

RULES

Radiant Cup Rules By Kryptonite Microrysystems

General

1. All Valorant games are played 5 v 5- In teams only.
2. Max 128 entries are considered for The Radiant Cup. (First comes First Serves)
3. All matchups consist of a Knockout/Best of three/Best of Five games format. Scores will be put up on Youtube channel/ Facebook/ Discord and Twitch Tv of Kryptonite Microsystems that are mentioned below
4. Any dispute will be investigated and resolved on a case-by-case basis. Participants are encouraged to take screen captures or pictures of every result, protest and/or dispute. Please email your results (Include gamer tag, game result and sportsmanship) and send them immediately to admin@esportzclub.com following your matchup.
5. Each participant has to be a part of a team in order to participate in the tournament. Solo players could join our Discord channel in order to form/find their team at the time of registration.
6. Participants must be over 16 years of age

How to sign-up:

1. Sign-In or Create account at official Register Form.
2. Please join our Discord channel or contact us @ +91 8758005544/ 79 48006373 or can reach us at admin@esportz.com for any assistance.

Tournament Progression:

1. Elimination tournament brackets will be created and posted online following the close of the registration period.
2. Each round of the tournament must be completed by the specified date and time to ensure the tournament moves on in an orderly fashion and finishes on time.
3. Participants may play their matches at the bracket time or at any mutually convenient time provided matches are completed before the date and time required.

Tournament Rules:

1. Game Lobbies

- a. The admin will host a server and will invite the teams as per the decided brackets,
- b. All the teams/team members must report in on our discord channel 20 minutes prior to the game starts. Failure to do so will result in disqualification of the team without any second thought and no request or excuse will be considered. No communication will be done if the team fails to report in mentioned time window that results in disqualification.

2. Disconnection

- a. In the case of player disconnection, the player has 5 minutes of time to reconnect or else he/she will be forfeit and the remaining team members will continue their game.
- b. The admin/host will decide what to do and how to proceed with remaining game once the disconnected players reconnect to the game.

3. Pauses

- a. No pauses are allowed outside of available timeouts. If no timeouts are available, the player will receive a warning. Multiple pauses without a timeout available will result in a match loss. If your opponent is in violation of this rule include screenshots as proof in a protest.

4. Results

Every team leader/captain needs to capture the screenshot at the end of each match to confirm the results and send to admin@esportzclub.com after every match.

5. Match Disputes and Protests

- a. If any issue is encountered in a match, it's the player's/team leader's responsibility to create a dispute by contacting the admin team by email at admin@esportzclub.com or on Discord channel.
- b. Players are responsible for providing proof of match results in case of disputes. This can be done with screenshots of each victory or video replays. You should screenshot the head-to-head screen before the match begins, the final score, and the reasons for your dispute.
- c. The protesting player has 10 minutes to protest the reported result. Match protests must include match media evidence clearly showing the results of the match/series and the reason for the protest. Teams are responsible for providing proof of match results in case of disputes.
- d. Failure to follow proper procedure for disputes will result in denial of the dispute and the possibility of further penalties.

6. "Match Media"

- a. Match media are all uploads, including but not limited to screenshots and videos. Screenshots should always be taken of any disputable situation and should always include final scores and any disconnects.
- b. Faking or manipulating match media is forbidden and will result in severe penalties. Match media should be named clearly based on what it is.

7. Tournament Administration

- a. All participants must adhere to the decisions and rules of KRYPTONITE MICROSYSTEMS and appointed admins. All decisions are final. Failing to cooperate with tournament administrators will result in disqualification. Misleading, misinforming, or inaccurately responding to tournament administrators or league inquiries at any time for any reason will result in disqualification.
- b. Any general disputes a person may have with the operation of the League should first be addressed by messaging admins on discord channel.

Code of Conduct

The below Code of Conduct applies to all Players at all levels of the competition. KRYPTONITE MICROSYSTEMS reserves the right to levy penalties, sanction or disqualify any player at its discretion.

PLAYER BEHAVIOR

Competitor must conduct themselves in a reasonable manner, maintaining an appropriate demeanour to other players and tournament administrators. All Players are expected to adhere to these standards of sportsmanship.

Players are always expected to behave at their best. Unfair conduct may include, but is not limited to, hacking, exploiting, ringing and intentional disconnection. Players are expected to showcase good sportsmanship and fair play. Any unsportsmanlike conduct or toxic behaviour will be addressed with a heavy hand by administrators. The tournament administration maintains the sole judgement for violations of these rules.

Players can not use obscene gestures, profanity and/or discriminator comments in game chat/ lobby chat. This includes abbreviations and/or obscure references. League Administrators reserve the right to enforce this at their own discretion. These rules also apply for forums, emails, personal messages and League channels.

DURING THE TOURNAMENT

- Players must conduct themselves in a reasonable manner, maintaining an appropriate demeanour to spectators, members of the press, tournament administrators, and to other.
- All players are always expected to adhere to the standards of good sportsmanship.
- Players will refrain from using vulgar or offensive language.
- Abusive behaviour, including harassment and threats is prohibited.
- Physical abuse, fighting or any threatening action or threatening language, directed at any player, spectator, official or any other person is prohibited.
- Any action that interferes with play of a game, including but not limited to purposely disconnecting or abuse of in-game pausing, is prohibited and will result in match forfeiture and/or disqualification from the competition.
- All Players must not disclose any confidential information provided by KRYPTONITE MICROSYSTEMS or any of its affiliates to any other people or groups of people, including via social media.

PENALTIES

Violation of any part of these Official Rules will result loss of winner status. All Players must follow the rules, decisions, guidelines and conditions defined by KRYPTONITE MICROSYSTEMS. All decisions and rulings of KRYPTONITE MICROSYSTEMS are final and binding. KRYPTONITE MICROSYSTEMS reserves the right to sanction any Player in competition at any level, at any time for any reason. Sanctions may include, in no order, the following:

- Warning
- Reprimand
- Forfeiture of single match
- Forfeiture of all matches
- Loss of awards (including prize money and other paid expenses)
- Disqualification from the Tournament