



RULEBOOK 2026



Introduction

The On Student Grounds competition, launched last year, has quickly become one of the most exciting collegiate esports initiatives in Belgium. What started as a passion project has evolved into a continental-level event bringing together the best university teams from across Belgium, the Netherlands and Luxembourg to compete for academic pride and esports excellence.

The competition aims not only to showcase gaming skill but also to foster collaboration, sportsmanship, and the shared passion that unites the collegiate student esports community.

With standardized regulations, this competition maintains fair play, transparency, and competitive integrity at every level. All participating teams, managers, coaches and players operate under the same ruleset.

On Student Grounds stands as a celebration of students, continuing its mission to strengthen the bridge between higher education and the future of professional esports.

From campus to champions!





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1. Eligibility requirements

1.1 Player Eligibility

- 1.1.1 No Player shall be considered eligible to participate in any match before having lived 16 full years.
- 1.1.2 Any player who has not lived 18 full years must have signed permission from a legal guardian to participate in the OSG tournaments.
- 1.1.3 All players must be an eligible student currently enrolled at an eligible university/college in the Netherlands, Belgium or Luxembourg or have a valid student number, what determines eligibility is determined in this section.

1.2 School Eligibility

- 1.2.1 To determine whether an institution is an eligible college/university, the school must be acknowledged by the Belgian, Dutch, or Luxembourg authorities. The links below provides a list of schools eligible.

Belgium:

https://www.onderwijskiezer.be/v2/hoger/hoger_instellingen.php

Netherlands:

<https://public.tableau.com/app/profile/rio.dashboard/viz/RIODashboard/start>

Luxembourg:

<https://mesr.gouvernement.lu/en/demarches/reconnaissance-academique/diplomes-nationaux/liste-des-formations-d-enseignement-superieur-reconnues.html>

- 1.2.2 OSG officials have the right to acknowledge institutions on a case-by-case basis.

1.3 Student Eligibility

- 1.3.1 To be an eligible Student all players must:
 - 1.3.1.1 Be a registered student at a university/college that is deemed eligible in the section "School Eligibility".
 - 1.3.1.2 Has the legal right to study in the country of the university/college where they are enrolled for the duration of the tournament.
 - 1.3.1.3 Able to provide official proof of student status issued by their university/college, proof of student status could be requested before, during and after the competition has finished. Players may be requested to upload their proof on the OSG website and/or join a video call with an OSG official to show their identity on





camera and/or provide a physical copy of the proof at live events.
Valid proof of student status includes:

- 1.3.1.3.1 Student identification card that includes the student's name, the name of the university they are studying at, photo of the student and the date when the student's studies should end.
- 1.3.1.3.2 Official letter or certificate from the university/college stating the student's name, the name of the university/college they are studying at and the dates when the student's studies should end. If provided, the student will also need to provide photographic identification to confirm their identity (for example a national ID card, passport, driving license)
- 1.3.2 Students who have in 2026 remain eligible to compete in tournaments taking place within the same year.

1.4 Team Eligibility

- 1.4.1 All players must be enrolled in a College or University following [1.2. School Eligibility](#).

2. Coaches

2.1 Teams can register a Head Coach with the OSG officials; the Head Coach can:

- 2.1.1 Join the discord channel and communicate with the team during the Pick and Ban stage and timeouts.

2.2 The Head Coach is not considered a member of the roster and does not need to meet the [University](#) or [Student eligibility](#) requirements.

2.3 In the event of an emergency, the Team can designate an interim Head Coach. Whether or not an event qualifies as an emergency is determined at the sole discretion of the OSG admins.

2.4 The Head Coach can join the lobby in the designated Coach slot.

3. Roster

3.1 Roster Requirements

- 3.1.1 Each Team is required to maintain the same roster during the entirety of the competition.
- 3.1.2 All the players on the roster must be registered through the website google forms link. The team captain will get a confirmation about the sign up when everything is in order.





