



UNIVERSITY ESPORTS
MASTERS

UNIVERSITY Esports Masters 2024

Season Official Rules

VALORANT



Introduction

The UNIVERSITY Esports Masters ("UEM") is an annual continental level competition between university students. Teams qualify through National Tournaments to compete in the UEM competition ("Competition"), these official rules apply to each of the Teams who have qualified to play in the UEM season 2024. These rules also apply to the Teams, Team Managers & Team Members and other employees but apply only to official UEM play and not to other competitions, tournaments or organised play of VALORANT.

These official rules are designed solely to ensure the integrity of the system established by the UEM for organised competition of VALORANT and a competitive balance among the Teams that play at the university level. Standardised rules benefit all parties who are involved in the organised competition of VALORANT, including the Team Managers, Team Members and Teams.

To ensure the fairness and quality of these rules they have been reviewed and approved by the UNIVERSITY Esports Competition Committee. This committee consists of members from multiple countries and many years of experience managing competitions.

The terms of engagement between Team Managers, Team Members and Teams are left to each of the Teams and its Team Managers/Members.

GG Tech Entertainment S.L., a limited liability company registered in Spain, has established these rules for the competitive play of UNIVERSITY Esports Masters in order to unify and standardise the rules used in competitive play.

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1. Eligibility Requirements

1.1. Player eligibility

- 1.1.1. No Player shall be considered eligible to participate in any match before having lived 16 full years.
- 1.1.2. Any player not having lived 18 full years must have signed permission from a legal guardian to participate in the UEM.
- 1.1.3. All players must be an eligible student currently enrolled at an eligible university, what determines eligibility is determined in this section.

1.2. University eligibility

- 1.2.1. To determine whether an institution is an eligible University, UEM officials will use the criteria outlined in this section to determine how a university is defined.
- 1.2.2. UEM officials have the right to acknowledge institutions on a case-by-case basis.
- 1.2.3. Local organisers may be required to explain the details of the institutions (same universities with different names etc.).
- 1.2.4. For an institution to be recognised as a university it should meet the following criteria:
 - 1.2.4.1. Be registered and recognised as a “university” by an official government organization (e.g. Government Ministry, department or agency that manages university level education), to be registered and recognised as a “university” usually means the institution has the ability to:
 - 1.2.4.1.1. Use the word “university” in the name of the university
 - 1.2.4.1.2. Award “Eligible Qualifications” directly and not by an external provider
 - 1.2.4.2. Exclusively provide “Eligible Qualifications”, these are educational programmes that meet the standard set at ISCED level 5 or above as defined by the [International Standard Classification of Education](#). Qualifications at level 5 or above are typically referred to a “Short-cycle” course, “Bachelor Degree” or “Master Degree”.
 - 1.2.4.2.1. In countries that recognise ECTS credits then the educational programme must provide the minimum

number of credits required for a “Short-cycle”,
“Bachelor Degree” or “Master Degree”

1.2.4.2.2. In countries where a local credit system is used, it
should align with the equivalent ECTS credits.

1.2.4.2.3. The number of ECTS credits required for each type of
educational programme are:

1.2.4.2.3.1. “Short-cycle” which is typically 90-120 ECTS
credits

1.2.4.2.3.2. “Bachelor Degree”, also referred to as a “First
Cycle qualification”, which is typically 180 or
ECTS credits

1.2.4.2.3.3. “Master Degree” also referred to as a “Second
Cycle qualification” which is typically 90 or 120
ECTS credit

1.2.4.3. To help determine whether students are studying at different
campuses of the same university or studying at different
institutions, the following tests will be applied:

1.2.4.3.1. If a student must apply separately to attend a different
campus then the campuses are likely different
institutions

1.2.4.3.2. If students can freely take classes across multiple
campuses, they are likely to be the same institution

1.2.4.4. The university system in each country is different and there will
be some valid exceptions that do not meet the criteria in this
section but are treated as universities. These exceptions will
be outlined in the Appendix.

1.3. Student Eligibility

1.3.1. To be a eligible Student all players must:

1.3.1.1. Be a registered student at a University that is deemed eligible
in the section “University Eligibility”

1.3.1.2. Be registered on a Eligible Qualification that:

1.3.1.2.1. The duration of which starts before the tournament
begins and ends after the final fixture of the tournament

- 1.3.1.2.2. Has the legal right to study in the country of the University where they are enrolled for the duration of the tournament
- 1.3.1.2.3. Able to provide official proof of student status issued by their university, proof of student status will be requested before, during and after the competition has finished. Players may be requested to upload their proof on the UEM website and/or join a video call with a UEM official to show their identity on camera and/or provide a physical copy of the proof at live events. Valid proof of student status includes:
 - 1.3.1.2.3.1. Student identification card that includes the student's name, the name of the university they are studying at, photo of the student and the date when the student's studies should end.
 - 1.3.1.2.3.2. Official letter or certificate from the university stating the student's name, the name of the university they are studying at and the dates when the student's studies should end. If provided, the student will also need to provide photographic identification to confirm their identity (for example a national ID card, passport, driving license).

1.3.2. Exceptions

- 1.3.2.1. The UEM Officials accept that there might be changes to a student's circumstances during their studies, the following circumstances will not affect their Student Eligibility status:
 - 1.3.2.1.1. A student who graduates before the date of the final fixture of the tournament but has received credits points that contributed towards their qualification since the tournament start date.
 - 1.3.2.1.2. A student who is enrolled into the academic year with fewer than the minimum number of credit points with the purpose of completing the full amount of credits which was started in a previous academic year.
 - 1.3.2.1.3. A student embarking on an industry work experience (e.g. Internship or Work Placement) or to study abroad program (e.g. Erasmus) that is recognised by the

university as an acceptable absence of achieving the minimum number of credit points.

