



W A V E   O C E

**Wave OCE x SMASH! Valorant  
Tournament Guidebook**

# Overview

Wave OCE (the Tournament Organiser) is excited to be hosting this year's VALORANT Tournament for SMASH! 2026. Get ready for a weekend of 5v5 Valorant Swiftplay! We're celebrating the fast-paced, action-packed rounds we all love with a two-day community event. Catch the plays across multiple skill levels during Saturday's Open Tournament, or grab your friends for some good vibes and lots of laughs in Sunday's Amateur Event. Whether you're bringing precise gunplay or just looking to make new friends and have a good time, there's a team waiting for you!

## Terms & Conditions

To keep things comfortable, fun, and running smoothly for everyone, please keep these in mind during the tournament:

- **Dress Comfortably & Mind Your Props:** Wear appropriate clothing that makes you feel at home, including awesome cosplays! Just ensure that any props don't block the screens, tangle with cords, or get in the way of the computer hardware while you're playing.
- **Go Easy on the Gear:** We want you to have fun, but please avoid using excessive force on the keyboards, mice, and headsets so the equipment stays in tip-top shape for the next player.
- **Use the Provided Gear:** We've got you fully covered with mice, keyboards, and headsets at every computer! To keep setups consistent and ready to go, we recommend against bringing in external peripherals. Players however, will be permitted to do so.

SMASH!, Wave OCE & Riot Games are not responsible/liable if any damages occur while using player provided peripherals during the event.

- **Keep it Fun & Sportsmanlike:** At its heart, this is a community-focused event! We ask all players to bring their best sportsmanship and abide by the [Riot Games Esports Global Code of Conduct](#) to keep the vibe positive and welcoming for everyone.
- **Tournament Organiser Discretion** - This guidebook is not an exhaustive list of rules and is intended to assist in the smooth operation of this tournament. Any rulings or decisions made by the Tournament Organiser are final and binding.

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

## Format/Schedule

Wave OCE will be hosting two separate tournaments over the SMASH! weekend. Both tournaments will have the same format of **16 team single elimination**, with all games being 5 vs 5 swiftplay matches. The Round of 16 and Quarterfinals matches will be Best of 1. The Semifinals matches will be Best of 3 (time allowing, may be changed to Best of 1 on the day if running behind schedule). The Grand Finals match will be Best of 5, and broadcast on the Gaming Stage with casters in front of a live audience!

- 16 team single elimination bracket
- 5v5 Swiftplay
- Round of 16 & 8 - Bo1
- Semi-Finals - Bo3 (Bo1 if running behind schedule)
- Grand-Finals - Bo5

The only difference between the two tournaments will be rank limitations, giving everyone from casual players to professional ranked grinders to compete. Make sure you register to the right Tournament and show up on the correct day:

- Open Event (Saturday 11th July) - No rank restrictions
- Open Event (Sunday 12th July) - No rank restrictions

Match schedules and live communications will be provided via the Discord server, accessible through the registration form. Players registering for either tournament should be prepared to be ready throughout the day, with games starting at 10:30am and the Grand Finals scheduled to start at approximately 3pm.

Matches will start from **10.30 AM** on Saturday 11th July 2026 & Sunday 12th July 2026.

- Round of 16 - 10.30am to 12.30pm
- Round of 8 - 12.30pm to 1.30pm
- Semi-Finals - 1.30pm to 2.30pm
- Grand-Finals 3pm to 4.30pm

## Who can participate?

- You must hold a SMASH! 2026 Weekend, Saturday or Sunday pass, or 2026 Exhibitors or Media pass to enter.
- Participants must be over the age of 14 years old. Under 14 years old must have a Guardian present.
- SMASH! Staff and Crew and not permitted to enter.
- If you meet the above requirements and have a physical or hidden disability, please notify our team, so that we can better accommodate you.
- You must have a Discord account and Riot Account that has no Valorant restrictions - if your account can queue into a custom game then you're all good to go!
- Rank restrictions may apply, as detailed in the **Format/Schedule** section.

## Registration

Registrations open online on Sunday the 7th of June at 12pm and will close Sunday the 28th of June at 11.59pm, and must be completed before the event. Players can register as a solo player or as a team of 5. Registrations will be capped at 16 teams per tournament, with excess signups being placed on a waitlist (or substitute list for solo players). Players/teams that have registered for the wrong tournament (i.e a team containing peak Diamond players registering for the Amateur Event) will be denied participation.

## Prizing

- 1st Place - Winner Medal & \$500
- 2nd Place - Runner Up Medal & TBC

# Match Procedures

## Pre-Match

Players should check in at the competition area 10 minutes before their scheduled match time. Only one game is being played at a time, so in order to stay on schedule all players should be ready to swap onto the setups as soon as the previous match finishes. Communications for teams will be provided through the tournament discord server.

## Map Selection

Once at least one player from each team has checked in pre-match, map selection can begin. For both tournaments, all 13 Valorant spike mode maps are in play. To decide which map is played players will spin a wheel, with whatever map it lands on being the map that is played! For Best of 3 or Best of 5 matches teams will take turns spinning the wheel until 3 or 5 different maps are determined. If the wheel lands on a repeat map then it should be spun again. A Wave OCE admin will assign heads or tails to each team and then flip a coin to determine who gets to spin the wheel first. For Best of 1 maps this means that whoever wins the coinflip spins the wheel, and that map will be played.

All standard unrated maps will be in rotation, with played maps being decided by spinning the wheel:

- Abyss
- Ascent
- Bind
- Breeze
- Corrode
- Fracture
- Haven
- Icebox
- Lotus
- Pearl

- Split
- Sunset
- Summit

## Set-up

Once the previous game is complete all players should be present and ready to set-up. **Players must use the provided peripherals.** Set-up should take no more than 5 minutes, requiring players to sign into their Valorant and Discord accounts, adjusting any quick settings such as volume, keybinds and graphics and then joining a custom lobby with a provided party code. Players may not queue into any game mode other than the range, and must be ready to start as soon as all 10 players have joined the custom lobby.

## In Game

In the spirit of quick and fun swiftplay games there is no option for tactical timeouts during the match. If you are having any technical problems please contact a nearby Wave OCE admin who will do their best to quickly address the issue. If required this may involve pausing the match temporarily. The match will not be paused for setting adjustments.

If for any reason an entire lobby crash occurs the game will be restarted and restored to the same round count as the last buy phase before the crash occurred.

## Post-Match

Once a map is finished, after celebrations players should sign out of all their accounts and vacate the PC area to allow the next match to start the set-up process. If a match is Best of 3 or Best of 5 then players should be prepared to start the next match within 2 minutes.

# Tournament Contacts

Name	Role	Contact
Wave OCE	Tournament Organiser	<a href="https://waveoce.gg/contact">https://waveoce.gg/contact</a>
June	Operations   Head of Game Day	Discord Team Chat
TJ	Production & Operations	0417 088 156
Atlas	Operations	Discord Team Chat