- 3.1.3 A Team's Roster can have a minimum of 5 players and maximum of 10 Players.
- 3.1.4 Each Team must have 5 players in the Team's starting lineup. If at any point a Team's roster falls below 5 players, that Team may be disqualified or otherwise sanctioned. If three games do not follow the required number of players, they will be disqualified from the competition.
- 3.1.5 If any player leaves the match before it has finished, then it will be at the discretion of the OSG admins to determine whether the team with less than five players can continue to play the match.
- 3.1.6 Valid reasons for allowing the team to continue include a valid emergency such as a medical or technical issue that cannot be avoided.

3.2 Roster Modification

- 3.2.1 A Team Member, designated by the Team will be responsible for Roster management and document submissions; this member will be known as the Team captain.
- 3.2.2 At a time designated by OSG officials before the start of the competition, each Team must submit their Rosters. If a Team captain intends to modify a Roster, the Team captain must submit requests in compliance with these rules. The request must be submitted in advance of the proposed effective date of any such change, at the earliest possible date and time.
- 3.2.3 Requests to modify the Starting Line-up for a Team's Match on any stage of the competition must not be submitted any later than 24 hours before the first fixture.
- 3.2.4 OSG Officials can shift this deadline at their discretion by informing affected Teams. If no decision is submitted in time, the Starting Line-up will default to the Starting Line-up used in the Team's last official Match.
- 3.2.5 The designated Team captain may request to modify their Team's Roster. The request must be submitted to an OSG official at least 72 hours before the start of the first fixture of each competition stage and its approval is at the sole discretion of the OSG Officials.
- 3.2.6 Changes must be submitted to OSG Officials in writing and contain the following information: (1) Team's name (2) Head Coach's name (3) Players' name and position (4) Players' Roster status (5) Requested effective date.
- 3.2.7 If a team wishes to change their Head Coach, this should be submitted to OSG officials in writing and contain the following information: (1) Team's name (2) Current Head Coach's name (3) New Head Coach's





name. Changes to the Head Coach are at the sole discretion of the OSG Officials.

3.3 Substitutions

- 3.3.1 Substitute players must be signed up with the rest of the team before the tournament starts. Players not on the substitute list will not be able to substitute.
- 3.3.2 A Team may substitute a Player between Games of a Series. The Team must notify an OSG Official and have the substitution approved, no later than 5 minutes after the conclusion of the previous Game.
- 3.3.3 In the event of an emergency, a Team will be given up to 20 minutes to find an immediate Substitute from their Roster for a Game. If a replacement cannot be found, the Team will forfeit. OSG Officials will determine if an event qualifies as an emergency.
- 3.3.4 Player substitutions must result in Teams having eligible Rosters.

3.4 In Game Names

- 3.4.1 Players must compete using the account they submitted for the tournament. Exceptions may only be granted by an OSG official.
- 3.4.2 If a Team is found to be competing with a Player whose account was not submitted to OSG prior to the tournament, the Team may face a game forfeit or suspension from the tournament.
- 3.4.3 If a player is believed to be ineligible once a game has started, then a technical pause should be used from the team which the ineligible player is playing with. If an OSG official is not able to verify the player during the match, then the offending team will be subject to the appropriate punishments, this may result in a forfeit of said team's game or suspension from the tournament for up to three years.
- 3.4.4 In Game Names and team names may not contain: vulgarities or obscenities; Valorant Agent derivatives or other similar character names; or derivatives of products or services that may create confusion.
- 3.4.5 There may not be more than one member of a team with an in-game name that is either visually or phonetically the same. I.e Fishing and Phishing or Flshing (uppercase "i") and Flshing (lowercase "l").
- 3.4.6 Team and player names must not be offensive and if the OSG considers this to be the case the team will be required to change their name.