- 1.3.2.1.4. A student that has been granted leave from achieving the minimum number of credit points by the university and is registered as a student for the academic year with the intention of returning in the next academic year.
- 1.3.2.1.5. A student who changes university can only represent the university where they are currently studying, for each game they play a student:
 - 1.3.2.1.5.1. Temporarily studying at a university (e.g. through a study abroad program like Erasmus) can only represent the “host university” that they have transferred to for the duration of their studies at the “host university”.
 - 1.3.2.1.5.2. Cannot be registered on more than one roster during the same academic year
 - 1.3.2.1.5.3. Cannot represent two universities during the same academic year

1.3.3. Ineligible students

- 1.3.3.1. Externally registered students, as determined by the University’s Registrar.

1.4. Team eligibility

- 1.4.1. All players on the team must be from the same eligible University.
- 1.4.2. All teams may only qualify into the competition through one country’s qualification tournament.

1.4.3. Professional players

- 1.4.3.1. Professional players are ineligible to compete in UEM
- 1.4.3.2. Professional players will be defined as any players currently on an active Challenger or International League roster (VCT/Masters/Champions).
- 1.4.3.3. Any Team Member who has played at least one match in an International League during 2024 is ineligible to compete in UEM 2024.

- 1.4.3.4. Any Team Member who has played at least one match in the Challengers Stage during 2024 is ineligible to compete in UEM 2024.

1.4.4. Account Vetting

- 1.4.4.1. Prior to a player being deemed eligible to participate in the UEM, Teams must submit details of all active VALORANT accounts used in the last 3 months to UEM Officials. An active account is any VALORANT account where at least one game has been played. Failure to do so may result in penalties.
- 1.4.4.2. UEM Officials will inform Teams of their Players' eligibility upon completion of the vetting. This process may take up to 72 hours.
- 1.4.4.3. If a Player is deemed ineligible, a report containing information on why the Player did not pass vetting will be compiled. UEM Officials may share this report with the Team upon receiving written permission from the Player. The Player may also receive further sanctions depending on the severity of the case.

1.4.5. Coaches

- 1.4.5.1. Teams can register a Head Coach with the UEM Officials, the Head Coach can:
 - 1.4.5.1.1. Join the game lobby and communicate with the team during the following periods:
 - 1.4.5.1.1.1. The Agent and Map selection process
 - 1.4.5.1.1.2. Tactical Pauses
 - 1.4.5.1.1.3. Half-time
 - 1.4.5.1.1.4. Between Regulation and Overtime
 - 1.4.5.1.1.5. Between Maps
- 1.4.5.2. The Head Coach is not considered a member of the roster and does not need to meet the University or Student eligibility requirements.
- 1.4.5.3. In the event of an emergency, the Team can designate an interim Head Coach. Whether or not an event qualifies as an emergency is determined at the sole discretion of the UEM Officials.

1.4.6. Sponsors

- 1.4.6.1. A Team has the ability to acquire sponsors. Restrictions on sponsorship acquisition are defined by the applicable National League rules. The Team is obligated to notify the UEM of the intended acquisition of a new sponsor before the acquisition is finalized.
- 1.4.6.2. If the sponsorship is classified as a Prohibited Sponsorship, then the sponsorship may not be displayed by the Players during the use or play of the game, adjacent to game related material, UEM (including the broadcasts, social media or any related material). Prohibited Sponsors are listed in the Appendix.
- 1.4.6.3. The Team may only sell or manage sponsorships or brand elements for the Team which they are affiliated with.
- 1.4.6.4. No person or entity, other than the University where the students are studying, may hold the naming rights to a Team at any time.
- 1.4.6.5. The UEM is not obligated to provide visibility to a Team's sponsors.

2. Roster

2.1. Roster Requirements

- 2.1.1. Each National Competition Team is required to maintain the same Roster during the entirety of the competition.
- 2.1.2. All the players on the roster must be registered on the UEM website.
- 2.1.3. Each UEM Team is required to include at least 3 Players from the Roster used in national qualifying during each match within the UEM competition.
- 2.1.4. A Team's Roster can have a minimum of 5 Players and maximum of 10 Players.
- 2.1.5. A Team Member will not be allowed to compete for more than one University simultaneously and cannot be listed on the Roster of more than one Team.

- 2.1.6. In the case of extenuating circumstances, such as temporary visa issues, a competitive suspension or a medical emergency the roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of the UEM Officials.
- 2.1.7. Each Team must maintain 5 players in the Team's starting lineup. If at any point a Team's roster falls below 5 players, that Team may be disqualified or otherwise sanctioned, unless given permission to drop below the minimum roster by the Officials, at their sole discretion.
 - 2.1.7.1. If any player leaves the match before it has finished then it will be at the discretion of the UEM Officials to determine whether the team with less than five players can continue to play the match,
 - 2.1.7.2. Valid reasons for allowing the team to continue include a valid emergency such as a medical or technical issue that cannot be avoided.
- 2.1.8. Teams are required to report ineligible players to admins before the round starts, failure to do so may result in the final score of the fixture being upheld.

