

BUILT FOR GLORY
PREDATOR LEAGUE 2025 SINGAPORE QUALIFIER

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1. Introduction

1.1 Welcome to the official rulebook for the Acer Predator League 2025 - Singapore Qualifier for Valorant. This document outlines the rules and regulations that govern the tournament, ensuring fair play and consistency throughout the competition.

1.2 Scope

1.2.1 These Rules apply to all participants involved in the Singapore Qualifiers, including:

Players

Coaches

Team Managers

Other Team Representatives

1.3 Purpose

1.3.1 The purpose of these Rules is to establish clear guidelines for gameplay, team conduct, and tournament operations, thereby promoting fairness and integrity in the tournament.

1.4 Compliance

1.4.1 It is the responsibility of all participants to familiarise themselves with and adhere to these Rules. Ignorance of the rules will not be accepted as an excuse and may result in penalties for non-compliance.

1.5 Authority

1.5.1 The appointed Tournament Organiser (hereinafter referred to as "C2E4 Pte Ltd") holds ultimate authority over the event and has the final say in all decisions related to the tournament.

2. Eligibility

2.1 To participate in the Acer Predator League 2025 - Singapore Qualifier for Valorant, each player must meet the following requirements:

2.2 Residency and Nationality

2.2.1 Be a Singapore Citizen, Permanent Resident, Student Pass holder, or Long-Term Pass holder (as evidenced by a valid and official document issued by the Singapore Immigration & Checkpoints Authority).

2.2.2 Reside in Singapore throughout the duration of the tournament.

2.2.3 Every team must include at least three (3) Main Players who share the same nationality as the nation they represent, i.e., Singapore. Non-Singaporean players must be residing in the SEA region.

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2.3 Documentation

- 2.3.1** Players may be required to provide additional documents, such as passports, valid IDs, or birth certificates, as proof of their residency and nationality.

2.4 Team Composition

- 2.4.1** Each team must have and maintain the following members during the entirety of the tournament:

Main Players (5) – Required

Sub Player (1) – Optional

Team Coach (1) – Optional

Team Manager (1) – Optional

- 2.4.2** In the event that a Team Coach or Team Manager is not present, the Team Captain will assume the role of the primary point of contact for the team.

2.5 Age Requirement

- 2.5.1** Players must be at least 18 years old to participate in the tournament, having reached their 18th birthday. Players under the age of 18 may participate with written parental consent, subject to approval by the Tournament Organiser.

3. Registration

- 3.1** Registration for the Acer Predator League 2025 - Singapore opens from 26 August 2024, 1200hrs GMT+8 – 16 October 2024, 2345hrs GMT+8.

3.2 Registration Process

- 3.2.1** Registration for the Acer Predator League 2025 - Singapore Qualifier for Valorant must be conducted through Planet9, unless otherwise stated by the tournament organiser. All participants must have a valid Planet9 & Discord account. [Registration Link](#)
- 3.2.2** Participants must join our official Discord server. Verification through Discord is required to confirm their slots in the tournament. [Discord Link](#)
- 3.2.3** Any non-compliance with the registration methods or procedures may affect a player's or team's eligibility to participate in the tournament.

3.3 Registration Changes

- 3.3.1** Any modifications to team details must be communicated to the tournament organiser during the Registration Period. Last-minute changes after this deadline will not be accommodated, except in cases of force majeure.

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3.4 Registration Details

- 3.4.1** It is the player's responsibility to ensure the accuracy and completeness of the information provided during registration. Failure to provide accurate information may result in disqualification from the tournament.

3.5 Multiple Registrations

- 3.5.1** A player may only be registered to play for one team at a time throughout the tournament.

3.6 Team Names, Team Logos, and Player Names

- 3.6.1** Team names, logos, and player names must only contain English characters, numbers, and single spaces between words (special characters like minus signs and underscores are permitted). They must not include vulgarities, obscenities, or inappropriate terms in any language.
- 3.6.2** Both team and player names must be appropriate for a public audience and cannot contain offensive, toxic, or harmful words or phrases in any language.
- 3.6.3** Teams must have unique names; similar or identical names are not allowed.
- 3.6.4** The use of sponsor names or logos within team logos or player names is prohibited unless approved by the tournament organiser.
- 3.6.5** The tournament organiser ("C2E4 Pte Ltd") reserves the right to approve all team names, logos, and player names.