4. Tournament Format

4.1 Qualifier

- 4.1.1 **Format:** Each online qualifier will consist of a double elimination bracket. This allows teams a second chance to qualify through a Lower Bracket.
- 4.1.2 **Qualification:** A total of 16 teams will advance to the Group Stage. From each qualifier, four (4) teams will progress:
 - 4.1.2.1 The top two (2) teams from the Upper Bracket.
 - 4.1.2.2 The top two (2) teams from the Lower Bracket.
- 4.1.3 **Match Structure:** All matches in the Online Qualifiers will be played as a Best-of-One (BO1) series, unless otherwise specified by an OSG Official.
- 4.1.4 **Re-entry:** Teams that fail to qualify in a specific qualifier are permitted to register and compete in any subsequent scheduled qualifiers.
- 4.1.5 **Eligibility:** Players and teams that have already secured a spot in the Group Stage are **strictly prohibited** from participating in any further qualifiers.
- 4.1.6 **Schedule:** There will be four (4) separate Online Qualifiers held across two weekends, check-in starts at 12:00 and ends at 13:00:
 - 4.1.6.1 Qualifier 1: Saturday, March 14th
 - 4.1.6.2 Qualifier 2: Sunday, March 15th
 - 4.1.6.3 Qualifier 3: Saturday, March 21st
 - 4.1.6.4 Qualifier 4: Sunday, March 22nd
 - 4.1.6.5 Check-in starts at 12:00 and ends at 13:00. The brackets will be made when check-in ends. After the bracket announcement, the first games will start.

4.2 Group Stage

- 4.2.1 **Composition:** The 16 teams advancing from the Online Qualifiers will enter the Group Stage. Teams will be divided into four (4) groups of four (4) teams based on their seeding.
- 4.2.2 **Seeding:** Seeding is determined by final placement in the Online Qualifier brackets. Upper Bracket qualifiers will receive higher seeding priority than Lower Bracket qualifiers.





4.2.3 **Format:** The Group Stage consists of a **Single Round-Robin**. Every team will play a **Best-of-Three (BO3)** series against every other team in their group.

4.2.4 **Scheduling & Deadlines:**

4.2.4.1 Teams are responsible for scheduling their own matches.

4.2.4.2 All Group Stage matches must be completed between **March 23rd** and **April 9th**.

4.2.4.3 Any matches not completed by April 9th must be played on **April 10th**. Failure to compete on this date will result in a forfeit.

4.2.5 **Advancement:** The top two (2) teams from each group will advance to the Quarterfinals.

4.2.6 **Ranking & Tiebreakers:** Group rankings are determined by total match wins. In the event of a tie, the following tiebreakers apply in order:

4.2.6.1 Head-to-head result.

4.2.6.2 Round differential.

4.2.6.3 If still tied, a dedicated tiebreaker match will be played.

4.3 Quarterfinals

4.3.1 **Format:** The 8 advancing teams will enter a **Single Elimination** bracket. All matches are played online as a **Best-of-Three (BO3)** series.

4.3.2 **Bracket Seeding:** Group winners (1st place) will be matched against second-place finishers from a different group (e.g., Group A1 vs. Group B2).

4.3.3 **Scheduling & Deadlines:**

4.3.3.1 Teams are responsible for scheduling their own matches.

4.3.3.2 All Quarterfinals matches must be completed between **April 11th** and **April 18th**.

4.3.3.3 Any matches not completed by April 18th must be played on **April 19th**. Failure to compete on this date will result in a forfeit.





4.4 Semifinals (April 25th Offline)

- 4.4.1 **Location:** The Semifinals will take place on April 25th at the **Corda Incubator in Hasselt**. Specific details and arrival times will be announced closer to the date.
- 4.4.2 **On-site Requirement:** Remote play is strictly prohibited. All players must be physically present.
- 4.4.3 **Format:** Semifinals are played as a Best-of-Three (BO3) series.
 - 4.4.3.1 **Winners:** Advance to the Grand Final.
 - 4.4.3.2 **Losers:** Compete in a separate BO3 match to determine 3rd Place.
- 4.4.4 **Production:** All offline matches are part of the official broadcast. Production and streaming are managed exclusively by the OSG organizers.

4.5 Grand Final (April 26th Offline)

- 4.5.1 **Location:** The Grand Final will be held offline at the **Corda Incubator in Hasselt**. Specific details regarding arrival times and setup will be communicated to the finalists.
- 4.5.2 **Format:** The two remaining teams will compete in a **Best-of-Five (BO5)** series to determine the tournament champion.
- 4.5.3 **On-site Requirement:** Remote play is strictly prohibited. All players must be physically present.
- 4.5.4 **Production:** All offline matches are part of the official broadcast. Production and streaming are managed exclusively by the OSG organizers.

