

# VALORANT TOURNAMENT

BALTICS  
GAMING  
EXPO | 1

Sponsored by  
SAMSUNG

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SKYTECH

# RULE BOOK

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## **Foreword**

This document outlines the regulations of the 2026 VALORANT tournament organized by Baltics Gaming Expo.

These rules are applicable to all stages of the tournament. Any breach of the outlined rules will result in penalties for a player and/or team, up to and including disqualification.

Baltics Gaming Expo reserves the right to modify the rules and resolve any situation at their own discretion and judgement if it is not described in the rulebook. Any decisions by the tournament staff will be guided by the principles of fairness and sportsmanship, and, above all, the integrity of the tournament.

Regardless of outcome, our objective is to ensure that the tournament remains an enjoyable and positive experience for everyone, therefore all participants are expected to conduct themselves in a respectful and professional manner towards fellow participants, staff, and all other parties involved.

**Cheers,  
Baltics Gaming Expo Team**

## General Terms & Conditions

1. All individuals who are **eligible, willing and able** to travel to **Vilnius, Lithuania**, are allowed to participate in the tournament.
  - 1.1. The Grand Finals will be held on **May 22<sup>nd</sup>, 2026**, in **Vilnius, Lithuania**.
  - 1.2. Participating teams may be vetted in advance to ensure they are eligible.
    - 1.2.1. Individuals who are nationals of the **Russian Federation** or **Republic of Belarus** are **not eligible** to participate in the tournament.
    - 1.2.2. Upon request, players must provide their personal information with proof to tournament staff, such as full name, address, date of birth, current residence, and any other requested information.
  - 1.3. All finals' participants are required to be on-site during the Grand Final.
    - 1.3.1. Playing the Grand Final remotely is not allowed.
    - 1.3.2. **Travel expenses will not be compensated by the tournament officials.**
2. The **minimum age requirement** of the participants is limited by the recommended minimum age requirement set by *ESRB* for *VALORANT* – **13 years or older**.
  - 2.1. **All minors** (under the age of 18) participating in the Grand Final **must have written consent** from their parents or guardians. This consent must be provided to the tournament officials in advance. The form may be found [here](#).
3. The cash prize shall be **paid out via bank transfer** no later than **90 days after the conclusion of the tournament**
  - 3.1. By default, the cash prize is distributed to 5 players of a team in equal parts.
    - 3.1.1. If requested, the cash prize may also be additionally distributed to the team's substitute players and/or coach.
  - 3.2. To receive the cash prize, each recipient must provide a valid bank account number and the SWIFT code of their bank.
    - 3.2.1. If the recipient does not have a valid bank account, their share of the cash prize may be transferred over to a representative, specified by the recipient.
4. A **team** may consist of **no more than 5 main players, 2 substitute players, and 1 coach**.
  - 4.1. **Changing the team's roster** (adding or removing team members) **is not allowed after the start of each qualifier**. Therefore, we strongly suggest each team to add at least one substitute player and/or coach before the start of the qualifier.
    - 4.1.1. This rule also applies to teams participating in the Grand Final. The roster that was registered in the qualifier must be maintained up to, and including, the Grand Final.
  - 4.2. Substitute players can be swapped into the main roster before the start of each game.
  - 4.3. The coach may also take on the role of a substitute player.

### Prize Pool

The total prize pool of the 2026 *VALORANT* Tournament by Baltics Gaming Expo consists of **€4,000**, which is distributed in the order below:

 1<sup>st</sup> place – €2,750

 2<sup>nd</sup> place – €1,250

## Tournament Format

### Open Qualifier #1:

- Date: April 25<sup>th</sup>, 2026, 12:00\* EEST
- Format: *Best-of-1, Single-Elimination*
  - Round of 4 (Penultimate Round) & Round-of-2 (Advancement Round): Best-of-3
- Registration: <https://cutt.ly/CCB2026VALOQ1>
- Online
  - The qualifier is carried out via the *Challengermode* platform.

### Open Qualifier #2:

- Date: April 26<sup>th</sup>, 2026, 12:00\* EEST
- Format: *Best-of-1, Single-Elimination*
  - Round of 4 (Penultimate Round) & Round-of-2 (Advancement Round): Best-of-3
- Registration: <https://cutt.ly/CCB2026VALOQ2>
- Online
  - The qualifier is carried out via the *Challengermode* platform.

1. The first and second qualifiers are carried out until the very end, where only one team remains in the bracket.
  - 1.1. The winner of each qualifier will be invited to compete in the Grand Finals, held on the LAN stage in Vilnius, Lithuania on May 22<sup>nd</sup>, 2026.
    - 1.1.1. The winner of the first qualifier is not allowed to participate in the second qualifier.
  - 1.2. The teams that have been eliminated from the first qualifier are allowed to participate in the second qualifier.