2.2. Roster modification

- 2.2.1. A Team Member will be designated by the Team and will be responsible for Roster management and document submissions, this member will be known as the Team Manager.
- 2.2.2. At a time designated by UEM Officials before the start of each competition, each Team must submit their Rosters. If a Team Manager intends to modify a Roster, the Team Manager must submit requests in compliance with these rules. The request must be submitted in advance of the proposed effective date of any such change, at the earliest possible date and time.
- 2.2.3. Requests to modify the Starting Line-up for a Team's Match on any stage of the competition must not be submitted any later than 24 hours before the first fixture.
 - 2.2.3.1. UEM Officials can shift this deadline at their discretion by informing affected Teams. If no decision is submitted in time, the Starting Line-up will default to the Starting Line-up used in the Team's last official Match.

- 2.2.4. The designated Team Manager may request to modify their Team's Roster. The request must be submitted to a UEM Official at least 72 hours before the start of the first fixture of each competition stage and its approval is at the sole discretion of the UEM Officials.
- 2.2.5. Changes must be submitted to UEM Officials in writing and contain the following information: (1) Team's name (2) Head Coach's name (3) Players' name and position (4) Players' Roster status (5) Requested effective date.
- 2.2.6. All Roster modifications will be considered effective for the next Competitive Week upon approval by UEM Officials unless explicitly requested otherwise.
- 2.2.7. Teams are restricted from announcing any Roster changes needing UEM Officials approval as final until they have been approved. However, announcements can state that the Roster change is under review from the UEM Officials. This includes any acquisitions and resignings to the same Team.
- 2.2.8. If a team wishes to change their Team Manager, this should be submitted to UEM Officials in writing and contain the following information: (1) Team's name (2) Current Team Manager's name (3) New Team Manager's name. Changes to the Team Manager are at the sole discretion of the UEM Officials.
- 2.2.9. If a team wishes to change their Head Coach, this should be submitted to UEM Officials in writing and contain the following information: (1) Team's name (2) Current Head Coach's name (3) New Head Coach's name. Changes to the Head Coach are at the sole discretion of the UEM Officials.

2.3. Substitutions

- 2.3.1. A Team may substitute a Player between Games of a Series. The Team must notify a League Official and have the substitution approved, no later than 5 minutes after the conclusion of the previous Game.
- 2.3.2. In the event of an emergency, a Team will be given up to 20 minutes to find an immediate Substitute from their Roster for a Game. If a replacement cannot be found, the Team will forfeit. UEM Officials will determine if an event qualifies as an emergency.
- 2.3.3. Player substitutions have to result in Teams having eligible Rosters.

2.4. In Game Names

- 2.4.1. Players must use the account associated with their UEM account on the tournament platform.
 - 2.4.1.1. If a team is found to be playing with a player that does not have a linked UEM account, it may result in a forfeit of said team's game or suspension from the tournament.
 - 2.4.1.2. If a player is believed to be ineligible once a game has started, then a technical pause should be used from the team which the ineligible player is playing with. If a UEM Official is not able to verify the player during the match then the offending team will be subject to the appropriate punishments, this may result in a forfeit of said team's game or suspension from the tournament.
- 2.4.2. There may not be more than one member of a team with an in game name that is either visually or phonetically the same. I.e Fishing and Phishing or Flshing (uppercase "i") and Fishing (lowercase "l").
- 2.4.3. Team and player names must not be offensive and if the UEM considers this to be the case the team will be required to change their name.
- 2.4.4. All team tags, team names and in game names must be approved by UEM Officials in advance of use in play. Name changes must be approved by UEM Officials prior to use in-game. UEM Officials reserve the right to deny a team name if it does not reflect the professional standards sought by the UEM and the Team will be required to change their name.

3. Format

3.1. Competition Stages

- 3.1.1. There are two (2) competition stages for UEM 2024:
 - 3.1.1.1. **Qualification Swiss (QS)** - there will be up to twenty-two (22) teams competing in this stage, eight (8) teams will qualify for the Play-off Stage. See Appendix 8.5 for an explanation of the Swiss Format.

- 3.1.1.2. **Play-offs (PO)** - there will be exactly eight (8) teams competing in this stage, the winning team from this stage will be the overall champion of the competition.

3.2. Qualification Swiss

3.2.1. Format

- 3.2.1.1. The Qualification swiss will be a six (6) round Swiss League where the top eight (8) teams qualify for the Play-off stage.

3.2.2. Number of teams

- 3.2.2.1. Each country will qualify the following number of teams into the Qualification Bracket:

- 3.2.2.1.1. **2 teams** - Spain, the United Kingdom, Italy, Germany, France

- 3.2.2.1.2. **1 team** - Ireland, Portugal, Belgium, Netherlands, Czech Republic, Slovakia, Hungary, Lithuania, Ukraine, Croatia, Poland and Turkey

3.2.3. Seeding

- 3.2.3.1. Teams will be seeded based on the average percentile placing of the 5 highest ranked members on their respective regional server.
- 3.2.3.2. Percentile placing will be calculated as ranking on the ladder divided by the active server population.
- 3.2.3.3. In the event that teams are tied on this average value, this will then be tiebroken by the highest individual percentile players on each team. If this is also tied then the process continues with the 2nd/3rd/4th/5th highest ranked players being used until the tie is broken.
- 3.2.3.4. If multiple accounts are submitted, only the highest value will be used per player.
- 3.2.3.5. The rank snapshot will be taken exactly two (2) weeks before the start of the Qualification Stage.

3.2.4. Rounds

- 3.2.4.1. All matches will be Best-of-One (Bo1).

- 3.2.4.2. There will be a total of six (6) rounds played on the first Competition day.
- 3.2.4.3. The number of rounds played may be subject to change depending on the number of Teams.