4.6 Match Scheduling and Flexibility

- 4.6.1 **Official Schedule:** As this is a student tournament, you can find your match schedule on the official website. <https://onstudentgrounds.com>
- 4.6.2 **Qualifier Deadlines:** Qualifier games must be played on the specific date for which the team has registered.
- 4.6.3 **Group Stage Flexibility:** Teams are permitted to play their Group Stage matches in any order, provided that all matches are completed by **April 18th, 2026**.
- 4.6.4 **Admin Intervention:** If an OSG official observes that a team has an insufficient number of scheduled games, the Admin reserves the right to





set a mandatory date and time. This may result in teams being required to play multiple matches within a single week.

4.6.5 Scheduling Disputes: If two teams cannot agree on a date after each team has provided four (4) distinct suggestions (8 suggestions in total), a team captain may request an RNG (Random Number Generator) pick by the Admin to finalize the match time.

4.6.6 Rescheduling

4.6.6.1 A match may only be rescheduled in the case of documented technical issues or illness.

4.6.6.2 The rescheduled match must be played within one (1) to three (3) calendar days of the original match date.

4.6.6.3 If none of the above conditions apply, a reschedule is only permitted if both teams mutually agree.

4.6.6.4 All rescheduling requests and confirmations must be communicated and approved in the designated Discord channel.

4.7 Seeding and Tiebreakers

4.7.1 Priority Metrics: If multiple teams are tied in the standings, priority is determined by:

4.7.1.1 Head-to-head result: The result of the match(es) played between the tied teams during the current stage.

4.7.1.2 Round Differential: The total number of rounds won minus the total number of rounds lost across all matches in the stage.

4.7.1.3 Tiebreaker Match: If teams remain tied after the above metrics are applied, a dedicated tiebreaker match will be played to determine the final placement.

4.7.2 Player Equipment

4.7.2.1 Players are allowed to bring their own equipment to the offline Semifinals and Grand Final. This may include a headset, microphone, keyboard, mousepad, and mouse.

4.7.2.2 Standard tournament equipment will also be available and may be used by any player.

4.7.2.3 All personal equipment is subject to inspection and approval by OSG officials.





- 4.7.3 If a team refuses to play or does not attend the offline Semifinals and Grand Final that will be disqualified from the competition and:
- 4.7.3.1 If there is the required time to make necessary arrangements, the team that lost against the team which refuses to play in the previous round will replace them.
 - 4.7.3.2 The team which refuses to play or didn't attend the live finals will subject to further punishment by OSG officials, which may include but is not limited to:
 - 4.7.3.2.1 Loss of prize money awarded to the team to compensate for the costs incurred by OSG.
 - 4.7.3.2.2 Ban on competing in future OSG competitions.
 - 4.7.3.3 If a team cannot attend the live finals because of a valid reason then the team will be exempt from further punishments, valid reasons will be determined by OSG officials which may include but are not limited to:
 - 4.7.3.3.1 Medical emergencies.
 - 4.7.3.3.2 Conflict, acts of terrorism or pandemics that restrict travel.
 - 4.7.3.3.3 Other disruption to travel (e.g. strike action) checked and approved by the OSG officials at the venue.





5. Prize Money

- 5.1 Prize money will be paid to the team members of the team's roster as requested by the Team captain; prize money must be:
 - 5.1.1 Paid to at least 5 players on the roster.
 - 5.1.2 Only paid to eligible players.
- 5.2 Prize money will not be paid to:
 - 5.2.1 Any individual not registered on the roster before the Prize Winning Match.
- 5.3 If there is any doubt on who should receive prize money, then the Starting Line-up that participated in the game that determines the prize amount a team wins, will be awarded the prize money.
- 5.4 The total prize pool will be €1750. It will be divided as follows:
 - 5.4.1 €750 for first place
 - 5.4.2 €500 for second place
 - 5.4.3 €300 for third place
 - 5.4.4 €200 for fourth place
- 5.5 It is possible that additional sponsor or item prizes will be handed out.

