c) a player's gender eligibility to participate to the Game Changers, shall, for purposes of the Official Competition, be resolved by the Tournament Officials in their sole discretion. For the avoidance of doubt, any verification will be conducted by any means (email sufficient) in accordance with all applicable laws and in particular the GDPR.

3.9. No Riot or Tournament Operator Employees

Team Members may not be employees of Riot, the Tournament Operator or any of their respective affiliates at any point during an Official Competition.

4.   Roster Rules

ALL PLAYERS MUST SIGN THE RIOT PLAYER RELEASE FORM. Any player that does not sign this form by the first game of the Game Changers will not be eligible.

4.1.   Starting Lineups

Teams must set their starting roster for their first Match of the day from the roster submitted to the Tournament Operator pursuant to Section 3.4 of the Global Policy (as modified by any roster changes made pursuant to Section 3.5 of the Global Policy) as follows:

- Sunday at 7:00PM CEST for Monday Matches.
- Monday at 7:00PM CEST for Tuesday Matches.
- Tuesday at 7:00PM CEST for Wednesday Matches.
- Wednesday at 7:00PM CEST for Thursday Matches.
- Thursday at 7:00PM CEST for Friday Matches.
- Friday at 7:00PM CEST for Saturday Matches.
- Saturday at 7:00PM CEST for Sunday Matches.

For each Match in a Game Changers event following the Game Changers Qualifier, the Team must designate five (5) Starters which shall constitute the Team's **"Starting Roster."** Rosters are considered public at the submission deadline. At this time, one (1) Substitute player may also be designated as eligible to replace a Starter in the event the Starting player is unable to compete.

4.2.   Roster Lock

Teams participating in Game Changers may not add or drop players from their roster at any point between 3 (three) days before the start of a Game Changers Qualifier and the end of the Game Changers Main Event.

4.3.   Interregional Movement Policy Roster Restrictions

Teams must have at least three of the players on its Starting Roster be Residents of the Team's Home Region as defined in Section 2 of the Global Policy.

4.4.   Emergency Substitutions

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. Tournament Officials will determine if an incident qualifies as an emergency. Any substitute must be a member of the Team roster.

4.5. Coaches

Teams may have one coach. If a Team has a coach, then that coach may be present for every Match in which the Team participates. For online tournaments held as part of a Game Changers event ("**Online Events**"), at least one of a Team's designated coaches may be connected to the voice communication system in the lobby and will only be allowed to talk to players and others during the Agent and Map selection process for each Match, timeouts, half-times and in between Maps (if applicable). Coaches are only permitted to be in the Match Area during Agent and Map selection, Timeouts, Half-Times, 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.

In addition, the coach or a member of the Team must record the vocal during each match.

5. Streaming Rules

5.1. Game Changers Qualifier

5.1.1. POV Streaming

Competing players are permitted to publicly stream their own matches during the Game Changer Qualifier. These POV-streams must be player point of view only and exclude team communications. A 3-minute delay is required to maintain tournament integrity. Sponsor integration is not permitted.

5.1.2. Co-streaming

Co-streaming of the Game Changer Qualifier broadcast may be permitted. Participation of analysts, casters, and content creators in such streams has to be pre-approved by Riot and the Tournament Operator. Approved analysts, casters and content creators must request from Riot and the Tournament Operator the invitation to join the lobby as observer of the streamed match. Riot and the Tournament Operator are not responsible for providing a clean feed of the matches of the Game Changers Qualifier. A 3-minute delay is required to maintain tournament integrity. Sponsor integration is not permitted.

These additional broadcast feeds will not count as an 'official broadcast' and teams are permitted to use this feed to co-stream their own matches on their official team channels. Existing tournament sponsors may not be concealed and further sponsor integration is not permitted.

5.2. Game Changers Main Event

Every match in the Main Event will feature an official broadcast. Co-streaming or POV-streaming of these matches is not permitted.

In addition, Riot and the Tournament Operator may authorize approved content creators to use a provided clean feed to organize viewing/watching parties of the matches of the Main Event on their own channels.

