



Wave OCE Rising Tides: Split 2 Tournament Rulebook

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1. Introduction and Purpose

1.1. Background

Wave OCE (the Tournament Organiser) operates a team (Tournament Staff) that provides production services & tournament management for VALORANT community broadcasts, in the OCE region.

Our vision aims to encourage a new level of competitive play in the Oceanic region. We're also committed to supporting events hosted by industry partners as our ongoing community project, so that we can foster a prolific & competitive tournament experience.

1.2. Purpose

Wave OCE Rising Tides is the first event in the 2026 Wave OCE event calendar. The goal is to create an open and accessible tournament allowing teams from varying backgrounds and skill levels across the Oceania Region to compete in one cohesive tournament.

This competition is not affiliated with or sponsored by Riot Games, Inc. or VALORANT Esports.

1.3. Application of the Tournament Rulebook

Standardised rules benefit all parties who are involved in the professional play of VALORANT. This Tournament Rulebook will apply to and be binding on each of the individual (natural person), entity and/or group who registered a team to participate in this event, and to each Team's players, managers, coaches, owners and other representatives (Team Personnel).

1.4. Disciplinary Action

The Tournament Organiser, shall be entitled to undertake such disciplinary procedures as it determines in relation to any breach of, or failure to comply with, this Tournament Rulebook by the Team, any Owners or Team Personnel and to impose such disqualifications and other disciplinary actions (or combinations thereof) at the discretion of Wave OCE and such Disciplinary Actions (i) may be publicly disclosed by Wave OCE, and (ii) are reasonable and necessary in order to maintain the competitive integrity of the competition.

2. Code of Conduct

2.1. General

- 2.1.1. All Team Personnel are responsible for behaving in a respectful manner towards Tournament Staff, other tournament participants, and spectators. Discrimination, harassment or threats towards others is prohibited. Releasing personal or private information of another individual without permission, ie doxxing, is prohibited. Tournament Staff reserve the right to determine if a behaviour is in breach of this rule, and issue a warning before Disciplinary Action is taken. In extreme circumstances Disciplinary Action may be taken immediately.
- 2.1.2. All Team Personnel are expected to adhere to the Riot Global Code of Conduct as well as any Terms of Service guidelines for Riot Games, Discord and Twitch.

2.2. Player Integrity

- 2.2.1. All Team Personnel are expected to uphold good sportsmanship and professional integrity. Any attempts of cheating, match fixing, sharing accounts or intentional exploitation of bugs and glitches will be subject to Disciplinary Action.
- 2.2.2. Players must play on the Riot accounts registered for this tournament.
- 2.2.3. Players may not attempt to communicate with the other team during a game using the in-game text or voice chat. The only use for the in-game text chat mid-match will be to call for technical pauses.
- 2.2.4. Participants may be asked to turn webcams on in the case of verifying their identity in the event of suspicion. Webcams will only be shown on stream if players agree to an interview or the usage of player cams in the playoffs.
- 2.2.5. Players and coaches may not have the match live stream open during their match. Players or coaches participating in an active match spotted in the Twitch viewer list or chat will receive a one match suspension. All Team Personnel may not publicly discuss match results for broadcast matches until the broadcast delay has caught up.

3. Registration

3.1. Participant Eligibility

- 3.1.1. All participants must meet the Minimum Age requirement of 16 or above. All information provided by participants must be accurate (names, ages, payment details, account IDs, etc). False or inaccurate sign-up information may lead to ineligibility for prize pool and/or removal from the tournament.
- 3.1.2. If a player meets the Minimum Age as defined in 3.1.1, but is under the age of 18, they may still compete in the tournament if they meet the other eligibility criteria and a parent or legal guardian accepts this Tournament Rulebook on behalf of the player, and consents to the player's participation in the tournament by way of written notice.
- 3.1.3. The Tournament Organiser may refuse registration to any Team Personnel who has a history of being banned by Riot Games, or has breaches of the Tournament Rulebook during past Wave OCE Tournaments.
- 3.1.4. If a team has happened to attempt to register with an ineligible member, the team may be asked to find a replacement.
- 3.1.5. Tournament Staff may not act as a player or sub at any time.
- 3.1.6. Player usernames, aliases and Riot IDs must be appropriate and may not include any word or phrase in any language that is offensive, toxic or hurtful. Tournament Organisers may refuse registration if names are decided to be inappropriate for broadcast.

3.2. Team Eligibility

- 3.2.1. Only teams within the Oceania Region are eligible to compete.
- 3.2.2. All team rosters (players+subs) must be registered on the Google Form and submit their team roster at least 2 days prior to the start of this tournament. Players must have their registered Riot ID's correct at time of registration and must advise the Tournament Organiser if any changes are made after registration.
- 3.2.3. Team rosters are to consist of 5 - 8 players, a coach and/or an assistant coach (10 members in total), where you have 5 players in the main roster and maximum 3 substitutes. All players must not exist in other teams as players, substitutes or coaches. Teams must maintain a minimum of 5 players (Minimum Roster) to constitute a team. If at any point a Team's roster falls below 5 players, that

Team may be disqualified or asked to find a replacement player.

- 3.2.4. Coaches are eligible to substitute as long as there are empty substitute slots. If all 3 substitute slots have registered players then coaches will not be allowed to substitute.
- 3.2.5. Last-minute emergency substitutions will not be permitted under any circumstances.
- 3.2.6. A Team Captain must be nominated to perform map selection and will act as a point of communication between the Team and the Tournament Organisers, the coach may be nominated Team Captain.
- 3.2.7. All Team Personnel must be in the tournament Discord server 48 hours before the Tournament begins.

3.3. Roster Rules

3.3.1. Roster Lock

‘Roster Lock’ will be in effect after all Last Chance Qualifier games have concluded on May 11th, 2026. This means that after this point rosters may not be modified under any circumstances.

3.3.2. Roster Soft Lock

Rosters will ‘Soft Lock’ as soon as Teams play their first game. This means that between Soft Lock taking effect until Roster Lock, teams may only change substitutes, coaches and managers.

