



MSEA . AESM

MSEA
Manitoba School Esports Association
P.O. Box 40067 Lagimodiere PO
Winnipeg, MB R2C 493
Canada

2024-2025

MSEA Senior Years

Valorant





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Overview:

Welcome to our second season of Valorant! Most of the ruleset remains the same as the previous year, with some map changes based on the current competitive pool.

We will be trying to do a different tournament score tracking and registration method via spreadsheets as Battlefy was too rigid in adjusting player information. There will be a shared spreadsheet for coaches to enter results linked on the **Valorant channel in the MSEA discord**.

Important Dates:

Feb 18 – Registration Deadline and Coaches' Meeting (730 pm)

Feb 20 – First Round Robin

March 27 – Top Team Playoffs

Registration:

Please refer to the [MSEA SY Rule guide](#) for general Participant Eligibility and Conduct rules.

Submit a form for each team you are fielding, up to a maximum of 3 teams per school and 10 players per team.

<https://forms.office.com/r/Fw0Y8bcEat>



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Tournament Structure:

1. Round robin matches are assigned and completed weekly by each team.
2. Each match is a BO1 in round robin, the coach of the home team will enter the match results in the linked excel spreadsheet on the MSEA Discord Valorant channel.
3. After concluding the round robin, the **top 8 teams will move to playoffs**. Depending on registered teams, this number of teams may be subject to change.
4. All games in playoffs are BO3 the semifinals and finals will be played in-person at a host school.

Depending on the total number of registered teams, your team may need to play more than one match per week.



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Weekly games + Reschedules:

Games are played at school weekly on **Thursdays**, officially starting at **4:15PM**. If both teams are ready, they may start ahead of time.

Teams that are unable to play from school so because of technology challenges must submit an exemption form **BEFORE** the registration date. Contact the commissioner (lsun@retsd.mb.ca) or the director of senior years (senioryears@msea.gg) for a copy of this form. The completed form must be emailed to the commissioner and the director of senior years.

Once the game is completed, coaches will report their own team's score on the shared spreadsheet.

Week 1	
Team	Result
Home: EXS Red	13
Away: EXS Blue	8

Connection/Tech issues: Please allow teams 15 minutes of extra time if they are having tech issues. If games do not start by **4:30PM** on the scheduled game day and no rescheduling attempts have been made ahead of time, the teams must play as-is (4v5 or 3v5 etc.) or a team must forfeit the match.



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Weekly games + Reschedules Continued:

If a game needs to be rescheduled due to absences or other issues, the rescheduling team needs to reach out 1 day before the game day with a list of possible reschedule days and times.

Both teams need to agree and arrange an appropriate time before next Thursday's game day, both teams must offer possible available dates.

If both teams cannot agree upon a set reschedule time, the game will need to be played at the default Thursday date as-is.

If the rescheduled game is not concluded in time before the next game day, **both teams will be issued a loss of 0 - 0.**



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Game Creation:

The team listed as the home team in the match sheet will create the lobby ahead of the start time.

Below are the lobby settings:

Allow Cheats: OFF
Tournament Mode: ON
Overtime Win By Two: ON
Play Out All Rounds: OFF
Hide Match History: OFF

It is the responsibility of the home team to invite the away team into the lobby.

Coaches may watch the game in the spectator seats or coach seats in the lobby.

Spectators such as friends or other schools are allowed as long as both teams agree, and no actions are taken by the spectators outside of watching the game and moving themselves into spectator seat spots.

If a non-coach spectator communicates with either team, they must be removed from the lobby.



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Map Banning + Map Pool:

We will be using the current competitive map pool for the tournament. If this pool is subject to change in the live competitive mode, it will also change at that time for the tournament.

1. **Abyss**
2. **Ascent**
3. **Bind**
4. **Haven**
5. **Sunset**
6. **Pearl**
7. **Split**

When all players are ready in the lobby, the home team can begin the map banning phase in the lobby chat.

1. Home team will name 2 maps to ban.
2. Away team will name 2 more maps to ban
3. Home team will name 1 last map to ban
4. Away team will choose the map to play on from the remaining maps and choose the side they start on.
5. Teams swap to their appropriate sides.

Example:

Home: If you are ready to start, we ban Abyss and Pearl as our maps.

Away: Ban Sunset and Haven

Home: Ban Split

Away: Choosing Bind as the map, we also pick attack side.



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Player Conduct + Communication Restrictions:

1. Please refer to the [MSEA SY Rule guide](#) for general Participant Eligibility and Conduct rules.
2. Due to the nature of Valorant being an FPS, we recommend coaches send home an informed consent form for parents to sign off. A sample of such a form has been posted in the MSEA Discord in the Valorant Channel
3. Neither team is allowed to use this party voice chat (lobby chat) to communicate with the opposing team.
4. Players are not to use the 'all chat' feature in game to communicate with the opposing team unless important information regarding the game is being shared (tech issues, map bans, starting games, etc.).
It is recommended that coaches manage all communications between opposing teams.
5. If a player is reported and confirmed to be engaging in disruptive behavior in game, they will be suspended from play.

Players are recommended to use a third-party communication app such as Discord, Slack, Microsoft Teams, Zoom, TeamSpeak etc. to speak with their own team instead of the in-game voice chat.

Any further questions can be sent to lsun@retsd.mb.ca or Liang Sun (KEC SY) in the MSEA discord.



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Good luck and have fun!