4. Tournament Format

4.1 Stage 1: Online Qualifiers

- 4.1.1** **Format:** Double Elimination, Best of 3 (Bo3)

Team Cap: The tournament will initially accommodate 32 teams, with the possibility of expanding to 64 based on interest.

Details: Teams will compete in a double elimination Bo3 bracket. For a 32-team format, the top 16 teams will advance to Stage 2. If expanded to 64 teams, the top 32 teams will move on to Stage 2.

Dates: 19-20 October 2024 (subject to change based on the number of sign-ups)

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4.2 Stage 2: Playoffs & Finals (Physical Event)

4.2.1 Format: Double Elimination, Best of 3 (Bo3)

Details: The top 16 or 32 teams from Stage 1 will advance to Stage 2. The playoffs and finals will take place in Singapore at Campus Game Fest 2024.

The winning team will earn the honour of representing Singapore at the Asia Pacific Predator League Grand Finals in Kuala Lumpur in 2025.

Venue: Campus Game Fest 2024, ITE College Central, Multipurpose Hall, Blk H, Level 4, 2 Ang Mo Kio Dr, Singapore 567720

Dates: 26-27 October 2024

4.3 Game Settings

4.3.1 Game Mode: Standard 5v5

Server Selection: Singapore

Lobby Visibility: Public

Allow Cheats: Off

Tournament Mode: On

Overtime – Win by Two: On

Play out all rounds: Off

Hide Match History: Off

5. Tournament Rules

5.1 Code of Conduct

5.1.1 All participants are expected to show respect towards the Tournament Organiser, officials, press/media, partners, and other participants. Teams must maintain professionalism and positively represent their team at all times.

5.1.2 This respect extends to in-game behaviour, chat, comments, and all forms of media interaction.

5.1.3 Smoking, vaping, and consuming alcoholic beverages during the competition is strictly prohibited.

5.1.4 Harassment and hate speech in any form are not tolerated. This includes, but is not limited to:

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- Hate speech, offensive behaviour, or verbal abuse based on gender identity, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.
- Stalking, intimidation, spamming, raiding, or disrupting streams or social media.
- Posting or threatening to post personal information of others.
- Unwelcome sexual comments, jokes, and advances.
- Advocating or encouraging any of the above behaviours.

5.1.5 Violations of this code of conduct may result in sanctions, including disqualification, fines, or bans from future events organised by the Tournament Organiser.

5.2 Account Transfer and Piloting

5.2.1 Participants must use only the accounts officially registered for the tournament.

5.2.2 Piloting for other teams during the tournament is prohibited.

5.2.3 Teams involved in such violations will face penalties imposed by the Tournament Organiser.

5.3 Cheating

5.3.1 Software Cheating, Scripting, and Macros

- The use of any software that can be considered a cheat is strictly prohibited. The Tournament Organiser reserves the right to define what constitutes a cheat.
- The use of scripts, macros, or third-party tools that issue multiple commands with a single bind is prohibited. This includes software macros and hardware-implemented macros stored in on-board memory.

5.3.2 Information Abuse - Communication with individuals not involved in the match or using external sources such as streams, betting sites, or live trackers is strictly forbidden.

5.3.3 Punishment for Cheating - Matches affected by cheating will be voided. The involved player will be disqualified, forfeit any prize money, and be banned from all future competitions.

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5.4 Equipment

- 5.4.1** All players must use the equipment provided by the tournament organisers. Any personal equipment must be approved before the event.
- 5.4.2** Any issues with equipment must be reported to the Tournament Officials immediately.

5.5 Communication

- 5.5.1** Official communication will be conducted via Discord.
- 5.5.2** Teams must ensure that they are always available in the official Discord channel during their scheduled matches.

5.6 Results

- 5.6.1** Upon the completion of every game, both team captains must send a screenshot of the game results to officials via Discord. Failure to do so by a team captain may result in their team's forfeiture or disqualification.
- 5.6.2** In the event that a match is forfeited, such results will be reported by the minimum score it would take to win the match (e.g., 2-0 for best-of-three).