3.3.3. Player Transfers

Players may only be transferred between teams if they haven’t played a game. Once a Player has played a game they may be removed from a roster, but may not join another team.

3.3.4. Managers

Managers may be registered to multiple teams, however have limited permissions. Managers have access to all Discord Team, Match, and Voice Channels and can assist with any Match related communications such as the Map Selection process or rescheduling. However, Managers may not act as a Match Coach unless they are also registered on the roster as a Player, Substitute,

or Coach. If a Manager is registered as any role other than Manager they may not be registered to any other team.

3.3.5. Roster Changes

If a team would like to change their submitted roster before the Roster Lock, they should message the Tournament Organiser via their Discord team channel or #mod-mail for approval.

3.4. Tournament Liabilities

- 3.4.1. Upon registration, all participants agree to release tournament organisers from any liability whatsoever and waive any and all causes of action, related to any claims, costs, injuries, losses, or damages of any kind arising out of or in connection with this tournament or delivery, misdelivery, acceptance, possession, use of or inability to use any prize (including, without limitation, claims, costs, injuries, losses and damages related to personal injuries, death, damage to or destruction of property, rights of publicity or privacy, defamation or portrayal in a false light, whether intentional or unintentional), whether under a theory of contract, tort (including negligence), warranty or other.
- 3.4.2. Prize winners waive tournament organisers of any liability that results from any purchases or usage of the prize money after payment has been made.
- 3.4.3. The tournament organisers reserve the right to use gameplay footage, player's names and likeness for content purposes.

4. Competition Format

4.1. Game/Map/Match/Series Definition

A “**game/map**” is an instance of competition on a VALORANT map that is played until a winner is determined for the map. A “**Match/Series**” is a set of games that is played until one Team wins a majority of the total games (e.g., winning two games out of three (“best-of-three” or “Bo3”); winning three games out of five (“best-of-five” or “Bo5”). For clarity, a Match that concludes with a Team winning three games out of five will be considered a “Bo5 Match”. In a “best-of-one” (“Bo1”) format, the terms game and Match may be used interchangeably.

4.2. Tie Breaks

In the event of a tie between Teams the following Tie-Breaker Process will be used to determine final ranking.

Tie-Breaker Process:

1. Head-to-head Match score.
2. Head-to-head map differential.
3. Head-to-head round differential.
4. Bo1 match.

4.3. Open Qualifier

- 4.3.1. The Open Qualifier (OQ) will commence on the 3rd of May and run every day until the 7th of May, following a 48 Team Swiss format.
- 4.3.2. There will be five rounds of Swiss. On each day of the OQ each team will play one best-of-three (Bo3) match. Matches will be played at a target time of 7pm AEST. If both Teams agree on a time between 12pm-12am AEST on any given OQ match day, they may reschedule their game. If there is a disagreement on the rescheduled match start time, the assumed start time for the match will be 7pm AEST.
- 4.3.3. Seeding for Round 1 matchups will be randomised. Matchups for subsequent rounds will be randomly assigned based on match record (e.g a 2-1 team will only be matched with another 2-1 team). There may not be any repeat matchups at any point.
- 4.3.4. After Round 4 of the OQ, 3 teams will have a 4-0 record, qualifying directly into the Playoffs. In place of Round 5 of Swiss (7th of May), these teams will play an additional Round Robin amongst themselves. These games will be best-of-1 (Bo1) and decide final seeding going into Playoffs.
- 4.3.5. From Round 2 of Swiss onwards, Teams with 2 losses will be eliminated. These teams will not play any further games.
- 4.3.6. Once all rounds of the OQ have been played, all Teams with a 4-1 record will qualify to the Last Chance Qualifier. 6 teams total will qualify for the Last Chance Qualifier.

4.4. Last Chance Qualifier

- 4.4.1. The Last Chance Qualifier (LCQ) will take place on the 11th of May and

qualify 5 out of the 6 participating Teams into the Playoffs. LCQ will have 2 rounds.

- 4.4.2. For Round 1 of LCQ, Teams will be assigned matchups based off of final rankings from OQ. For example, the highest ranked team of LCQ (Seed #1) will go against the lowest ranked team in LCQ (Seed #6). These matches will be Bo3, with the 3 winning teams qualifying for Playoffs and the 3 losing teams moving on to Round 2 of LCQ.
- 4.4.3. For Round 2 of LCQ the remaining 3 teams will play in a round robin amongst themselves. The top 2 teams from Round 2 will qualify into Playoffs.
- 4.4.4. LCQ starts from 6:30pm AEST and cannot be rescheduled.
- 4.4.5. The 5 Teams that qualify from LCQ will be seeded into playoffs below the 3 Teams that Qualified from OQ.

4.5. Playoffs

- 4.5.1. The Playoffs will take place from the 12th of May to the 31st of May, with most games being played on Mondays, Tuesdays and Wednesdays. The only exception is the Lower Final and Grand Final which are played on 30th and 31st of May (Saturday and Sunday). The Playoffs will follow a 16 team double elimination bracket with all teams starting in the same round in the upper bracket.
- 4.5.2. 8 teams chosen by Wave OCE are invited to join Rising Tides: Split 2 starting directly in the playoffs. 3 teams qualify directly from OQ and 5 from LCQ. Teams qualified from OQ and LCQ are seeded below the LCQ teams.

Seeding Breakdown:

- 1-8: Invited Teams
- 9-11: Open Qualifier 4-0 Teams
- 12-14: Last Chance Qualifier Round 1
- 15-16: Last Chance Qualifier Round 2

- 4.5.3. All games in the Playoffs are Bo3 until the Lower Final and Grand Final, which are both Bo5.

4.6. Prize Pool

- 4.6.1. The total prize pool for this event is \$800 AUD.
 - 1st - \$400 AUD
 - 2nd - \$200 AUD
 - 3rd - \$150 AUD
 - 4th - \$50 AUD
- 4.6.2. If a Team forfeits a match in Playoffs they will become ineligible for any prize pool winnings.
- 4.6.3. Teams will be contacted promptly upon qualifying for prizes. Prizes will be paid out to the Team Captain and it is the responsibility of the Team Captain to distribute the prizes to individuals.

