



UNIVERSITY OF SOUTH FLORIDA
CAMPUS RECREATION – INTRAMURAL SPORTS

Valorant

GENERAL POLICY

- For any questions or concerns regarding any of the following policies and rules please contact our Esports supervisor staff through the associated Intramural help channels in the USF Esports Discord.
- All officially enrolled students and Faculty and Staff members with an active Recreation and Wellness membership at the University of South Florida are eligible to play.
- In order to plan and schedule matches all participants must be members of the USF Esports Discord as well as be registered through FusionIM.
- Prior to all matches players must check in with their USF Student ID to the scheduled esports supervisor working on that given night in the “Check in” channel in the USF Esports Discord under the intramural tab.
 - Players must show their student ID via webcam, if the player does not have a webcam a direct message with the student ID attached will suffice while in call with the supervisor
 - Following check-in players will be directed to an intramurals discord channel where the team can meet and communicate during match time.
 - Teams MUST use the University discord channel or else the match will be considered a forfeit
 - If a team has two forfeits in a season they will be disqualified from playoffs
- During matches the assigned supervisors will move between active calls to monitor if there is any toxicity or other behavior warranting supervisor intervention or an impact to a team’s sportsmanship rating
- Scores will be reported to Supervisors following match conclusion who will then enter the result into FusionIM
- All players must compete on their highest ranked account. Players found using an alternate low level/rank account will be disqualified.
- **MATCH TIME IS FORFIET TIME**
 - If any team does not have all their players checked in at the assigned match time it will be an automatic forfeit
 - Teams are offered the option to allow for a 10-minute grace period if an opposing team does not have all their players checked in by match start time.

- Teams are not required to allow for late opponents and determine victory by forfeit.

SPORTSMASHIP

- All players will have a sportsmanship rating associated with their behavior during intramural matches.
- Following each game both teams will be given a sportsmanship rating from 1-6 based on chat monitoring and potential reports from teams following their matches.
- Factors which can affect sportsmanship rating can include in game toxicity and using chat features to attack opponents.
- Players are required to have an average sportsmanship rating of 4 in order to qualify for playoffs.

RULES

- Game Mode: Standard Custom Match, Tournament Mode
- All matches will be conducted as a private custom match between teams at their scheduled match time.
- All regular season matches will be conducted as a best of 1 single game between teams.
- The regular season will consist of three weeks
- Side selection for regular season play will be determined by whether a team is classified as “Home” or “Away” in Fusion IM with “Home” being defenders start and “Away” being attacking start. This selection is done at random within FusionIM.
- Maps for regular season play will be predetermined according to this list
 - Week One Ascent
 - Week Two Icebox
 - Week Three Haven
- Playoffs will consist of exclusively best of 3 series including finals.
 - For determining maps and side selection during playoffs the team with a higher seed will have the choice of selecting either first map pick or side start. Following, the team which chose side start will select the second map and teams will ban maps alternating until one remains which will act as the potential final map.
- All agents including Neon are enabled for the entirety of the spring intramural season.