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### Grand Final:

- Date: May 22<sup>nd</sup>, 2026, 13:00\* EEST
- Format: *Best-of-3*.
- Offline (LAN):
  - LITEXPO (Address: *Laisvės pr. 5*), Vilnius, Lithuania.

1. All Grand Finals' participants must be present at the specified location no later than 1 hour before the scheduled start of the Grand Final.
2. All minors participating in the Grand Final must provide a consent and agreement form signed by their parent or guardian. You may use the form provided [here](#).
  - 2.1. This form must be provided to the tournament organizer as soon as possible after the conclusion of the qualifiers.
3. The organizers oblige to provide all necessary equipment for all finals' participants, including:
  - Table
  - Chair
  - Computer
  - Monitor
  - Keyboard
  - Mouse
  - Headset
  - Mousepad

However, it is strongly advised for players to bring their own peripherals.
4. The veto between the Finals' teams shall be carried out as soon as possible after the conclusion of the qualifiers, with the supervision of the tournament organizer.
  - 4.1. The winner of the first qualifier shall be considered the higher seed for veto purposes.
5. The Grand Finals will be played out on the Tournament Realm server. Each player will have a designated table and seat on stage with the account already prepared and logged in.
6. Additional information about the Grand Finals will be provided separately to the Finals' teams at a later date.

## Registration and Participation

1. To register in the qualifier, each participant must carry out the following steps:
  - 1.1. Register an account in *Challengermode* (or login to an existing account).
  - 1.2. Connect your *VALORANT* game account to your *Challengermode* account.
    - 1.2.1. All tournament games must be played on the associated *VALORANT* game account. Playing on a different account is not allowed.
  - 1.3. Create a team in *Challengermode* and invite the other team members to join.
  - 1.4. Join the *Comic Con Baltics* Discord channel:  
<https://discord.gg/ccbaltics>
2. The team is added to the list of participants only when there is a minimum of five players in the team's roster, however entry to the qualifier is guaranteed only after completing the check-in phase.
3. **All participants must check-in to the qualifier 60 minutes before the start in Challengermode, otherwise they will not be seeded into the bracket.**
  - 3.1. During the check-in phase, registration to the qualifier is still open – a team may both register and check-in to the qualifier at the same time, before the start of the qualifier.
4. A player may only belong to one team.

## Tournament Flow

1. After the *check-in* phase, all teams are seeded into the qualifier bracket automatically, based on *Challengermode's* automatic seeding system.
  - 1.1. After the bracket has been seeded, re-seeding is no longer possible, and no adjustments will be made to the bracket. Any teams that have missed the check-in phase will not be accommodated.
2. A 10-minute preparation period is granted before each game, during which:
  - 2.1. All players must press the *Ready* button in the *Challengermode* lobby.
  - 2.2. After all players are ready, the *veto* process is carried out in *Challengermode*:
    - 2.2.1. You may read more about how the *veto process* is carried out in *Challengermode* here: <https://support.challengermode.com/en/game-specific/valorant-veto>
      - 2.2.1.1. Use *veto* – ON
      - 2.2.1.2. Side *veto* – ON
      - 2.2.1.3. Coin toss – OFF
  - 2.3. After the *veto* process has finished, the designated player creates a custom game lobby with the following settings:
    - 2.3.1. Format: 5v5
    - 2.3.2. Party: Closed
    - 2.3.3. Mode: Standard
    - 2.3.4. Cheats: Off
    - 2.3.5. Tournament Mode: On
    - 2.3.6. Overtime: Win By Two: On
    - 2.3.7. Server: Warsaw or Frankfurt.
    - 2.3.8. Map pool\*: Bind, Breeze, Haven, Pearl, Split, Fracture, Lotus  
\*may be adjusted accordingly based on the competitive map pool
  - 2.4. If a misconfiguration of the lobby is detected, the tournament organizers must be notified immediately and the creator of the lobby asked to correct the settings.

- 2.4.1. Any disputes related to the misconfiguration of the lobby will not be investigated by the tournament organizers after the conclusion of the game. It is the responsibility of each player to ensure the lobby was created correctly.
  - 2.5. When all players are present in the lobby, the game must be started as soon as possible.
    - 2.5.1. No other people may be present in the lobby, except for the registered roster of both teams.
    - 2.5.2. Any disputes related to the misconfiguration of the lobby will not be investigated by the tournament organizers after the conclusion of the game.
3. After the game has finished, the teams must screenshot the end game screen and report the result in *Challengermode* manually.

### **Substitute Players and Coaches**

1. Every team may have at most two substitute players and one coach.
  - 1.1. The substitute players and coaches must be registered into the roster before the start of the qualifier.
  - 1.2. The coach may also take on the role of a substitute player.
2. Substitute players may be swapped into the main roster before the start of each game.