5. Match Area

The “**Match Area**” is the area immediately surrounding any competition PCs used during Match play for this online event. During Match play, the presence of Team Personnel in the Match Area is restricted solely to the players of the Teams participating in the Match.

5.1. Team Manager and other Team Personnel

- 5.1.1. Team Personnel, including managers, may be in the Match Area during the Match preparation process, but must leave prior to the Agent and Map Selection phase and may not return until after the end of the Match.

5.2. Coach Match Area Access

- 5.2.1. The Team may designate one (1) coach that will participate on stage during the Match (“Match Coach”). If no coach is designated, the Team’s head coach (the “Head Coach”) will be classified as the Match Coach. The Match Coach for Teams participating in a given day’s Matches will be granted Match Area access during those Matches, and will be allowed to communicate with their Team during the map pick/ban and agent selection process.
- 5.2.2. The designated Match Coach may not change during the match, unless at the discretion of a Tournament Referee.

5.2.3. For the purposes of online play Match Coaches must be in the in-game ‘Coach Slot’ and Discord Voice Channel. A Match Coach may not be only in the Discord Voice Channel without being in the in-game Coach Slot.

5.2.4. Wireless Devices

5.2.5. Wireless devices, including mobile phones, tablets, and smart watches are not allowed in the Match Area while the players are involved in active play, including during the pick/ban map selection phase, pauses, remakes. Wireless devices may be used during the break times for multimap matches.

5.3. Notes and Notepads.

5.3.1. Players are not permitted to bring any written or printed materials into the Match Area during a Match. Any written or printed materials must be removed from the Match Area before the start of the Match.

5.3.2. The Match Coach is permitted to bring written or printed materials into the Match Area during a Match. The written or printed materials must remain with the Match Coach in the area designated for use by the Match Coach.

5.3.3. Match Coaches are prohibited from using the written or printed materials to communicate or convey information to the players during a Match outside of timeouts, halftimes, between maps, and other time periods where communication between coaches and players is allowed.

5.4. Consumable Restrictions.

5.4.1. Allowed Consumables:

- Drinks & food are permitted in the Match Area.
- Chewing gum is allowed in the Match Area.

5.4.2. Prohibited Consumables:

- Tobacco and other nicotine products are prohibited in the Match Area.

6. Match Process

6.1. Changes to Schedule

- 6.1.1. Teams may not reschedule matches, unless during OQ in the timeframe specified in Section 4.3.2.
- 6.1.2. Any reschedules should take place in match channels and immediately be communicated to Tournament Referees.
- 6.1.3. Tournament Referees may, at their sole discretion, re-order the schedule of Matches within a given day. In the event that the Tournament Referees modify a Match schedule, they will notify all Teams as soon as possible.

6.2. Streaming and Recording

6.2.1. Player/Coach Streams

Players and coaches may live stream their games during OQ. They must notify Tournament Organisers if they intend on streaming and provide links to any channel that will have live content, as well as any metrics from subsequent live streams. Streams must have a minimum 180s delay. Any communication with stream chats is prohibited at all times during a match.

Players and Coaches may not live stream any LCQ or Playoff game. Exceptions may be given by Tournament Organisers if an official or community broadcast cannot be provided.

6.2.2. Player/Coach Recordings

Players may record/clip their gameplay at any stage of the Tournament.

Match Coaches are requested to record their POV (video and audio) for the duration of a Match to submit as evidence to Tournament Referees if/when it becomes necessary.

6.2.3. Co-streams

Anyone may co-stream official Wave OCE broadcasts with permission from the Tournament Organisers. They must notify Tournament Organisers if they intend on streaming and provide links to any channel that will have live content, as well as any metrics from subsequent live streams.

6.2.4. VODs, Clips and Recordings

Any livestream VODs, clips or recordings from players, coaches or co-streamers should be retained for the duration, and for two (2) weeks after the end of the Tournament. These should be provided to Tournament Organisers at their request. Tournament Organisers maintain the right to use any VOD content in Wave OCE content or for Tournament moderation purposes.

6.3. Patch Restrictions

6.3.1. New Agents

New agents will be automatically restricted for approximately two weeks from their release on the live 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.

6.3.2. New Maps

New maps will be automatically restricted for approximately four weeks (28 days) from their release on live competitive queue. *Example:* Map A was released on January 1, so Map A will become eligible to be used in all Matches on January 29.

6.3.3. Additional Restrictions

Additional restrictions (e.g., disabling certain weapons) may be added by Tournament Organisers at any time before or during a Match, if there are known or suspected bugs with any items, agents, skins, or abilities. The restricted period for new agents and maps may be extended or reduced at the discretion of Tournament Organisers.

Eligibility for new agents and maps for an official Match will be communicated to Teams.

6.4. Match Communications

6.4.1. Match Channels

Every Match will have a Discord Match Channel created (e.g #team-a-v-team-b). Teams should conduct all pre-game communications related to a Match within their designated Match Channel. This includes Map Selection, rescheduling (where applicable), and any other communications with the other Team relevant to the match.

6.4.2. Private Communications

Every Team will have a Discord Team Channel (e.g #tma]team-a). If Teams have any concerns or communications relevant to a Match they would like to share with Tournament Referees and Tournament Organisers without notifying the other Team they can use their Team Channel. Team Personnel can individually contact Tournament Organisers through opening a ticket in #mod-mail for any confidential or high priority communications.

6.4.3. Voice Communications.

Every Team will have a Discord Team Voice Channel. Team Voice Channels can be accessed at any time, and must be used during any official Match. Team Voice Channels are limited to the 5 Team players actively participating in a match and their Match Coach.

6.4.4. Coach Communications

A Team's designated Match Coach is allowed to communicate with their team by un-muting in their Team Voice Channel at the following times:

- Agent and Map Selection Process
- Free Time and Initial Lobby Pause as specified in Section 6.8.2
- Round 1 and 13 pistol buy phase
- Tactical timeouts - this is defined as the 60 seconds where the game state is frozen and the 'Timeout Active' pop up is on all players' screens.
- Round 25 overtime buy phase
- In between maps

Match Coaches must remain muted at all other times, including tech pauses and regulation gameplay, unless allowed by or communicating with a Tournament Referee.