6. Schedule

- 6.1 Sign-up Period: 15th of February 2026 till 12th of March 2026
- 6.2 Qualifiers: 14th, 15th, 21st and 22nd of March 2026
- 6.3 Group Stage: 23rd of March 2026 till the 9th of April 2026
- 6.4 Quarterfinals: 11th of April 2026 till 18th of April 2026
- 6.5 Semifinals: 25th of April 2026
- 6.6 Grand Final: 26th of April 2025





7. Match Process

7.1 Game Lobby

7.1.1 Lobby Creation: If Tournament Codes are provided, they must be used. If unavailable, the hosting team must provide the lobby name and password to the opposing team.

7.1.2 Lobby Settings:

7.1.2.1 Queue: Custom

7.1.2.2 Mode: Standard

7.1.2.3 Allow cheats: Off

7.1.2.4 Tournament mode: On

7.1.2.5 Win by two: On

7.1.2.6 Play Out All Rounds: Off

7.1.2.7 Hide Match History: Off

7.1.2.8 Record Replay: Off

7.1.3 Coaches: Coaches are permitted to join in the designated "Coach" slots.

7.1.4 Start Procedure: The lobby leader may only begin Agent Select once both teams have confirmed they are ready. For broadcasted matches, players must wait for an OSG Official's signal to start.

7.1.5 Map Pick & Ban Process (Veto)

7.1.5.1 The higher-seeded team (Team A) starts the process.

7.1.5.2 Best of 3 (BO3)

7.1.5.2.1 Team A: Bans 1st Map

7.1.5.2.2 Team B: Bans 2nd Map

7.1.5.2.3 Team A: Picks Map 1 (Team B chooses side)

7.1.5.2.4 Team B: Picks Map 2 (Team A chooses side)

7.1.5.2.5 Team A: Bans 3rd Map

7.1.5.2.6 Team B: Bans 4th Map

7.1.5.2.7 Remaining Map: Map 3 / Decider (Team A chooses side)





7.1.5.3 Best of 5 (BO5)

7.1.5.3.1 Team A: Bans 1st Map

7.1.5.3.2 Team B: Bans 2nd Map

7.1.5.3.3 Team A: Picks Map 1 (Team B chooses side)

7.1.5.3.4 Team B: Picks Map 2 (Team A chooses side)

7.1.5.3.5 Team A: Picks Map 3 (Team B chooses side)

7.1.5.3.6 Team B: Picks Map 4 (Team A chooses side)

7.1.5.3.7 Remaining Map: Map 5 / Decider (Team A chooses side)

7.2 Use of Agents

7.2.1 **New Agents:** New Agents or major reworks must be available in the live game for a minimum of two (2) weeks to be eligible for tournament play.

7.2.2 **Restrictions:** OSG Officials reserve the right to restrict specific Agents if they are deemed unstable or balance breaking.

7.3 Pauses and Remakes

7.3.1 A team encountering a problem may only pause the game in between rounds. The team must be able to justify the pause to an OSG Official if the opposing team requires justification.

7.3.2 The use of the break without a valid reason is punishable at the discretion of the officials.

7.3.3 Teams may use pause command as follows:

7.3.3.1 In case a player disconnects or is having connectivity issues, they are allowed to use a pause.

7.3.3.2 In the case of hardware or software issues the team is allowed to use a pause.

7.3.3.3 A players may request a break if the feel unwell/is sick/is injured but must warn the opponent.

7.3.3.4 In the event of a pause the other team should be informed immediately why the pause has occurred and should be informed of any progress towards fixing the issue causing the pause.

7.3.3.5 Before the game can resume, both teams must have stated that they are ready to resume. Teams must clearly warn their opponent before restarting the game





- 7.3.3.6 The pause must not exceed 15 minutes. If the player is not able to resume the game, their team may play four against five. In this case they may also ask for a forfeit. If the game cannot be resumed, then OSG officials should be contacted, and an automatic win will be awarded to the opposing team.
- 7.3.4 In case of disconnection or bugs/plat during loading, the game must be paused immediately until all ten players are connected.
 - 7.3.4.1 In case of a technical problem affecting more than a third of the participants and not allowing the tournament to take place in good conditions, the match will be transferred to another appropriate day and time.
 - 7.3.4.2 OSG officials may decide to also change the schedule of the whole competition if necessary.
- 7.3.5 An OSG official may request a pause at any time.
- 7.3.6 An OSG official may request a game to be remade if the integrity of the game is significantly affected by bugs or other issues.
- 7.3.7 Teams may mutually agree to a remake if it is deemed necessary to ensure competitive integrity or to resolve technical issues. A remake will restart the match with the score reset to 0-0.
 - 7.3.7.1 A remake must be played with the same agents. Agents cannot be changed once agent select has completed.
 - 7.3.7.2 A remake must be played on the same map unless both teams agree on a change.
 - 7.3.7.3 If teams do not agree on a remake, an OSG official can be notified of the issue and a decision can be made.