5.7 Game progress and interruptions

- 5.7.1** Once a Game becomes a Game of Record (in accordance with the Rules & Regulations), it will be considered as officially in progress and scored. A Game of Record will not be paused or restarted, except in the event of a Terminal Situation, and only at the sole discretion of tournament organiser. The following conditions to determine GOR:
- Any attack or damaging ability landing on opposing teams.
 - Line of sight established between players of opposing teams.
 - Setting foot and establishing vision or agent ability, by either team.
 - In-game timer has passed 20 seconds in the first round.
 - A Game may be paused:
By players, but only in the event of an Unintentional Connection or a Terminal Situation. Any pauses initiated by players for any other reason may be considered a violation of the Code of Conduct.
 - By or at the direction of tournament organiser or officials at any time, at their own discretion.
- 5.7.2** In the event where a player suffers a disconnection due to an Unintentional Connection or a Terminal Situation, the team captain or vice-captain should not

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only pause the Game (if possible) but also promptly alert a tournament official and explain the pause. In any case, any player who experiences a disconnection, whether it is through a connection interruption, game client crash, computer or device crash or any other reason whatsoever, should use their best efforts to return to the game as soon as possible and continue playing.

- 5.7.3** In the event of a Terminal Situation, Campus Legends officials shall first determine at their own discretion the severity of such Terminal Situation and may make such directions to rectify or mitigate the effects of such Terminal Situation, which includes restarting a Game or awarding a game victory

Examples of such directions include: If a team has been significantly disadvantaged by a Terminal Situation, such team may be offered the opportunity to remake the Game with the same draft or conditions existing prior to the Terminal Situation (especially if the Game has not yet become a GOR). Rules governing Game processes, such as game settings, may be modified on a case by case basis to maintain fairness between the teams.

5.8 Timeouts (Tactical Pauses)

- 5.8.1** Teams are allowed to call one 30-second Timeout per map. Timeouts must only be called during the Buy Phase.

5.9 Technical Pauses

- 5.9.1** If a player experiences an issue that prevents them from playing, they may use the pause function. The player must announce the reason before or immediately after pausing the match. During a technical pause, headsets must remain on. Unless instructed otherwise by a Tournament Official, any form of communication, including text and voice communication between players and coaches, is forbidden during a technical pause. A Tournament Official can pause the game if the player's pause function does not work.

5.10 Crashes

- 5.10.1** If a match is interrupted for reasons beyond the players' control (e.g., server or player crash), the Tournament Official will restore the round using the in-game round restore feature. In some scenarios, they may decide to replay the round or the entire match.
- 5.10.2** If the issue occurs within the first minute of the round, before any damage has occurred and the opponent or referee has been immediately notified, the round will be restored.
- 5.10.3** If an issue occurs after damage has been dealt and the round's outcome can still be determined (e.g., only one player drops but others remain), the round will continue and count. Exceptions may be made for minor damage, such as accidental teammate damage or damage dealt by the affected team.

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- 5.10.4** If the issue occurs during a round after damage has been dealt and the round's outcome cannot be determined (e.g., due to a server crash), the match will be restored to the beginning of the round.
- 5.10.5** If the issue occurs during a round after damage has been dealt and the round's outcome is obvious (e.g., one team is saving with 10 seconds remaining), but the match cannot continue due to a server crash, the round may be awarded.
- 5.10.6** Matches will not be stopped, and rounds will not be restored or replayed if the issue is clearly the participant's fault (e.g., mis-buying a weapon).

5.11 Map Pool

- 5.11.1** Ascent, Bind, Breeze, Icebox, Lotus, Split, and Sunset. (7 Maps Total). Tentative and subjected to changes.

5.12 Map Picks & Bans

5.12.1 Best of Three (BO3) Match:

Map & side selection will be decided by a coin flip. Coin flips will be conducted via Discord before a match starts. The winner of the coin flip (Team A) will choose to "Ban" or "Pick" a map first. The following tool will be used for the Map Veto process: <https://www.mapban.gg/en/ban/valorant/competitive>.