6.4.5. Other Communications

Players and Match Coaches in an active match may access their Discord Team Channels and Match Channels during a game for contacting Tournament Referees, however they may not communicate with other Team Personnel unless it is between maps or with permission from a Tournament Referee. No other communications are allowed without notifying and obtaining permission from a Tournament Referee.

6.4.6. Communication Monitoring

Tournament Referees have the right to monitor and/or audit any voice or chat communications used by Teams during Matches or that take place in the Wave OCE Discord server. Teams may not modify or remove any text communications that are under investigation for any reason.

6.5. Map Selection Process

6.5.1. Map Pool

The map pool will consist of the 7 maps in the current competitive map pool at tournament commencement and will not change for the duration of this tournament. These maps are:

- Breeze
- Bind
- Fracture
- Haven
- Lotus
- Pearl
- Split

6.5.2. Map Selection Process for Best-of-One 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. When instructed in the map selection process, the Team must ban a map and cannot choose to skip the map ban. 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 bans 1 map
- Team B bans 1 map
- Team A bans 1 map
- Team B bans 1 map
- Map 7 is only map remaining
- Team A picks side

6.5.3. 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. When instructed in the map selection process, the Team must ban a map and cannot choose to skip the map ban. Team A starts the process and the map for the Match will be selected according to the following procedure:

- Team A bans one map
- Team B bans one map
- Team A picks map 1
- Team B picks side for map 1
- Team B picks map 2
- Team A picks side for map 2
- Team A bans one map
- Team B bans one map
- Map 3 is the only map remaining
- Team A picks side for map 3

6.5.4. 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. When instructed in the map selection process, the Team must ban a map and cannot choose to skip the map ban. Team A starts the process and the map for the Match will be selected according to the following procedure:

- Team A bans one map
- Team B bans one 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
- Team B picks map 4
- Team A picks side for map 4
- Map 5 is the only map remaining
- Team B picks side for map 5

6.5.5. Map Selection Process for Grand Finals

The upper bracket team will decide if they are either Team A or Team B. When instructed in the map selection process, the Team must ban a map and cannot choose to skip the map ban. Map picks and bans for the Match will be selected according to the following procedure:

- Upper bracket team bans two maps
- 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
- Team B picks map 4
- Team A picks side for map 4
- Map 5 is the only map remaining
- Team B picks side for map 5

6.5.6. Map Selection Deadline

Map Selection must be finalised at least 1 hour before scheduled match time. Map selection will be conducted in the Match Channel by each Team's Team Captain. Tournament Referees may restart the Map Selection Process if an issue arises or if the Map Selection Process is performed incorrectly.

6.6. In Game Lobby

6.6.1. Match Lobby Creation

During OQ Teams will need to coordinate with their opponent to create a match lobby. Once all players are in the lobby, teams are required to send a screenshot of the lobby to their Discord match channel and receive clearance from a Tournament Referee before starting the game. Another screenshot showing the loading screen after Agent Select needs to be sent as well to ensure player verification.

During LCQ and Playoffs a Tournament Referee will create the lobby and control match start operations.

6.6.2. Lobby Restrictions

Players may not invite any account to the lobby that is not listed on the active or substitute roster of either Team. Each Team may only have 5 players and their Match Coach in the game lobby.

6.6.3. Lobby Settings

The official Match lobby will be set to “Tournament” mode with “Overtime: Win by Two” turned on. “Enable Replays” should also be turned on.

6.6.4. In Game Coach Slot

Only the designated Match Coach may use the in game coach slot.

6.7. Player Setup and Readiness

6.7.1. Players and Match Coaches should begin their setup process and be present in their Team Voice Channels and available for contact at least 15 minutes before their scheduled match start time. Teams should be ready and present in the game lobby 5 minutes before the scheduled match start time. At a Tournament Referees discretion, if a Team is not present or has a lack of communication, they will be subject to forfeiting the first map, if the match does not begin within 15 minutes of the scheduled match time. A 45 minute delay will result in forfeiting the series.

6.7.2. Players must ensure they are set up and prepared before the scheduled match time. This includes the following:

- Confirm Riot Account name accuracy
- Ensuring the working function of all equipment, network connection and DDOS protection.
- Connecting and calibrating peripherals.
- Ensuring proper function of their voice chat system.
- Selecting skins.
- Adjusting in-game settings
- Completed in-game warm-up.

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

6.7.4. Within 5 minutes of when a Match is scheduled to begin or once

Production is ready, a Tournament Referee will confirm with each Team that they are ready to start. Once Teams have confirmed they are ready for Match Start, all players must be out of the range, must be in the correct lobby order, must exit out of all native programs, and be prepared to enter the Match.

- 6.7.5. Once all ten players in a Match have confirmed completion of setup, all settings will be considered complete and no pauses or delay of the Match will be allowed for minor settings issues.

6.8. Agent Select and Match Start

6.8.1. Agent Selection

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 Referee of their intended selection before the Agent Select timer expires, either via their Match Channel or through Discord voice comms. 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 that the player notifies their Tournament Referee after the Agent Select timer has expired, the Agent Select process will not be restarted and the player will be required to play through.

6.8.2. Match Start After Agent Selection

A Match will start immediately after the Agent/Map Selection process is complete, unless the match is being broadcasted, in which the lobby will be paused in the Buy Phase of the pistol round after Agent Select for production purposes (known as the “initial lobby pause”) . Players and coaches are allowed to discuss any topic they wish and may move, buy and set-up utility in this time (please note that Yoru’s Gatecrash does expire). Once the timer has resumed, games will proceed as normal in a typical tournament environment. 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.”

6.8.3. Controlled Match Start

In the event of an error in Match start or a decision by Tournament Referees to separate the pick/ban process from Match start, a Tournament Referee may start the Match in a controlled manner and all maps will be selected in accordance with the previous valid completed pick/ban process.