7.4 No Show

- 7.4.1 **Grace Period:** A team is considered "No Show" if they are not in the lobby 15 minutes after the scheduled start time, unless:
 - 7.4.1.1 An OSG official agrees to a delay in the start time.
- 7.4.2 For avoidance of doubt all times are in Central European Time (CET/CEST) as applicable in Belgium.
- 7.4.3 **Consequences:**
 - 7.4.3.1 A team that is ready on time receives a default win (13-0 for the map).





7.4.3.2 If neither team has created or joined a lobby within 10 minutes both teams will receive a loss.

7.4.4 If a team is late due to technical reasons an admin must be informed before the no show time. It is then at the OSG official's discretion as to how much extra time said team must resolve their technical issues. This may result in teams losing their in-game pause time.

7.5 Post-Game Process

7.5.1 Results must be submitted after each individual best of X series is completed.

7.5.2 Results should be submitted through the correct discord channel or when in doubt by sending the result to an OSG official.

7.5.3 A member of the team must also send a screenshot of the scoreboard to the correct discord channel.

7.6 The OSG reserves the right to cast any games played as part of the championship.

7.6.1 OSG officials and designated broadcast staff that are explicitly allowed to spectate by a tournament admin (e.g. shoutcasters, observers, influencers) may ask to spectate. You can't refuse to invite an official OSG broadcast staff member if an OSG official asks you for an invite.

7.6.2 Players must wait for the OSG officials or broadcast staff to declare they are ready before starting the game.

7.7 Other parties are strictly forbidden from spectating or broadcasting a game without the authorisation of an OSG official.





8. Code of Conduct

8.1 Competitive Integrity

8.1.1 Teams are expected to play at their best at all times within any OSG Match, and to avoid any behaviour inconsistent with the principles of good sportsmanship, honesty, or fair play. Violating this rule will be subject to penalties at the discretion of OSG officials. All decisions in regard to violations are at the sole discretion of the OSG. Examples below are listed for illustrative purposes only:

8.1.1.1 Collusion, which is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, Teams, and/or Organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:

8.1.1.1.1 Soft play, which is defined as any agreement among Players to not play at a reasonable standard of competition in a Game.

8.1.1.1.2 Pre-arranging to split prize money and/or any other form of compensation.

8.1.1.1.3 Sending or receiving signals, electronic or otherwise, from outside sources to/from a Player.

8.1.1.1.4 Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player to do so

8.1.1.1.5 Conspiring to predetermine locations for Free Agents and/or conspiring to fix the salaries of contracts for Team Members and/or potential Team Members.