6. Match Process

6.1. Changes to Schedule

Tournament 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 Tournament Officials modify a Match schedule, they will notify all Teams as soon as possible.

6.2. Arrival in Lobby

Players will be expected to be ready to join the Match Lobby no later than the time specified by Tournament Officials.

6.3. Role of Referees

6.3.1. Head Referee

The "**Head Referee**" is a Tournament Official who is responsible for the judgments on every Match-related issue, question and situation which occurs before, during, and immediately following Match play. Their oversight includes, but is not limited to:

- Checking the Team's lineup before a Match.
- Announcing the beginning of the Match.
- Ordering pause/resume during play.
- Issuing sanctions and disciplinary action in response to rule violations during the Match.
- Making all Match-related determinations under these Game Changers Rules and the Global Policy, including with regard to pauses and stoppages of play.
- Confirming the end of the Match and its results.

6.3.2. Referee Responsibilities

"**Referees**" are Tournament Officials who work on behalf of the Tournament Operator and are subject to the direction, review and oversight of the Head Referee. Referees are responsible for:

- Admitting or denying access to the Match Areas, if applicable.
- Carrying out security protocols directed by the Head Referee and other Tournament Officials, and/or in support of these Game Changers Rules or the Global Policy.
- Administering the player checklist and enforcing these Game Changers Rules and the Global Policy, including directing players to take or refrain from taking any action.
- Communicating with players about any issues experienced, in-game and out.
- Upon request, explaining any bug exploits.

6.3.3. Finality of Judgment

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the event, and penalties for misconduct, lie solely with the Head Referee, the decisions of which are final. Head Referee decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

6.3.4. Voice chat

Third-party voice chat software may be used. Tournament Officials may request access and relevant permissions for monitoring purposes at any time, Teams must ensure that they are able to provide these permissions in a timely manner. Tournament Officials may monitor a Team's audio at the discretion of the Tournament Operator.
From the TOP16, voice chat servers may be provided (Teamspeak) by the Tournament Operator. In this event, Teams must join the provided servers and Tournament Officials may monitor a Team's audio at the discretion of the Tournament Operator.
In any case, the coach or a member of the Team must record the vocal during each match.

6.4. Competitive Patches

Matches will be played on the patch version designated by the Tournament Officials.

6.4.1. New Agents

New Agents will be automatically restricted for two weeks from their release on 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.

6.4.2. New Maps

New Maps will be automatically restricted for four weeks from their release on live queue. *Example*: Map A was released on February 5, so Map A will become eligible to be used in all Matches on March 5.

For the avoidance of doubt, FRACTURE map is not allowed.

6.4.3. Additional Restrictions

Additional Restrictions (e.g. disabling certain weapons) may be added by Riot representatives at any time before or during a match, if there are known bugs with any items, Agents, skins, or abilities.

6.5. Pre-Match Setup

6.5.1. Player Accounts

Players will use their own online accounts and Riot IDs during play of Game Changers events. Players must use their team tag in front of their name for consistency. Team tags are limited to four characters in length. Example: *G2 Mixwell*

Note: Team tags are not necessary for Open Qualifiers.

6.5.2. Technical Failure of Equipment

If a player encounters any equipment problems during any phase of the setup process, player must notify a Referee or Tournament Official immediately.

6.5.3. Timelines of Match Start

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 Tournament Officials.

6.5.4. Match Lobby Creation

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 the Tournament Operator. Tournament Officials will decide how the official Match lobby will be created. For Online Events, Tournament Officials will notify Team Captains of official accounts that will be used to host the Match or ask Team Captains to create the lobby.

6.5.5. Online Matches

For Online Matches that are part of a Game Changers event Players will be expected to complete setup, as outlined below, and confirm readiness at a time specified by Tournament Officials prior to each match.

- Ensuring the working condition of all equipment.
- Connecting and calibrating peripherals.
- Ensuring proper function of voice chat system.
- Selecting skins.
- Adjusting in-game settings
- Limited in-game warm-up.