6.8.4. 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.

6.9. Substitutions

- 6.9.1. 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 from the Team's Active Roster in between maps, provided that the Team informs the opposing Team and receives approval from the referees of such substitution no later than two (2) minutes after the conclusion of the previous game.
- 6.9.2. If the Match Coach is listed on the Team's Active Roster then they may be used as a substitute. In this scenario Section 5.2.2 still applies and a new Match Coach may not be designated unless at a Tournament Referees discretion.
- 6.9.3. In the event that a player disconnects during a map and is unable to return within the allocated pause time, the Team will not be permitted to replace them with a substitute from their Active Roster unless at a Tournament Referees discretion.
- 6.9.4. Any substitutions must result in the Team having an eligible roster. Once a Team decides to use a substitution, the substitute player must complete the setup process, as outlined in Section 6.7, within seven (7) minutes.

6.10. Player and Coach Monitoring

Tournament Referees of an online event have the right to implement monitoring and auditing processes to protect the integrity of the event. Players and coaches are required to comply with the monitoring and auditing process, and any subsequent investigations by Tournament Referees that may occur.

6.10.1. Screen Capture and Monitoring

Tournament Referees have the right to implement requirements for players and coaches to use a screen capture program specified by the Tournament Referees to record the player's or coach's screen, voice comms and/or display output during an ongoing match.

6.10.2. Camera Capture and Monitoring

Tournament Referees have the right to implement requirements for players and coaches to use a physical camera device to capture a specified point of view of the players, coaches, and their surroundings.

All players participating in Playoffs may be requested to implement player cameras for the purpose of production broadcasting.

Players who do not implement player cameras may substitute their player camera for a static image to be used for the purpose of production broadcasting.

6.10.3. Screen and Camera Capture Storage and Auditing

If Tournaments Referees required screen or camera captures to be recorded at any point the recordings should be kept for a minimum of two (2) weeks after the end of the event.

Tournament Referees have the right to request and audit the screen capture and camera data at any time during the online event and for two (2) weeks after the end of the online event.

7. Post-Match Process

7.1. Results

During OQ Matches both Teams are required to take a screenshot of the scoreboard at the end of each map and send it to their Match Channel for a Tournament Referee to confirm. Tournament Referees will perform this task for LCQ and Playoff games.

7.2. Game and Tech Issues

Players should identify any issues that occurred during the match to Tournament Referees or Tournament Organisers as soon as possible after a Match.

7.3. Between Maps

Tournament Referees 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 transitions between Maps is five (5) minutes from the time of the last Map's Round End until players are required for the next Map. The next Map, if applicable, will commence as soon as the production team is ready (if the Match is being broadcasted) and both Teams have confirmed to Tournament Referees that all players are ready to play.

7.4. Between Matches

For online events, the standard time for transitions between Matches is ten (10) to fifteen (15) minutes from the time of the last Match's Round End until players are required for the next Match. The next Match, if applicable, will commence as soon as the production team is ready (if the Match is being broadcasted) and both Teams have confirmed to Tournament Referees that all players are ready to play.

If Teams are not ready to play at the time designated to them by the Tournament Referees, the Team can be sanctioned for delay of Game. This is especially relevant for the Teams playing in the second match on broadcast days during LCQ and Playoffs, as matches will operate on a rolling start.

7.5. 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. Players are required to perform these post-Match obligations.

7.6. 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). All forfeited map results will be reported as a 13-0. No other statistics will be recorded for forfeited Matches.

7.7. Accidental Forfeiture

If a team accidentally utilises the match forfeit feature, round rollbacks will not be granted. The forfeit will stand for that map.

8. Pauses

8.1. Timeouts

Teams are allowed to call timeouts of sixty (60) seconds in duration (“Timeouts”) two times per map during the first 24 rounds of the map (“Regulation”), at any time not limited by half. The sixty second clock will begin when both Teams’ Match Coaches are connected and able to communicate with their players. In the event of overtime, each team will be granted one Timeout to use for overtime. Unused Timeouts from Regulation will not carry over to overtime.

8.1.1. Timeout Protocol

Communication will be limited to players and coaches. All Timeouts must be taken within the first twenty (20) seconds of a Buy Phase. Any Timeout taken after twenty seconds will be deferred to the next round, unless the next round is after the end of the half or the end of regulation, in which case the Timeout will be spent with no additional time given.

Players are not allowed to leave the Match Area at any time during a Timeout.

8.1.2. Timeout Agent Control

During a Timeout, headsets have to stay on and players are prohibited from controlling their agent (i.e., players can not move or use utility during a Timeout).

8.2. Technical Pauses

8.2.1. Technical Pause Categories

- Suspension of Play (Expected delay: Greater than 10 minutes)

Examples: player disconnected from game, monitor went black, computer froze for longer than 3 seconds (less time could classify as an equipment check), any programs crashed during gameplay, etc.

- Equipment Check (Expected delay: 3-5 minutes)

Examples: mouse battery died, peripheral stopped working, audio became bugged, settings suddenly reset, etc

8.2.2. Technical Pause Protocol

If a player has a problem that prevents the player from continuing play, the player must notify a Tournament Referee and request a technical pause. The player must announce the reason when requesting a technical pause, and a Tournament Referee or production staff will pause the game if the reason is determined to be valid. Players are not allowed to initiate a Technical Pause in-game on their own.

Players must continue playing the round out if a tech issue arises mid-round, any tech called during the round can only come into effect during the Buy Phase after the round ends.

If a Tournament Referee is unresponsive with pausing the game, a player may use the in-game function to initiate the Technical Pause themselves. If a player uses the in-game function to initiate a Technical Pause and the reason is found to be invalid, the player's Team may be sanctioned for delay of game. Only a Tournament Referee may resume the game after ensuring all players are ready.

Players are not allowed to leave the Match Area at any time during a technical pause.

During OQ there will not be Tournament Referees present in every game. During these games Teams may use the pause lobby function themselves. Teams should keep a record of any reason for Technical Pauses and regulate the length themselves. If any issues arise (drawn out Technical Pauses, suspicion of invalid pauses) a Tournament Referee should immediately be contacted to mitigate.