8.1.1.2 Hacking, which is defined as any modification of the Valorant game client

8.1.1.3 Exploiting, which is defined as intentionally using any in-game bug to an advantage.

8.1.1.4 Looking at spectator monitors.

8.1.1.5 Ringing, which is defined as playing using another Player's account or solicitation to do so.

8.1.1.6 The use of any kind of cheating device and/or cheat program, or any similar cheating method.





- 8.1.1.7 Intentional disconnect without a proper and explicitly stated reason.
- 8.1.1.8 Any other act which violates these rules and/or standards established by the OSG.
- 8.1.2 A Team captain/Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match Area, at any time. A Team Manager/Member may not use any facilities, services or equipment provided or made available by the OSG or its contractors to post, transmit, disseminate, or otherwise make available any such prohibited communications. A Team Manager/Member may not use this type of language on social media or during any public-facing events that are related to the OSG.
- 8.1.3 A Team Manager/Member may not take any action or perform any gesture directed at an opposing Team Manager/Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.
- 8.1.4 Abuse of OSG officials, opposing Team Managers/Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's computer, body or property will result in penalties. Team Managers/Members and their guests (if any) must treat all individuals attending a Match with respect.
- 8.1.5 No Team Manager/Member may touch or otherwise interfere with lights, cameras, or other studio equipment. Team Managers/Members may not stand on chairs, tables or other studio equipment. Team Managers/Members must follow all instructions of OSG officials.
- 8.1.6 During the Match, communication by a Player on the Starting Line-up shall be limited to the other Players on their Starting Line-up and OSG officials. As such during the live finals, players must:
 - 8.1.6.1 Turn off any phones, smart watches or any other communication device on them and leave them with the match admin.
 - 8.1.6.2 Ensure that no one other than the members of the team are present in the voice communication channel.
 - 8.1.6.3 Make no attempt to communicate with the spectators in the arena. If a player notices a spectator trying to communicate with a player (including themselves), they must notify an admin immediately.





- 8.1.7 Players are allowed to communicate with their Head Coach in the following phases of the match:
 - 8.1.7.1 Coaches are only allowed to communicate with the Team's Players during the Map Pick & Ban Phase for each Match, during tactical pauses and in between games.
 - 8.1.7.2 Coaches may not attempt to communicate with players at any time not listed above; verbally, physically, visually or otherwise for the duration of the match.
- 8.1.8 During the Semifinals and Grand Final noise cancelling ear defenders (if provided by tournament organiser) and in-ear headphones must be worn at all times during the match if needed by the OSG officials, additionally:
 - 8.1.8.1 They must be fitted correctly without obstruction from any other headwear.
 - 8.1.8.2 Players must make no attempt to remove them during the game and must confirm with the match admin if they need to take them off or adjust them.
 - 8.1.8.3 Players must not attempt to circumvent the ear defenders via each other's microphones.

8.2 Responsibility under Code

- 8.2.1 Unless expressly stated otherwise, offenses and infringements of these rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.
- 8.2.2 Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.
- 8.2.3 Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favours.
- 8.2.4 Team Managers/Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin colour, ethnic, national or social origin, gender, language, religion,





political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

- 8.2.5 Team Managers/Members may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interests of the OSG, our sponsors, or Valorant, or Riot Games as determined in the sole and absolute discretion of the OSG.
- 8.2.6 Teams may receive or may be asked to submit paperwork for approval or visibility throughout the Competition. This paperwork is necessary for maintaining expectations throughout OSG. Early announcements can disrupt the competitive scouting a Team would use to create strategies for upcoming Matches. For this reason, if a Team Manager/Member has been told not to release information, as it may undermine the competitive process, and the Team Manager/Member proceeds to release said information, then the Team Manager, Team Member and/or Team will be subject to penalties.
- 8.2.7 If OSG or Riot Games determine that a Team, team captain or Team Member has violated the Valorant Community Code, Valorant Terms of Service, or other rules of Valorant, OSG Officials may assign penalties at their sole discretion. If an OSG Official contacts a Team Manager/Member to discuss the investigation, the Team Manager/Member is obligated to tell the truth. If a Team Manager/Member withholds information or misleads an OSG Official creating an obstruction of the investigation then the Team Manager, Team Member and/or Team is subject to punishment.
- 8.2.8 A Team Manager/Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.
- 8.2.9 A Team Manager/Member may not disclose any confidential information provided by OSG, its affiliates or Riot Games, by any method of communication.
- 8.2.10 No Team Manager/Member may offer or accept any gift or reward to a Player, Coach, Team Manager, OSG Official, Riot Games employee, or person connected with or employed by another OSG Team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Team. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Manager/Member by a Team's official sponsor or University.