- Team A bans the first map.
- Team B bans the second map.
- Team A picks map 1.
- Team B picks the side for map 1.
- Team B picks map 2.
- Team A picks the side for map 2.
- Team A bans the fifth map.
- Team B bans the sixth map.
- Team A picks the side of the last/remaining map.

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5.13 Competitive Patches

- 5.13.1 Matches will be played on the patch version designated by the Tournament Officials.

5.14 New Agents

- 5.14.1 New Agents will be automatically restricted for two weeks from their release on the 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.

5.15 New Maps

- 5.15.1 New Maps will be automatically restricted for four weeks from their release on live queue. Example: Map A was released on February 5, so Map A will become eligible to be used in all Matches on March 5.

5.16 Critical Bug

- 5.16.1 A match may be restarted if a critical bug occurs, significantly altering game stats, gameplay mechanics, or creating unplayable conditions. Tournament Organizers will assess and verify the bug's impact. Players who encounter a critical bug should pause the game and promptly report it to the Officials.

5.17 Agent-Specific Exploits

- 5.17.1 Using bugs or exploits listed in the Esports Bug List or covered by blanket prohibitions is a rule violation.

5.18 Cypher Exploits

- 5.18.1 Cypher cam placements that abuse map textures or geometry to gain an unfair advantage—such as preventing the cam from being destroyed or seen—are banned. Cypher cams must be destructible, visible to both teams, and must not create a one-way view that exploits the map. Other Cypher cam uses that give an unfair advantage, as determined by the Tournament Organiser or Official, are also banned.

5.19 Additional Restrictions

- 5.19.1 Additional restrictions (e.g., disabling certain weapons) may be added tournament organisers at any time before or during a match if there are known bugs with any items, Agents, skins, or abilities.

6. General Terms & Conditions

6.1 Documentation and Official Requests

- 6.1.1 The Tournament Organiser or Officials may request documentation or other information from players or teams at any time during the tournament. Such

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requests may be made for purposes including, but not limited to, eligibility verification or investigation of potential rule violations. Failure to cooperate with these requests may result in penalties.

6.2 Contingencies

- 6.2.1** Due to the unpredictable nature of the tournament, it is impractical to address every possible scenario in the Rules & Regulations. Should any gaps or unforeseen circumstances arise, the Organisers or Officials may act with the necessary authority and discretion, in line with the spirit of the rules and Code of Conduct, to protect the best interests of the tournament.

6.3 Right to Amend Rules and Finality of Decisions

- 6.3.1** The Tournament Organiser reserves the right to modify or amend any rule or regulation at any time to address unforeseen circumstances or to prevent exploitation of loopholes by participants. Any changes will be communicated promptly to all participants.
- 6.3.2** All decisions made by the Tournament Organiser or Officials concerning these rules are final and not subject to appeal. Such decisions do not entitle participants to refunds, monetary damages, or any other legal or equitable remedies.

6.4 Confidentiality

6.4.1 Confidential Information:

Without explicit consent from the Tournament Organiser ("C2E4 Pte Ltd"), players or teams must not disclose any confidential or proprietary information provided by the Tournament Organiser.

"Confidential or proprietary information" encompasses all information and materials, whether oral, written, or otherwise, disclosed or made available by the Tournament Organiser that should reasonably be understood as confidential given the context of the disclosure.

6.4.2 Personal Data Protection:

The Tournament Organiser complies with the Personal Data Protection Act (PDPA) of Singapore. Personal data collected from players or teams will be used solely for tournament-related purposes.

Personal data includes names, contact details, and other information provided during registration. This data will be securely stored and protected against unauthorised access or disclosure in accordance with the PDPA.

Players and teams have the right to access and correct their personal data held by the Tournament Organiser.

A promotional banner for the Predator League 2025 Singapore Qualifier. It features two anime-style characters, a male with blue hair and a female with pink hair, both holding large, glowing swords. They are positioned in front of a large, stylized tiger head graphic. The background is a dark, starry space with a city skyline visible on the right. The Predator League logo is in the center, and the text 'BUILT FOR GLORY' and 'PREDATOR LEAGUE 2025 SINGAPORE QUALIFIER' is at the bottom.

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- 6.4.3** For data access requests or to withdraw consent for the use of personal data, please contact the Tournament Organiser at predator@c2e4.com

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