3.2.5. Swiss Tiebreakers

- 3.2.5.1. There are two methods of tiebreakers for the Qualification Swiss stage.
- 3.2.5.2. If teams are involved in a tie for the final qualification spots, tiebreaker matches will be used to determine which teams take the qualification spots (see 3.2.6).
- 3.2.5.3. The tiebreakers for the Qualification Swiss stage are as follows:
 - 3.2.5.3.1. Opponent Match Win Percentage (OMWP). See 8.6 for the calculation.
 - 3.2.5.3.2. Head-to-head
 - 3.2.5.3.3. Initial Seed
- 3.2.5.4. In the event teams are tied for the final qualification spot(s), 3.2.6 applies.

3.2.6. Tiebreaker Matches

- 3.2.6.1. In the event there are teams who are in Playoff qualifying positions that share the same Swiss win/loss record as teams that are not, additional tiebreaker matches may be required to decide the final Play-off spots.
- 3.2.6.2. The tiebreakers will be seeded based on 3.2.5.
- 3.2.6.3. These matches will take place on the second Competition day.
- 3.2.6.4. The format of these tiebreakers will be decided based on the number of teams involved and the number of slots to play for. This will be announced after matches finish on Day 1.

3.3. Play-offs

3.3.1. Format

- 3.3.1.1. The Play-off stage will be a Double Elimination bracket where the winning team will become the UEM Champions.

3.3.2. Number of teams

- 3.3.2.1. There will be 8 teams which have qualified via the QS.

3.3.3. Seeding

- 3.3.3.1. The teams will be seeded based on the standings from the Qualification Swiss stage.

3.3.4. Rounds

- 3.3.4.1. All matches will be Best-of-Three (Bo3) except Winners Bracket Round 1 (WBR1), which will be Best-of-One (Bo1), and the Grand Finals, which will be Best-of-Five (Bo5). There will be five (5) online rounds played over two days with the Grand Finals taking place at a later date.

- 3.3.4.1.1. **Round 1** - Winners Bracket R1 (day 1 / online)
- 3.3.4.1.2. **Round 2** - R2 Winners and R1 Losers (day 1 / online)
- 3.3.4.1.3. **Round 3** - R3 Winners and R2 Losers (day 1 / online)
- 3.3.4.1.4. **Round 4** - R3 Losers (day 2 / online)
- 3.3.4.1.5. **Round 5** - R4 Losers (day 2 / online)
- 3.3.4.1.6. **Round 6** - Grand Finals (live)

3.3.5. Live Finals

- 3.3.5.1. Teams that qualify for the live finals will be required to play at the venue on the date and time determined by UEM Officials.
- 3.3.5.2. The UEM will pay for all reasonable expenses incurred by the team including travel, accommodation and food.
 - 3.3.5.2.1. The UEM will only pay the expenses for the minimum number of players required to compete in a match, any additional members of the team (e.g. substitutes, coaches) must be agreed in advance and will be decided on the sole discretion of the UEM Officials.
- 3.3.5.3. Players must be able to provide proof of student status issued by their university and proof of identity at the live finals (see 1.3.1.2.3.)

- 3.3.5.4. Any peripherals brought by the players which are intended to be used on stage must be checked and approved by the League Operations team at the venue.
- 3.3.5.5. If a team refuses to play or does not attend the live finals they will be disqualified from the competition and:
 - 3.3.5.5.1. If there is the required time to make the necessary arrangements, the team that lost against the team which refuses to play in the previous round will replace them
 - 3.3.5.5.2. The team which refuses to play or didn't attend the live finals will be subject to further punishments by the UEM, which may include but is not limited to:
 - 3.3.5.5.2.1. Reduction in prize money awarded to the team to compensate for the costs incurred by the UEM
 - 3.3.5.5.2.2. Ban on competing in future UEM competitions
 - 3.3.5.5.3. If a team cannot attend the live finals because of a valid reason then the team will be exempt from further punishments, valid reasons will be determined by UEM Officials which may include but are not limited to:
 - 3.3.5.5.3.1. Medical emergencies
 - 3.3.5.5.3.2. Conflict, acts of terrorism or pandemics that restrict travel
 - 3.3.5.5.3.3. Other disruption to travel (e.g. strike action)

3.3.6. Side selection

- 3.3.6.1. See 4.1.2

4. Match Process

4.1. Map Pick/Ban

- 4.1.1. The competition map pool will be the same as the competitive map pool as defined by Riot Games. At the time of writing this is:

- Ascent
- Bind

- Breeze
- Icebox
- Lotus
- Split
- Sunset

4.1.2. Pick/Ban will be carried out on the Match Page with the team on the left of the fixture (or upper side of the bracket during Play-Offs) having the choice of being Team A or Team B (excluding 4.1.2.3). Vetoes will then be carried out as follows:

4.1.2.1. Best of 1 Pick/Ban

- Team A bans one of the 7 maps
- Team B bans one of the 6 remaining maps
- Team A bans one of the 5 remaining maps
- Team B bans one of the 4 remaining maps
- Team A bans one of the 3 remaining maps
- Team B picks one of the 2 remaining maps
- Team A picks side for the map

4.1.2.2. Best of 3 Pick/Ban

- Team A bans one of the 7 maps
- Team B bans one of the 6 maps
- Team A picks one of the 5 maps (Map 1)
- Team B picks side for Map 1
- Team B picks one of the 4 maps (Map 2)
- Team A picks side for Map 2
- Team A bans one of the 3 maps
- Team B bans one of the 2 remaining maps (Map 3)