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.

6.5.6. Pre-Match Obligations

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

6.6.   Match Setup and Play Restrictions

6.6.1. Lobby Settings

The official Match lobby will be set to "Tournament" mode with "Overtime: Win by Two" turned on.

6.6.2. Server Selection

Prior to each Match, the Tournament Official will select the server which is as close to equidistant from the teams as possible.

6.6.3. Start of Map Selection Process

Once all ten players have reported to the official Match lobby, a Referee or Tournament Official will request confirmation that both Teams are ready for the map selection process. Once both Teams confirm readiness, a Referee or Tournament Official will instruct the room owner to start the map selection process outlined in this Section 7.6. Under no circumstances may a map be played twice in one Match unless all other available maps have been played. For the first Match of the day, the Map Selection process will begin 30 minutes prior to the start of Map 1. For all other Matches, the Map Selection Process will begin upon conclusion of Map 1 in the previous series.

Note: The Tournament Operator may modify the Map Selection Process prior any event but must provide advance notice in writing to all participants and to Riot Games before doing so.

6.6.4. Map Pool

The map pool consists of Bind, Haven, Split, Ascent, Icebox and Breeze. Any additional maps released on live will be added to the Challenger map pool in accordance with Rule 7.4.2.

6.6.5. Map Selection Process for Best-of-One Matches (if applicable)

The better-seeded team will decide if they are either Team A or Team B. If the tournament 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:

- Team A removes two maps.
- Team B selects from the remaining maps, with the sides for each Team on such map to be determined by coin flip.

6.6.6. Map Selection Process for Best-of-Three Matches

The better-seeded team will decide if they are either Team A or Team B. If the tournament 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:

- 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 picks map 3
- Team B picks side for map 3

6.6.7. Map Selection Process for Best-of-Five Matches

The better-seeded team will decide if they are either Team A or Team B. If the tournament 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:

- Team A selects the map for the first map of the best-of-five Match.
- Team B selects the side of the map they will start on for the first map, and selects the map for the second map of the best-of-five Match.
- Team A selects the side of the map they will start on for the second map, and selects the map for the third map of the best-of-five Match

- Team B selects the side of the map they will start on for the third map, and selects the map for the fourth map of the best-of-five Match.
- Team A selects the side of the map they will start on for the fourth map, and selects the map for the fifth map of the best-of-five Match.
- Team B selects the side of the map they will start on for the fifth map.

6.6.8. Start of Agent Selection Process

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 Tournament 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 the Player notifies a Tournament Official after the timer has expired, the Agent Select process will not be restarted and the Player will be required to play through.

6.6.9. Match Start After Agent and Map Selection

A Match will start immediately after the Agent/Map Selection process is complete, unless otherwise stated by a Tournament Official. At this point, Teams must remove any printed materials from the Match Area (if applicable), including any notes written by Team Members. 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."

6.6.10. Controlled Match Start

In the event of an error in Match start or a decision by Tournament Officials to separate the pick/ban process from Match start, a Tournament 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.

6.6.11. 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.

6.6.12. 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 Tournament Officials.

6.6.13. 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 in between Maps, provided that the Team informs the opposing Team and receives approval from the Referees of such substitution no later than five 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 them with a Substitute from their Roster. Any substitutions must result in the Team having an eligible Roster or Starting Lineup.

7. Pauses and Crashes

7.1. Timeouts (Tactical Pauses)

Teams are allowed to call Timeouts of 60 seconds in duration two times per map. The 60 second clock will begin when both teams' Coaches are connected and able to communicate with their players. Timeouts can be called via the in-game pause system. In the event of overtime, each team will be granted an additional Timeout.

7.2. Technical Pauses

If a player has a problem that prevents him from playing on, he must notify the Tournament Official and request a technical pause. The player has to announce the reason before or immediately after he requests the pause. 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 technical pause). Unless a Tournament Official instructs the player otherwise any form of communication including but not limited to text and voice communication between players and coaches is forbidden during a technical pause. The Tournament Official can pause the game if for some reason the player pausing does not work.