- 8.2.11 No Team Manager/Member or Affiliate of a Team may solicit, lure, or make an offer of join to any official Coach or Player who is signed to any OSG Team, nor encourage any such Coach or Player to breach or otherwise terminate an agreement with said OSG Team. A Coach or Player may not solicit a Team to violate this rule. A Coach or Player may express publicly their desire to leave the Team and encourage any and all interested parties to contact their Manager. But the Coach or Player may not entice a Team directly to reach out to their Team Manager or attempt to violate their contractual obligations. Violations of this rule shall be subject to penalties, at the discretion of OSG officials. To inquire about the status of a Coach or Player from another Team, Team Managers must contact a Team Manager of the Team that the Player and/or Coach is currently contracted with. The inquiring Team must provide visibility to OSG officials before being able to discuss the contract with a Player.
- 8.2.12 No Team Manager/Member may refuse or fail to apply the reasonable instructions or decisions of OSG officials.
- 8.2.13 No Team Manager/Member may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these rules.
- 8.2.14 Documentation or other reasonable items may be required at various times throughout the Competition as requested by OSG officials. If the documentation is not completed to the standards set by OSG, then a Team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.





8.3 Penalties

- 8.3.1 Any person found to have engaged in or attempted to engage in any act that the OSG believes, in its sole and absolute discretion, constitutes a breach of these rules, code of conduct or unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of OSG.
- 8.3.2 Upon discovery of any Team Manager/Member committing any violations of the rules, OSG may issue the following penalties:
 - 8.3.2.1 Verbal Warning
 - 8.3.2.2 Round Penalty
 - 8.3.2.3 Loss of Side Selection for current or future Game(s)
 - 8.3.2.4 Loss of Map Ban(s) for Current or Future Game(s)
 - 8.3.2.5 Fine(s) and/or Prize Forfeiture(s)
 - 8.3.2.6 Map and/or Match Forfeiture(s)
 - 8.3.2.7 Suspension(s)
 - 8.3.2.8 Disqualification(s)
- 8.3.3 Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in OSG. It should be noted that penalties may not always be imposed in a successive manner. OSG, in its sole discretion, can disqualify a Team Manager, Team Member or Team for a first offense if the action of the Team Manager, Team Member or Team is deemed egregious enough to be worthy of disqualification by OSG. Penalties that state a listed amount of time for discipline will only apply to competitive months. Competitive months are defined as the months in which OSG Competition is taking place.
- 8.3.4 Infractions will be governed by the OSG Penalty Index.





9. Additional Provisions

- 9.1 OSG shall have the right to publish public content about the participants in the Competition, this includes but is not limited to: live streams, videos, podcasts, written articles and social media posts.
- 9.2 OSG shall have the right to publish a declaration stating that a Team Manager, Team Member and/or Team has been penalized.
 - 9.2.1 Any Team Manager, Team Member and/or Team that may be referenced in such declaration hereby waive any right of legal action against On Student Grounds, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.
- 9.3 All decisions regarding the interpretation of these rules, Player eligibility, scheduling and penalties for misconduct, lie solely with OSG, the decisions of which are final.
- 9.4 These rules may be amended, modified or supplemented by OSG officials, in order to ensure fair play and the integrity of official OSG play.





10. Prohibited Sponsors

10.1 The list of Prohibited Sponsors includes but is not limited to:

- 10.1.1 Any video game, video game developer or publisher
- 10.1.2 Any video game console
- 10.1.3 Any esports or other video game tournament, league or event
- 10.1.4 Any other esports teams, owner or affiliate thereof
- 10.1.5 Any prescription drugs
- 10.1.6 Firearms, ammunition or firearm products
- 10.1.7 Tobacco products or paraphernalia
- 10.1.8 Betting or gambling providers, and related companies (bookmakers and betting sites)
- 10.1.9 Alcohol products (including non-alcoholic beverages marketed by alcohol companies) or other intoxicants the sale or use of which is regulated by applicable law
- 10.1.10 Sellers of or marketplaces for virtual items known to be counterfeit or illegal
- 10.1.11 Sellers of or marketplaces for goods or services that violate the game publishers Terms of Service
- 10.1.12 Fantasy esports operators (including daily fantasy)
- 10.1.13 Political campaigns or political action committees
- 10.1.14 Charities that endorse particular religious or political positions, or are not reputable (by the way of example, Red Cross, Stand-Up to Cancer and other similar mainstream charities would be considered reputable)
- 10.1.15 Cryptocurrencies, crypto currency exchanges or NFTs
- 10.1.16 Other categories as may be provided in the On Student Grounds sole and absolute discretion