- Map 3 is the remaining Map
- Team A picks side for Map 3

4.1.2.3. Grand Finals Best of 5 Pick/Ban
The team from the Winners Bracket will be Team A.

- Team A bans one of the 7 maps
- Team A bans one of the 6 maps
- Team A picks one of the 5 maps (Map 1)
- Team B picks side for Map 1
- Team B picks one of the 4 maps (Map 2)
- Team A picks side for Map 2
- Team A picks one of the 3 maps (Map 3)
- Team B picks side for map 3
- Team B picks one of the 2 maps (Map 4)
- Team A picks side for Map 4
- Team B picks side for the remaining Map (Map 5)

4.1.3. Agents

- 4.1.3.1. All agents are available to be used unless an agent-specific problem (bug/glitch) is announced and disabled by Riot games or the Agent has been released less than 1 week before the start of the relevant tournament stage.
- 4.1.3.2. UEM reserves the right to disable Agents for specific stages of the competition. These will be announced via the tournament Discord.

4.2. No show

- 4.2.1. A default win will be given to the team that has all their players in the game lobby, if a team hasn't joined the game lobby 10 minutes after the stated start time.
- 4.2.2. If neither team has created or joined a lobby within 10 minutes both teams will receive a loss. For calculating pairing the higher seeded team will be considered the winner but the game will still count as a loss for calculating final standings.

- 4.2.3. If a team is late due to technical reasons an admin must be informed before the no show time. It is then at the UEM Officials discretion as to how much extra time said team has to resolve their technical issues. This may result in teams losing their in game pause time.
- 4.2.4. Teams that do not show for a match will be removed from any subsequent rounds for that competition day. If a team does not show up for a match and wishes to still play other games on the competition day, they will need to contact a UEM Official before the start of the next round.

4.3. Timeouts (Tactical Pauses)

- 4.3.1. Teams are allowed to call Timeouts of 60 seconds two times per map. Timeouts can be called via the in-game pause system. In the event of overtime, each team will be granted an additional Timeout.

4.4. Technical Pauses

- 4.4.1. In the event of a player disconnecting or other technical issues, the team can call a pause in order to try to fix the issue. The team calling the pause must state the reason for the pause to the opposing team either before or immediately after calling the pause.
- 4.4.2. Pauses must be made during the buy period. Teams will only have 10 minutes of tech pause time per map.
- 4.4.3. Teams are not allowed to pause a match without a valid reason. These include but are not limited to: lag, disconnection or a medical issue.
- 4.4.4. If a team pauses the game, the team that paused must inform the opposing team of the reason for the pause and an estimation of how long the pause will last.
- 4.4.5. If the match has been paused, once the team that paused the match is ready they must confirm from at least one (1) member of the opposing team that they are also ready before unpausing the match.

4.5. Crashes and Remakes

- 4.5.1. The in-game round restore feature will only be available for lobbies hosted by Tournament Officials. As such the following rules account for both situations with the in-game “restore” feature, and the “remake” process as described in 4.5.2.
- 4.5.2. If a match is interrupted for reasons beyond the control of the Players (e.g. server or player crash), the Tournament Official may opt to

remake the game. This will be carried out by restarting the game and simulating the rounds up until the point of resumption in the match as decided by the Tournament Official.

- 4.5.3. A remake has to be played with the same settings and agents as were picked at the start of the original match.
- 4.5.4. In some scenarios a decision may be made to replay the round or even a whole match.
- 4.5.5. 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 may be restored/remade.
- 4.5.6. If the issue takes place during a round and after the damage has occurred 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 remade. 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.
- 4.5.7. 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/remade to the beginning of the round.
- 4.5.8. 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.
- 4.5.9. The matches will not be stopped and/or rounds will not be restored or replayed in cases where it is clearly a Team Member's fault (e.g. mis-buying a weapon).
- 4.5.10. If a player or players disconnect from the game, the disconnected player may rejoin during the game that the disconnect occurred in.
 - 4.5.10.1. If a player or players disconnect from the game within the first 45 seconds a rehost is allowed, but the match must be played with the same map and side selection and agents.
 - 4.5.10.2. After a disconnect, if the player cannot rejoin during the same game, the player will have five minutes to rejoin before the next game of the series begins. If the disconnected player is

unable to join the next game in the series, the player's team may substitute in another player from their roster.

4.6. Fair Play

- 4.6.1. Any actions that result in an unfair advantage are illegal. This includes bug and glitch use of any kind. If a team uses any bug or glitch, the punishment will result in either a round, game or series loss.
- 4.6.2. All Cypher cam placements that afford an unfair competitive advantage via abusing map textures and/or geometry to prevent the Cypher cam from being destroyed or seen are considered banned exploits. All Cypher cam placements must result in a Cypher cam that is destructible, that is viewable by both teams, and that does not exploit map textures and/or geometry to create a one-way view that provides an unfair advantage.
- 4.6.3. All uses of agent utility that afford an unfair competitive advantage via abusing map textures and/or geometry to prevent the agent utility from being destroyed or seen are considered banned exploits. Agent utility cannot be used in areas that are outside of map boundaries while potentially providing any useful information or advantage at any point.
- 4.6.4. Areas that are within map boundaries are defined as areas where all utility is (1) destructible as intended for that utility, (2) has the ability to be seen by both teams as intended for that utility, and (3) does not exploit map texture and/or geometry to provide an unfair competitive advantage.
- 4.6.5. A player shall not alter the utility's intended purpose and scope of usage by abusing map textures and/or geometry, abusing unintended interactions with other utility, unintended interactions with weapons, or other types of unintended interactions to gain an unfair competitive advantage. Any other uses of an agent's utility that are determined by a Tournament Official to provide an unfair competitive advantage will also be considered banned exploits.
- 4.6.6. KAY/O's ZERO/POINT ability is allowed to be placed outside of map boundaries, and at other locations that cause KAY/O's ZERO/POINT ability to be indestructible and/or unviewable by the enemy players. However, the knife model of KAY/O's ZERO/POINT ability cannot abuse or exploit map textures and/or geometry to travel to unintended locations. For example, the knife model of KAY/O's ZERO/POINT ability may not travel through or inside map textures and/or geometry that are intended to be solid. Teams should clear specific trajectories or end locations for KAY/O's ZERO/POINT ability with Tournament