8.2.3. Technical Pause Agent Control

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). Any form of communication including but not limited to text and voice communication between players and coaches is forbidden during a technical pause, unless instructed to do so by a Tournament Official.

8.2.4. Invalid Technical Pauses

Technical Pauses will not be granted for the following non-exhaustive reasons:

- Accidentally hitting power button of monitor;
- Minor audio adjustments; or
- Headphone/peripheral positioning or adjustments.

8.2.5. Technical Pause Timer

A technical pause may last for a maximum of 15 minutes per team, per Match. If the issue cannot be resolved then remaining players must continue playing unless another solution is found at the discretion of Tournament Referees.

8.3. Player Emergency Pause

8.3.1. Player Emergency Protocol

Teams may be granted a maximum of one (1) pause for an emergency situation (Player Emergency Pause) per map in a Match for an aggregate total of ten (10) minutes across the Match. If a Team exceeds the time limit for Player Emergency Pauses, then the players using the Player Emergency Pause will become ineligible to continue play for the remainder of the match and must be substituted. Tournament Referees, at their sole discretion, may authorize additional pauses per map and/or additional time for Player Emergency Pauses.

If the Team is unable to field a full five (5) players, the Team shall forfeit the Match. Teams that misuse the Player Emergency Pause for non-emergencies will be sanctioned.

8.3.2. Illness, Injury, or Disability

Minor player illness, injury, or disability is not an acceptable reason for a Player Emergency Pause. Players may inform Tournament Referees prior to the start of a Match to reserve the right to use the Player Emergency Pause. Tournament Referees may grant a Player Emergency Pause during the Match in order to evaluate the issue and to determine whether the player is ready, willing, and able to continue playing.

9. Bugs

9.1. Types of Bugs

A bug is an error, flaw, or fault in the Game that produces an incorrect, unintended, or unexpected result. Bug classification will be communicated via the Esports Bug List shared with each patch.

9.1.1. Play Through Bug

A “**Play Through Bug**” is defined as a bug that does not significantly alter the competitive integrity of the game. This may mean that there are mitigation steps available or the impact has been deemed insufficient to warrant a disable or remake.

9.1.2. Major Bugs

A “**Major Bug**” is defined as a bug that has the potential to significantly impact a player’s ability to compete in the game, significantly alters game stats or gameplay mechanics, and has no reasonable mitigation steps. The determination of impact will be at the discretion of Tournament Referees.

9.1.3. Unknown Bugs

An “**Unknown Bug**” is defined as a bug that is not on the Esports Bug List shared with the current patch.

9.1.4. Game Breaking Bugs

A “**Game Breaking Bug**” is defined as a bug whose occurrence undermines the competitive integrity of a round as a whole, and causes the outcome of the round to become undeterminable. Any bugs that fall within this category will be explicitly listed in the Esports Bug List shared with each patch.

9.2. Round Rollbacks for Bugs

9.2.1. Pre-Damage

If, at the time that a bug occurs in a round, no damage has been directly caused by any player to an opponent in the round, then Tournament Referees may initiate a round rollback for bugs that impact a player’s ability to compete in the game for reasons outside of the player’s control.

9.3. Post-Damage

If, at the time that a bug occurs in a round, damage has already been directly caused by a player to an opponent in the round, then Tournament Referees will not initiate a round rollback.

9.4. Round Rollback for Game Breaking Bugs

If a Game Breaking Bug occurs at any time during a round, Tournament Referees will initiate a round rollback to restore the game to the start of the round.

10. Exploit Adjudication

A player-caused bug that has the potential to significantly alter the competitive integrity of the game and provide an unintended competitive advantage. As a standard, regardless of impact, exploit usage is not permitted and if found will result in a penalty, as outlined below.

10.1. Agent Specific Exploits

Non-limiting examples of “Agent Specific Exploits” are detailed in the Esports Bug List. Any use of a bug or exploit specifically listed in the Esports Bug List, or covered under a blanket prohibition will be considered a violation of these rules.

10.1.1. Cypher

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. Any other uses of a Cypher cam that are determined by a Tournament Referee to provide an unfair competitive advantage will also be considered banned exploits.

10.1.2. General Agent Utility Rule

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. Areas that are within map boundaries are defined as areas where all utility is (1) destructible as intended for that utility, (2) has the 28 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.

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 Referee to provide an unfair competitive advantage will also be considered banned exploits.

SPECIAL EXCEPTIONS: KAY/O's ZERO/POINT ability is intended to be usable outside of map boundaries, and is a special exception regarding these rules. 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 Referees prior to usage if the Team is unsure whether that usage complies with this special exception rule.

10.1.3. Agent Character Model Boosting

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

10.2. Assessment of Penalties

When assessing the appropriate penalty, Tournament Referees shall take into account the past punishments for the same or similar situation, exploit classification, prior communication, impact, and intent. The following questions and assessments shall be considered by Tournament Referees in each category to apply appropriate penalties.

10.2.1. Exploit Classification

- Is the exploit on the Esports Bug List, and how is it classified?
- If the exploit isn't in the Esports Bug List, is it similar enough to another that a reasonable person would assume that the classification would be the same?

- If the exploit isn't in the Esports Bug List and isn't similar to another known exploit, Tournament Referees should use the other criteria to help inform any action.

10.2.2. Prior Communication

- Has the Esports Bug List been shared with the team and/or player?
- Was the Esports Bug List for the patch version designated by the Tournament Referees for the event shared within a reasonable timeframe for them to inform themselves and make necessary adjustments?
- If the Esports Bug List hasn't been communicated at all or in a reasonable timeframe, this should be a mitigating factor.

10.2.3. Impact

- What impact did the exploit have on the round and/or outcome of the map - e.g., Damage dealt, info gained (vision, sound etc.), prevented opponents actions (bomb defusal/plant).
- What impact could this exploit have on the perception of the sport? Could it bring the sport into disrepute?