7.3. Crashes

- If a match is interrupted for reasons beyond the control of the Players (e.g. server or player crash), the Tournament Official will restore the round using the

in-game round restore feature, but in some scenarios may decide to replay the round or even a whole match.

- If the issue takes place during the first minute of the round, before any damage has occurred and the opponent or referee has been immediately notified, the round will be restored.
- If the issue takes place during a round and after the damage has been made and the outcome of the round can still be determined (e.g. a single player has dropped but others remain), then the round will not be replayed or restored. The round will continue to be played and will count. Special exceptions can be made if the damage dealt was ruled insignificant e.g. accidental teammate damage dealt at the start of the round or damage dealt to the opposing side by the team that was affected by the crash.
- If the issue takes place during the round, after damage has occurred and the outcome of the round cannot be determined (e.g. due to server crash), the match will be restored to the beginning of the round.
- If the issue takes place during the round, after damage has occurred and the outcome of the round is obvious (e.g. one team is saving with 10 seconds remaining), but it cannot be continued due to for example a server crash, then the round can be awarded.
- The matches will not be stopped and/or rounds will not be restored or replayed in cases where it is clearly a participant's fault (e.g. mis-buying a weapon).

8. Post-Match Process

8.1. Post-Match Process

8.1.1. Results

Tournament Officials will confirm and record the Match result.

8.1.2. Tech Notes

Players will identify any technical issues with Tournament Officials.

8.1.3. Between Maps

Tournament 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 transition in 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.

8.1.4. 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.

8.1.5. 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.

8.1.6. Media Obligations

Teams will be required to make available to the media for a minimum of 15 minutes at least one player that started any Match that day. If a player has started at least 2 Matches throughout Game Changers, the player will be required to have made him or herself available to media at least once during the Event. A Team may not make available the same player for media for 4 consecutive Match days.

8.1.7. 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.

9. Prizes

9.1. Prize Money

Total Prize Pool of the Game Changers is 20 000 € (twenty-thousand Euros) split as follow:

1st: 8000 €
2nd: 4000 €
3rd and 4th: 2250 €
5th to 8th: 875 €

10. Travel and Expenses

The entire tournament, both the Qualifier and the Main Event will be held online.

11. Communication with the Tournament Operator

Tournament officials can be contacted via the Discord platform or at register@divesports.com. Support will be provided in particular in English and French.

12. Interpretation and Construction

12.1. Tournament Operator's Right of Interpretation

Any matters relating to a Game Changers event that are not covered by these Game Changers Rules or the Global Policy will be subject to an interpretation made by the Tournament Operator and provided to the Teams from time to time in the form of an update to, or interpretation of, these Game Changers Rules or the Global Policy. All decisions made by the Tournament Operator and Tournament Officials in regard to interpretations of these Game Changers Rules and the Global Policy are final and binding.

12.2. Business Judgment

Whenever these Game Changers Rules or the Global Policy grant, confer or reserve to Riot or the Tournament Operator the right to take action, refrain from taking action, grant or withhold consent or grant or withhold approval or make any other determination, unless the provision specifically states otherwise, each of Riot and the Tournament Operator will have the right to engage in such activity in its sole discretion based on its own business judgment, taking into consideration its assessment of the best interests of Riot and the Tournament Operator and the short and long term interests of the Official Competitions, the Game Changers events, VALORANT and the businesses and activities of the affiliates and group companies of Riot and the Tournament Operator. Neither a Team nor a Team Member will have any claim or cause of action based on an assertion that Riot, the Tournament Operator or any Tournament Official has unreasonably withheld or delayed any consent, approval, determination or other requested action under these Game Changers Rules or the Global Policy.

12.3. Language

The original Game Changers Rules have been written in the English language. In the event of an unintentional conflict in interpretation between the English version and such translation, the English version will control.

<p style="text-align:center">*   *   *</p>