Staff prior to usage if the Team is unsure whether that usage complies with this special exception rule.

- 4.6.7. Players are prohibited from using another agent's character model to boost to a location out of intended jumping range.

4.7. Post-Game Process

- 4.7.1. Results must be submitted after each individual best of X series is completed.
- 4.7.2. Results should be submitted through the tournament page of the UEM website.
- 4.7.3. A member of the team must also send a screenshot of the scoreboard to the designated referee to confirm the result.
- 4.7.4. Team members are forbidden from sharing the match result with anyone that is not on either team roster or a UEM Official until the result has been made public by the UEM.

4.8. Scheduling

- 4.8.1. The UEM may, at its sole discretion, modify the schedule of Matches. In the event of a schedule modification the UEM will notify all Teams at the earliest convenience.

4.9. Spectating and Broadcasting of games

- 4.9.1. The UEM reserves the right to cast any games played as part of the national championship.
 - 4.9.1.1. UEM Officials and designated broadcast staff that are explicitly allowed to spectate by a tournament admin (e.g. shoutcasters, observers, influencers) may ask to spectate. You can't refuse to invite an official UEM broadcast staff member if a UEM Official asks you for an invite.
 - 4.9.1.2. Players must wait for the UEM Officials or broadcast staff to declare they are ready before starting the game.
- 4.9.2. Other parties are strictly forbidden from spectating or broadcasting a game without the authorisation of a UEM Official.

5. Prize Money

- 5.1. Prize money will be paid to the individual members of the team's roster as requested by the Team Manager, prize money must be:
 - 5.1.1. Paid to at least 5 players on the roster.
 - 5.1.2. Only paid to Eligible Students.
- 5.2. Prize money will not be paid to:
 - 5.2.1. Any individual not registered on the roster before the Prize Winning Match.
- 5.3. If there is any doubt on who should receive prize money then the Starting Line-up that participated in the game that determines the prize amount a team wins will be awarded the prize money.
- 5.4. Prize money is intended to support a student's studies by paying for tuition or expenses associated with studying.

6. Code of Conduct

6.1. Competitive Integrity

- 6.1.1. Teams are expected to play at their best at all times within any UEM Match, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Violating this rule will be subject to penalties at the discretion of UEM Officials. All decisions in regard to violations are at the sole discretion of the UEM. Examples below are listed for illustrative purposes only:
 - 6.1.1.1. Collusion, which is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, Teams, and/or Organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:
 - 6.1.1.1.1. Soft play, which is defined as any agreement among Players to not play at a reasonable standard of competition in a Game

- 6.1.1.1.2. Pre-arranging to split prize money and/or any other form of compensation
 - 6.1.1.1.3. Sending or receiving signals, electronic or otherwise, from outside sources to/from a Player.
 - 6.1.1.1.4. Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player to do so.
 - 6.1.1.1.5. Conspiring to predetermine locations for Free Agents and/or conspiring to fix the salaries of contracts for Team Members and/or potential Team Members.
- 6.1.1.2. Hacking, which is defined as any modification of the VALORANT game client
- 6.1.1.3. Exploiting, which is defined as intentionally using any in-game bug to an advantage.
- 6.1.1.4. Looking at spectator monitors.
- 6.1.1.5. Ringing, which is defined as playing using another Player's account or solicitation to do so.
- 6.1.1.6. The use of any kind of cheating device and/or cheat program, or any similar cheating method.
- 6.1.1.7. Intentional disconnect without a proper and explicitly-stated reason.
- 6.1.1.8. Any other act which violates these rules and/or standards established by the UEM.
- 6.1.2. A Team Manager/Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match Area, at any time. A Team Manager/Member may not use any facilities, services or equipment provided or made available by the UEM or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Manager/Member may not use this type of language on social media or during any public-facing events that are related to the UEM.
- 6.1.3. A Team Manager/Member may not take any action or perform any gesture directed at an opposing Team Manager/Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

- 6.1.4. Abuse of UEM Officials, opposing Team Managers/Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's computer, body or property will result in penalties. Team Managers/Members and their guests (if any) must treat all individuals attending a Match with respect.
- 6.1.5. No Team Manager/Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Managers/Members may not stand on chairs, tables or other studio equipment. Team Managers/Members must follow all instructions of UEM Officials.
- 6.1.6. During the Match, communication by a Player on the Starting Line-up shall be limited to the other Players on their Starting Line-up and UEM Officials. In addition the Players are allowed to communicate with their Head Coach in the following phases of the match:
 - 6.1.6.1. Before the start of and after the conclusion of each game, including in between games in a best of X series
 - 6.1.6.2. During Map selection
 - 6.1.6.3. During Agent selection
 - 6.1.6.4. During Tactical Pauses
 - 6.1.6.5. During Half-Times
 - 6.1.6.6. In between Regulation and Overtime