10.2.4. Intent

- How hard is it to use the exploit accidentally? Does it require a specific set of actions that don't occur in the normal course of play?
- Has the player or Team received penalties for the same exploit in the past?
- Did the player or Team discuss usage in voice comms?
- Did the player or Team notify a referee immediately after the exploit had occurred?

10.3. Types of Penalties

The following list of penalties is a non-exhaustive list. Tournament Referees may, at their sole discretion, issue other types of Disciplinary Actions such as Suspensions on a case-by-case basis.

10.3.1. Warning

Tournament Referees may issue warnings for a low impact first offense in order to prevent widespread usage of low impact exploits.

Warnings may be issued for unintended bugs that did not give a competitive advantage, or bugs deemed small enough to not have a significant impact on the competitive integrity of the Match.

10.3.2. Round Rollback

Tournament Referees may perform a round rollback when an exploit has had a significant impact on the outcome of the round, but the intent of the player that performed the exploit cannot be determined, or for low impact second offenses. Round rollbacks may be used for unintended exploits that give a competitive advantage. Tournament Referees shall evaluate the intent of the player that performed the exploit on a case by case basis. If a player contacts an official immediately after the unintended exploit occurs, then Tournament Referees shall consider issuing a round rollback.

Round rollbacks may also be issued for a major exploit that impacts the integrity of the round, but is not the fault of any player or coach.

10.3.3. Round Loss

Tournament Referees may issue a round loss when an exploit has a significant impact on the outcome of the round, and Tournament Referees have determined that the player or team intended to perform the exploit. Round losses may also be issued if a round rollback threshold has been exceeded, as determined by Tournament Referees.

Round losses may be applied using the following methods:

- Roll back to the round where the exploit was used and award the Team that did not perform the exploit the round win via elimination in round rollback settings.
- If rolling back isn't an option, round loss should be applied at the start of the next round. If the current round could result in the map ending, the loss should be applied to the current round.

Round losses may be issued for intended exploits that give a competitive advantage. Intent will be assessed by Tournament Referees. If the exploit is listed on the current Esports Bug List given to Teams in a reasonable timeframe, the exploit will automatically be classified as an intended exploit if considered egregious.

10.3.4. Map Forfeit Loss

10.3.5. Tournament Referees may issue a forfeit loss for a map of the Match in the following scenarios:

- An exploit had a significant impact on the outcome of a map or provided a significant unintended competitive advantage, but the map has concluded and round rollback and/or remake is not possible.
- Second offenses for low impact exploits where round rollback and/or remake is not possible.
- Second offenses for high impact exploits while the map is still being played, and a round loss has already been applied.
- Egregious cases that warrant an immediate escalated penalty, as determined at the sole discretion of the Tournament Referees.

10.3.6. Match Forfeit Loss

Tournament Referees may issue a forfeit loss for a Match when the actions of the Team Personnel of one of the participating Teams has irreversibly undermined the competitive integrity of the Match, including, but not limited to, cheating and match fixing. Tournament Referees may issue a forfeit loss for a Match where one of the Teams used an exploit that would have resulted in a map forfeit loss, but was not caught until the Match had already concluded, and no reasonable mitigation steps are available.

10.3.7. Finality of Judgment on Bug and Exploit Adjudication

Tournament Referees have the right to assess and make final calls on all exploit decisions. All decisions regarding the interpretation of this Section 10 lie solely with the Tournament Referees; such decisions are final, cannot be appealed, and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

11. Crashes and Interruptions of Gameplay

11.1. Discontinuity of Gameplay

If a Match is interrupted for reasons beyond the control of the players (e.g., server crash, internet outage, power outage, DDOS, etc.), the Tournament Referee will restore the round using the in-game round restore feature to the beginning of the most recent round.

11.2. Individual Player Gameplay Interruptions

Matches will not be stopped and rounds will not be restored or replayed in cases where the issue is clearly a player's fault (e.g., mis-buying a weapon, alt-tabbing, turning off monitor, etc.).

11.2.1. Transient Interruptions

Rounds will not be replayed due to issues that cause a short-term interruption in gameplay that does not persist for the remainder of the round (e.g., alt-tab, client minimization, transient packet loss, transient networking issues, etc.). If multiple players experience transient interruptions to gameplay in the same round for reasons beyond their control, Tournament Referees may, at their discretion, determine that a discontinuity of gameplay has occurred.

11.2.2. Multiple Player Crash/Interruption of Gameplay

If two or more players in a round of a Match have an issue that causes an interruption to the gameplay that prevents those players from playing out the round for reasons beyond their control (e.g., client crash, computer crash, internet outage, power outage, etc.), Tournament Referees will restore the round using the in-game round restore feature to the beginning of the most recent round.

Interruptions to gameplay that occur after a player's agent has been eliminated will not count.

11.2.3. Single Player Crash/Interruption of Gameplay

If only a single player in a round of a Match has an issue that causes an interruption to the gameplay that prevents the player from playing out the round (e.g., client crash, computer crash, internet outage, power outage, etc.), Tournament Referees may restore the round using the in-game round restore feature to the beginning of the most recent round in the following scenario:

- **“Start of Round Crash”** All of the following conditions are met:
(a) issue occurred during the first minute of the round, (b) issue occurred before any damage was caused to any player's agent by the opposing Team, and (c) the referee was immediately notified.

If a Start of Round Crash occurs, Tournament Referees may stop the round early and restore the round.

For all other interruptions to gameplay, both Teams must play out and finish the round. Tournament Referees will evaluate the circumstances of the interruption to gameplay at the end of the round during a technical pause. Failure by a Team to play out the round to the best of their ability will not be considered as grounds to restore a round. Interruptions to

gameplay that occur after a player's agent has been eliminated from the round will not be considered.

Awarded Round Victory: Tournament Referees, at their sole discretion, may award a round victory if an interruption to gameplay caused a Team to lose a round that the Team had already undisputedly won at the time of the interruption, as determined by Tournament Referees at their sole discretion.