### **Roster Changes**

1. Team Captains are not allowed to change the team's roster (add/remove team members) after the start of the qualifier.
  - 1.1. This includes adding or removing substitute players.

### **Pausing**

1. Every team has a maximum of 10 minutes of technical pause time
  - 1.1. Should any technical difficulties arise, teams may pause the match using the *Pause Match Timer* functionality built in the game.
2. Every team has a maximum of 2 tactical pauses of 60 seconds each.
  - 2.1. Tactical pauses are called using the /to or /timeout functions in-game.
  - 2.2. During overtime, each team is granted an additional timeout.
3. Teams may pause the game using the technical pause in the following situations:
  - 3.1. A player is disconnected from the game.
  - 3.2. A player is experiencing technical issues.
  - 3.3. A player is experiencing health issues.
  - 3.4. Other issues that may negatively impact a player's experience and warrant a pause.
4. The reason for the pause must be stated to the other team immediately after pausing.
5. After a team's pause time runs out, the game must be unpaused immediately.
  - 5.1. If a player is unable to rejoin the game or otherwise continue playing, the team may choose to surrender or continue playing.
  - 5.2. The opposing team may grant their own pause time if they choose to do so.

6. After solving the issues, approval to continue the game must be received from both teams before unpausing (except for the situation described in rule 5).
  - 6.1. If waiting for approval from the other team for longer than necessary, the pause time of the other team is counted.

## **Broadcasting**

1. All participants are allowed and encouraged to broadcast any stage of the qualifier from their perspective.
  - 1.1. For the Grand Finals, broadcasting of the from the participant point-of-view is allowed only with prior notice and explicit permission from the tournament organizer.
  - 1.2. Third parties are allowed to co-broadcast all stages of the tournament by using the official broadcasting feed provided by Comic Con Baltics.

## **Code of Conduct**

1. All participants must at all times observe the highest standards of personal integrity and sporting conduct to all parties involved:
  - 1.1. Participants are required to behave in a respectful manner in all of their interactions with other competitors and tournament officials.
  - 1.2. Participants must comply with the decisions and instructions of tournament officials in a respectful and non-combative manner. Any objections or concerns should be raised to tournament officials privately after compliance.
  - 1.3. Any communication between participant and tournament officials shall remain confidential. Publication of such correspondence without the consent of tournament officials is strictly prohibited.
  - 1.4. Participants may not use words, gestures, or digital or physical objects, or any other means to transmit, allow, or facilitate messages that are obscene, vulgar, provocative, hateful, racist, insulting, threatening, abusive, slanderous, defamatory, or otherwise offensive or objectionable. Participants may also not use any expressions that are discriminatory on the basis of race, skin color, ethnicity, national or social origin, gender, language, religion, political or other opinions, sexual orientation, medical condition, or any other characteristic or status, towards any party involved.
  - 1.5. Participants may not match-fix or manipulate the outcome of any match or request others to do so. Participants may also not place any bets or wagers on the tournament.
  - 1.6. Participants may not engage or find themselves in any conflicts of interest that could harm the integrity of the tournament.

## **Penalties**

By breaking any of the rules, the participants are subject to the following penalties, depending on the severity of the violation:

- Verbal warning
- Loss of map ban or pick
- Reduction of prize winnings
- Player disqualification
- Team disqualification

### **Force Majeure**

*Any acts, events, or circumstances that constitute a breach of the rules but occur beyond the reasonable control of the participant may be exempt from penalization. Such cases include, but are not limited to, natural disasters, widespread communications outages, and health emergencies, as well as any other events that render performance by the participant impossible.*

*Any such case must be notified to the tournament organizer immediately and will be handled on a case-by-case basis. In such cases, the organizer may act outside the standard rules as it deems appropriate.*

*For the avoidance of doubt, the following shall not constitute such an event: personal internet outages, hardware malfunctions, or power outages affecting a single participant or team.*

### **Support**

Should any issues or additional questions arise, you may contact the tournament staff using the link below:



**Comic Con Baltics Discord:**  
<https://discord.gg/ccbaltics>

Please use the dedicated channels in the Comic Con Baltics Discord server to ensure fastest response times from the tournament staff

### **Useful Resources**

1. How to register a new account on *Challengermode*:  
<https://support.challengermode.com/en/start-here/how-to-sign-up-tochallengermode>
2. How to link your *Valorant* game account to your *Challengermode* account:  
<https://support.challengermode.com/en/my-account/add-a-game-account>
3. How to register to a tournament:  
<https://support.challengermode.com/en/game-specific/how-to-play-avalorant-tournament>
4. How to swap in substitutes to the main roster:  
<https://support.challengermode.com/en/participate-in-atournament/substitutes-and-lineup-changes>