6.2. Responsibility under Code

- 6.2.1. Unless expressly stated otherwise, offenses and infringements of these rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.
- 6.2.2. Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.
- 6.2.3. Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

- 6.2.4. Team Managers/Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.
- 6.2.5. Team Managers/Members may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interests of the UEM, GG Tech Entertainment S.L. or its affiliates, or VALORANT, or Riot Games as determined in the sole and absolute discretion of the UEM.
- 6.2.6. Teams may receive or may be asked to submit paperwork for approval or visibility throughout the Competition. This paperwork is necessary for maintaining expectations throughout the UEM. Early announcements can disrupt the competitive scouting a Team would use to create strategies for upcoming Matches. For this reason, if a Team Manager/Member has been told not to release information, as it may undermine the competitive process, and the Team Manager/Member proceeds to release said information, then the Team Manager, Team Member and/or Team will be subject to penalties.
- 6.2.7. If the UEM or Riot Games determine that a Team, Team Manager or Team Member has violated the Summoner's Code, the VALORANT Terms of Use, or other rules of VALORANT, UEM Officials may assign penalties at their sole discretion. If a UEM Official contacts a Team Manager/Member to discuss the investigation, the Team Manager/Member is obligated to tell the truth. If a Team Manager/Member withholds information or misleads a UEM Official creating an obstruction of the investigation then the Team Manager, Team Member and/or Team is subject to punishment.
- 6.2.8. A Team Manager/Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.
- 6.2.9. A Team Manager/Member may not disclose any confidential information provided by the UEM, its affiliates or Riot Games, by any method of communication.
- 6.2.10. No Team Manager/Member may offer or accept any gift or reward to a Player, Coach, Team Manager, UEM Official, Riot Games employee, or person connected with or employed by another UEM Team for services promised, rendered, or to be rendered in defeating or

attempting to defeat a competing Team. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Manager/Member by a Team's official sponsor or University.

- 6.2.11. No Team Manager/Member or Affiliate of a Team may solicit, lure, or make an offer of join to any official Coach or Player who is signed to any UEM Team, nor encourage any such Coach or Player to breach or otherwise terminate an agreement with said UEM Team. A Coach or Player may not solicit a Team to violate this rule. A Coach or Player may express publicly their desire to leave the Team and encourage any and all interested parties to contact their Manager. But the Coach or Player may not entice a Team directly to reach out to their Team Manager or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of UEM Officials. To inquire about the status of a Coach or Player from another Team, Team Managers must contact a Team Manager of the Team that the Player and/or Coach is currently contracted with. The inquiring Team must provide visibility to UEM Officials before being able to discuss the contract with a Player. Contracts for Players can be found in the Global Contract Database.
- 6.2.12. No Team Manager/Member may refuse or fail to apply the reasonable instructions or decisions of UEM Officials.
- 6.2.13. No Team Manager/Member may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these rules.
- 6.2.14. Documentation or other reasonable items may be required at various times throughout the Competition as requested by UEM Officials. If the documentation is not completed to the standards set by the UEM, then a Team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.
- 6.2.15. No Team Manager/Member or UEM Official may take part, either directly or indirectly, in betting or gambling on any results of any League of Legends tournament or Game/Match globally.

6.3. Penalties

- 6.3.1. Any person found to have engaged in or attempted to engage in any act that the UEM believes, in its sole and absolute discretion, constitutes a breach of these rules, code of conduct or unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the UEM.

6.3.2. Upon discovery of any Team Manager/Member committing any violations of the rules, the UEM may issue the following penalties:

6.3.2.1. Verbal Warning

6.3.2.2. Loss of Side Selection for current or future Game(s)

6.3.2.3. Loss of Ban(s) for Current or Future Game(s)

6.3.2.4. Fine(s) and/or Prize Forfeiture(s)

6.3.2.5. Game and/or Match Forfeiture(s)

6.3.2.6. Suspension(s)

6.3.2.7. Disqualification(s)

6.3.3. Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in the UEM. It should be noted that penalties may not always be imposed in a successive manner. The UEM, in its sole discretion, can disqualify a Team Manager, Team Member or Team for a first offense if the action of the Team Manager, Team Member or Team is deemed egregious enough to be worthy of disqualification by the UEM. Penalties that state a listed amount of time for discipline will only apply to competitive months. Competitive months are defined as the months in which the UEM Competition is taking place.

6.3.4. Infractions will be governed by the UEM Penalty Index.

7. Additional Provisions

1.1. The UEM shall have the right to publish public content about the participants in the Competition, this includes but is not limited to: live streams, videos, podcasts, written articles and social media posts.

7.1. The UEM shall have the right to publish a declaration stating that a Team Manager, Team Member and/or Team has been penalized.

7.1.1. Any Team Manager, Team Member and/or Team that may be referenced in such declaration hereby waive any right of legal action against the UNIVERSITY Esports Masters, GGTech Entertainment S.L. and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.

- 7.2. All decisions regarding the interpretation of these rules, Player eligibility, scheduling and penalties for misconduct, lie solely with the UEM, the decisions of which are final.
- 7.3. These rules may be amended, modified or supplemented by the UEM Officials, in order to ensure fair play and the integrity of official UEM play.