12. Player and Team Conduct During Matches

12.1. Delay of Game

Teams that fail to adhere to the schedules and/or match process timelines provided by the Tournament Organiser may be sanctioned for delay of game or tardiness.

12.2. Non-Compliance

Players, coaches, and other Team personnel must cooperate with Tournament Staff and comply with instructions in a prompt and timely manner. Failure to cooperate with instructions from referees or other Tournament Staff during a live Match may be sanctioned with delay of game in addition to other Disciplinary Actions.

12.3. Unprofessional or Hostile Behavior

Any unprofessional or hostile behaviour from players, coaches, or other Team Personnel toward League Officials will be considered a breach of this Tournament Rulebook.

- Unprofessional Behaviour: Any behaviour that impedes the smooth running of the competition, or impedes competition staff from performing in their official capacity at the competition.
- Hostile Behaviour: Any behaviour that is considered or can be considered as aggressive or rude. For example, such behaviour includes, but is not limited to, yelling at Tournament Staff, being belligerent with Tournament Staff, or refusing to cooperate with Tournament Staff.

13. Rulings, Appeals and Conflicts

13.1. Investigation by the Tournament Organiser

13.1.1. Riot, the Tournament Organiser, and Tournament Referees will have the right to monitor compliance with this Tournament

Rulebook and investigate possible breaches. By agreeing to this Tournament Rulebook, the Team Personnel agree to cooperate with Riot, the Tournament Organiser, and Tournament Referees in any internal or external investigation conducted relating to a suspected breach.

13.1.2. Team Personnel have a duty to tell the truth in connection with any investigation conducted by or for Riot and the Tournament Organiser and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.

13.1.3. Riot and the Tournament Organiser shall have the right to publish a declaration stating that Team Personnel and/or a Team have been penalised. Any Team Personnel and/or Team that may be referenced in such declaration hereby waive any right of legal action against the Tournament Organiser, Riot, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.

13.2. Appeals and Complaints

Any Appeals against rulings or general complaints and/or concerns should be submitted through the #mod-mail ticket system. Teams must provide any and all evidence and documentation to support their claims for review by the Tournament Organiser.

13.3. Conflicts

Any conflicts between individuals or Teams participating in the Tournament, or with Tournament Staff, should be immediately reported through the #mod-mail ticket system for review.

This should be reserved for conflicts related to or originating from the Tournament. Personal grievances should be settled privately outside of the Wave OCE Discord server or other social media platforms.

13.4. Investigation and Appeal Timelines

Depending on the nature of each case the timeline may vary. Teams should allow up to 24 hours for a case to be reviewed.

13.5. Social Media Usage During Appeals and Investigations

Teams and individuals should avoid posting on social media regarding an active investigation or appeal until a final ruling is settled on. Investigations should

remain a private matter between the Tournament Organiser and Teams or individuals involved until a final ruling is reached. While we actively monitor and moderate the Tournament Discord channels and match communications, normally off platform discussions on social media are not included. However, if social media is used to disparage Tournament Organisers or hinder investigations, individuals may be subject to Disciplinary Action under Section 2 of the Tournament Rulebook (Code of Conduct).

This does not prevent private complaints or reports to Riot or other governing bodies if Teams or individuals feel there has been unjust actions taken by the Tournament Organiser or individuals involved in Tournament related disputes.

13.6. Finality of Rulings

The decisions of Riot, the Tournament Organiser, and/or the Tournament Referees are final and binding and shall not give rise to any claim for monetary damages or any other remedies.

14. General Provisions

14.1. Amendments to the Tournament Rulebook

This Tournament Rulebook may be amended, modified, updated or supplemented by the Tournament Organiser and Riot at any time. Any changes will be communicated to all Tournament participants as soon as the updated Tournament Rulebook is made publically available.

14.2. English Language

The original Tournament Rulebook has 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.

14.3. Discretionary Authority

In the event that a situation or circumstance arises that is not expressly addressed by this Tournament Rulebook, the Tournament Organiser reserves the right to have sole discretion in interpreting, modifying, or enforcing any necessary measures deemed appropriate. All decisions made under this clause shall be final and binding on all participants. The Tournament Organiser's judgement, in these matters, shall be exercised in a fair, transparent, and reasonable manner, with due regard for the spirit and intent of the competition. This provision is intended to cover

unforeseen situations and ensure the smooth and equitable operation of the tournament.

14.4. Key Individuals

Name	Role	Contact
Wave OCE	Tournament Organiser	https://waveoce.gg/contact
tjbruce17594	Organiser Head of Production	#mod-mail
Atlas	Organiser Lead Producer	#mod-mail
MerlinJPC	Organiser Business Operations	#mod-mail
June	Tournament Operations Head of Game Day	#mod-mail
Yuizon	Head Referee	#mod-mail

15. Change Log

Date	Section	Previous Language	Updated Language
May 21, 2026	6.4.4	<p>Coach Communications</p> <p>A Team’s designated Match Coach is allowed to communicate with their team by un-muting in their Team Voice Channel at the following times:</p> <ul style="list-style-type: none"> ● Agent and Map Selection Process ● Free Time and Initial Lobby Pause as specified in Section 6.8.2 ● Round 1 and 13 pistol buy phase ● Tactical timeouts ● Round 27 overtime buy phase ● In between maps 	<p>Coach Communications</p> <p>A Team’s designated Match Coach is allowed to communicate with their team by un-muting in their Team Voice Channel at the following times:</p> <ul style="list-style-type: none"> ● Agent and Map Selection Process ● Free Time and Initial Lobby Pause as specified in Section 6.8.2 ● Round 1 and 13 pistol buy phase ● Tactical timeouts - this is defined as the 60 seconds where the game state is frozen and the ‘Timeout

		<p>Match Coaches must remain muted at all other times, including tech pauses and regulation gameplay, unless allowed by or communicating with a Tournament Referee.</p>	<p>Active' pop up is on all players' screens.</p> <ul style="list-style-type: none"> ● Round 25 overtime buy phase ● In between maps <p>Match Coaches must remain muted at all other times, including tech pauses and regulation gameplay, unless allowed by or communicating with a Tournament Referee.</p>
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