



VALORANT

MSEA Valorant Provincial Inter-School Tournament 2023

Overview:

Welcome to the first season of Valorant for MSEA! We had a very successful initial run during the Fall Open Valorant tournament at Winnipeg Comic Con. Valorant is a free-to-play FPS by Riot Games on the PC. Teams use agents to defend or attack objectives in a best of 25 rounds per match.

Tournament Dates:

- Round Robin: Weekly matches every Thursday 4:15PM from November 16th to December 7th in Bo1 matches.
- Playoffs: Teams schedule their own matches from December 14th to January 18th in Bo3 matches.
- Semi-finals & Finals: January 19th, location and time TBA. Bo3 matches
- Games are encouraged to be played from school, but it is allowed for students to play from home as well.

How to Register:

Online Registration: Register through Battlefy. Instructions are on the tournament page. Students will need to all create a Battlefy account linked with their Riot ID to participate.

Accounts are suggested to be level 20 or higher to play.

Use the following link to go to the tournament page:

<https://battlefy.com/msea-valorant-tournament/msea-valorant-2023/653f0325dc7f9f6ec8d58b12/info?infoTab=details>

The link will also be available on the MSEA discord.

Once a Battlefy account is created for either the coach or team captain, at the tournament page, click "Join As Team" and it will prompt you to create a team or enter a team if you already have a team set up (If you are a coach please indicate it so by putting the word "coach" beside your displayed name).

Team captains or coaches will invite their teammates via generating a team Battlefy link, this can be sent through any medium of communication such as email or discord. Other members click on this link to join the team.

Once a team has sufficient numbers (5 minimum) they will automatically be entered in the tournament. Changes can still be made before the tournament starts.

Registration deadline is November 10th, Coaches meeting on November 6th.

Each school can enter a maximum of 2 teams with 5 players on the main roster and 5 players on the bench. Players are fielded at the discretion of coaches.

Coach Responsibilities:

Ensure communication between players in-game follow MSEA conduct. Teams may not use all chat except for communicating pauses, restarts, other technical issues, and saying “gg”.

Instruct players on properly creating the lobby and maintain communication with the opposing team’s coach to make sure all players are ready before the match starts.

If games cannot be played on the scheduled dates and times, communicate with other coaches/supervisors 24hrs before rescheduling a game. Teams unable to show during the scheduled times result in a match forfeit.

Team Responsibilities:

If your team on the bracket is on the left-hand side, this means you are the “**Home Team**”. During matches where you are the home team, it is your responsibility to create the lobby and invite players from both teams.

Team captains should add the opposing team captain’s RIOT ID to help with inviting all players to the lobby.

Make sure lobby settings are correct:

LOBBY SETTINGS
Mode: Standard
Allow Cheats: Off
Tournament Mode: On
Overtime: Win by Two: On
Play out all Rounds: Off
Hide Match History: Off
Server Region: US Central
Team Size: Five (5)

‘Home Team Captain’ decides on attack/defense start. ‘Away Team Captain’ decides between two maps in the weekly pool.

After the matches, the winning team captain enters the score into Battlefy to indicate the winner of the match. If this function is not working properly, have your coach report the match results to the Valorant Commissioner.

Season Breakdown / Game Structure:

As this tournament is still new, QoL changes and rule adaptations may take place during the tournament to ensure fairness, inclusivity, and fun for all involved.

Depending on the number of teams registered, everyone may need to play more than 1 game per scheduled day. Many games may require rescheduling due to this.

With larger numbers, the tournament will be broken down into skillset groups with ranks of Gold+ in group A and Silver or below/ unranked in group B.

Groups may change due to seasonal performance.

Round Robin:

Home team creates the lobby and picks attacker or defender side. Away team chooses one map out of 2 in the weekly pool. Weekly pool will be updated on the Battlefy tournament page under "Schedule".

Playoffs:

Home team creates the lobby and picks attacker or defender side. Using the lobby chat, the home team will indicate a map to ban in a pool of 7 maps. Away team then bans a map after the home team, this repeats until one map remains. The map pool will be updated on the Battlefy tournament page under "Schedule".

Semi-finals/Finals:

Same as playoffs.