8. Appendix

8.1. National Qualification

8.2. List of National Qualifiers

Country	Competition	Teams in Qualification Swiss
Spain	AUE Spain	2
United Kingdom	AUE UK	1
	NSE	1
Italy	AUE Italy	2
France	AUE France	2
Germany	AUE Germany	2
	Uniliga	
Poland	TBC	1
Turkey	TBC	1
Ireland	TBC	1
Portugal	TBC	1
Belgium	TBC	1

Netherlands	TBC	1
Czech Republic	TBC	1
Slovakia	TBC	1
Hungary	TBC	1
Lithuania	TBC	1
Ukraine	TBC	1
Croatia	TBC	1

8.3. United Kingdom and Ireland

8.3.1. Eligible and ineligible institutions

8.3.1.1. For the avoidance of doubt the following institutions are eligible to participate in UEM:

8.3.1.1.1. The College of Esports

8.3.2. Qualification for teams in Ireland and Northern Ireland

8.3.2.1. Due to the unique circumstances in the United Kingdom and Ireland, where tournaments often overlap meaning that some universities are eligible to compete in multiple competitions and others ineligible to compete the in same competition, the UEM adopts a model that provides a clear and fair route of qualification and representation for the students in each of the multiple competitions in this region.

8.3.2.2. Competitions that allow students from the whole of the United Kingdom will only be eligible to qualify students from universities located in England, Scotland and Wales. The students that qualify from universities in these countries will be referred to as the team from “Great Britain” during the UEM.

8.3.2.3. Competitions that exclusively allow students that are studying at universities in Ireland and Northern Ireland to compete will be eligible to qualify students into UEM from these universities.

The students that qualify from universities in these countries will be referred to as the team from “Ireland” during the UEM.

8.3.2.4. For the avoidance of doubt the 2023/24 UNIVERSITY Esports Masters qualification in the United Kingdom and Ireland will work as follows:

8.3.2.4.1. UNIVERSITY Esports UK (NUEL) and National Student Esports (NSE) will only be eligible to qualify teams from universities located in England, Scotland and Wales

8.3.2.4.2. Nativz will only be eligible to qualify teams from universities located in Ireland and Northern Ireland

8.3.2.5. If a team wins the qualification match and is ineligible to qualify due to this rule then the next eligible team should qualify, the order in which the team is selected for qualification should be:

8.3.2.5.1. The loser of the qualification match

8.3.2.5.2. The loser of the match proceeding the qualification match who played against the eventual winner

8.3.2.5.3. The loser of the match proceeding the qualification match who played against the eventual loser of the qualification match

8.3.2.5.4. This process would repeat until an eligible team is selected for qualification.

8.4. Prohibited Sponsors

8.4.1. The list of Prohibited Sponsors includes but is not limited to:

8.4.1.1. Ecommerce or retail stores

8.4.1.2. Any video game, video game developer or publisher

8.4.1.3. Any video game consoles

8.4.1.4. Any esports or other video game tournament, league or event

8.4.1.5. Any other esports teams, owner or affiliate thereof

8.4.1.6. Any prescription drugs

8.4.1.7. Firearms, ammunition or firearm accessories

8.4.1.8. Pornographer or pornographic products

8.4.1.9. Tobacco products or paraphernalia

- 8.4.1.10. Betting or gambling providers, and related companies (bookmakers and betting sites)
- 8.4.1.11. Alcohol products (including non-alcoholic beverages marketed by alcohol companies) or other intoxicants the sale or use of which is regulated by applicable law
- 8.4.1.12. Sellers of or marketplaces for virtual items known to be counterfeit or illegal
- 8.4.1.13. Sellers of or marketplaces for goods or services that violate the game publishers Terms of Service
- 8.4.1.14. Fantasy esports operators (including daily fantasy)
- 8.4.1.15. Political campaigns or political action committees
- 8.4.1.16. Charities that endorse particular religious or political positions, or are not reputable (by the way of example, Red Cross, Stand-Up to Cancer and other similar mainstream charities would be considered reputable)
- 8.4.1.17. Cryptocurrencies, crypto currency exchanges or NFTs
- 8.4.1.18. Other categories as may be provided in the the UNIVERSITY Esports Masters sole and absolute discretion

8.5. Swiss Format

- 8.5.1. In a Swiss System competitors are matched up against others with the same number of points (in the same group) if possible.
- 8.5.2. Use of the word 'group' in the context of the Swiss Format will be to refer to teams on the same number of points.
- 8.5.3. Teams are usually paired so that the top teams play the bottom teams within each group. This may not be observed for every match later on in the tournament due to the pairing algorithm used to reduce the number of repeat matchups.
- 8.5.4. In the event of a group having an odd number of teams, it is not possible for all of the competitors to be matched within the group. In this case a team from the next group down (group with the next largest number of points) is paired with a team in the group with the odd number of teams.
- 8.5.5. This 'floating' process is done from top to bottom of the standings i.e. the group with most points will be evaluated first.

- 8.5.6. If this process results in an odd number of teams in the next group, this process is repeated for that group and so on.
- 8.5.7. In the event that an uneven number of teams are present for a round, a bye will be awarded to a team in the lowest group based on match records.

8.6. Opponent Match Win Percentage

- 8.6.1. Opponent Match Win Percentage (OMWP) is used to quantify the strength of schedule of a particular team (i.e how difficult their matchups were). OMWP represents the average win rate of all the opponents faced by a given team.
- 8.6.2. For the calculation opponent win rates lower than 33% are rounded up to 33% to reduce the impact of lower performing teams. The adjusted win rates of all the opponents played is then added together and then divided by the number of unique opponents.