



# SHARK ATTACK!

League of Shivers  
OFFICIAL RULEBOOK

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## 1. Background and Purpose

These rules apply to individuals, teams, groups, owners, and any entity that registered a team to participate in an event that is partnered with an event that has League of Shivers or Shark Attack Gaming as part of the name. This also binds anyone who signs up for an event that is run accordingly by the overall higher party of Generation Web LLC, who is the parent company of the League of Shivers and Shark Attack Gaming branding. Rules may be combined with the usual global policy that Riot Games, who is the owner of the game VALORANT, has for any sort of competitive related events and internal terms of service for individuals who play on their platform.

Each member of a team in any sort of position, whether it be coach, manager, player, sub, team owner, other related positions, must read and understand the rule set before participating in any associated event.

## 2. Registration

### 2.1 Registering for Event

To register for an event, go to [shivers.sharkattackgaming.com](https://shivers.sharkattackgaming.com) with the following information:

- Basic information: Point of Contact email, Team Name, Imgur link for all individuals
- Coach: Full Name, Riot ID, Discord, Email, Twitter
- Manager: Full Name, Riot ID, Discord, Email
- Player(s)/sub(s): Full Name, Riot ID, Discord, Email, Twitter, School individual is attending, Proof of enrollment, Anykey Code

### 2.2 All registered personnel for a team must be in the Shark Showdown Discord here:

<https://discord.gg/mN8VtSy6yc>

### 2.3 Individuals of all roles who are to be participating in the tournament in any capacity must be accounted for through the registration form upon registering or being approved through a ticket for emergency substitute situations.

2.3.1 Teams can make non-emergency needed changes to their registration information up until 12 hours before the league starts by making a ticket. Future changes will be decided on a case by case basis.

2.3.2 Please refer to the Emergency Substitutes section for more information regarding that process

### 2.4 Refunds will only be processed if a ticket in the Shark Showdown discord is made 24 hours prior to the league start time and it became conclusively evident that the only result would be a refund situation.

2.4.1 If it was found that an admin never responded but the ticket is deemed to not have been made last minute, the ticking clock time period does not count due to the inactivity of administration and will also acquire a look into why there was no response.

### 2.6 Battlefy is the online website service that Shark Showdown will use for their tournaments, and it is required to be on the provided Battlefy link for each tournament. All tournaments can be found here: <https://battlefy.com/shark-attack-gaming>

If you have an error or are unable to use your code, please open a ticket in the Shark Showdown discord server.

2.6.1 The team name on Battlefy must match what was used for the "Team Name" field during registration.

2.6.2 To be considered registered, the roster must only have the individuals signed up to play the league.

## 3. Tournament Rules



- 3.1 Definition of Terms: Round, Map, Match/Series
- 3.1.1 Round is defined as an instance of competition that takes place on a VALORANT map where the winner of the instance is determined by one of these methods:
- Spike detonation
  - Spike defusal
  - Team elimination prior to a plant or defuse of the spike
  - The round timer expiring
  - Team forfeit
- 3.1.2 Map is defined as a set of rounds that is played until Team A or Team B wins a total of 13 rounds, however, if a map continues past the 13-Round limit due to a 12-12 tie, the map will continue until a Team A or Team B wins by a margin of at least two Rounds.
- 3.1.3 A Match or Series is defined as a set of maps between Team A and Team B where one of the defined teams wins due to a majority of total Maps won (e.g., winning two Maps out of three in a best-of-three (“Bo3”) series).
- 3.1.4 best-of-three (bo3) is a series containing up to three (3) maps where the team with the majority wins will win the series.
- 3.2 Competitive Format is decided by the schedule set forth for each tournament and may differ from each other. It is important to note that not all tournaments will have the same format, but all matches will be a best-of-three series.
- 3.3 Picks and Bans for a best-of-three matchup:
- The higher seeded team picks Team A or Team B
  - Team A - Bans 1 Map
  - Team B - Bans 1 Map
  - Team A - Picks Map 1
  - Team B - Picks side for Map 1
  - Team B - Picks Map 2
  - Team A - Picks side for Map 2
  - Team A - Bans 1 Map
  - Team B - Picks Map 3
  - Team A - Picks side for Map 3
- 3.3.1 The Tournament Operations team may modify the process of Picks and Bans prior to the Tournament day start, but it must be a written notice to all participants, or to as many as they can, at least 7-days ahead of the tournament day taking place.
- 3.3.2 Picks and Bans integrity must be followed throughout the entire tournament. This includes using the Battlefy chat room unless stated otherwise, while also following the criteria for vetoes themselves. Teams who do not talk in chat within 15 minutes of vetos starting will forfeit their picks and bans and they are given to the other team. If another 15 minutes pass with no movement into the lobby, the team will then forfeit map 1. If another 15 minutes pass without the starting of map 2, the team will end up forfeiting map 2 and resulting in a series ff.
- 3.4 Dates of Competition will be automatically the Thursday at 8 EST of the subjected week.
- Swiss Stage**
- Week 1: Sep 15 – Sep 21
  - Week 2: Sep 22 – Sep 28
  - Week 3: Sep 29 – Oct 5
  - Week 4: Oct 6 – Oct 12
  - Week 5: Oct 13 – Oct 19
  - Week 6: Oct 20 – Oct 26



### **Playoffs**

Double Elim bracket for Top 16

Week 7: Nov 3 - Nov 9

Week 8: Nov 10 - Nov 16

Week 9: Nov 17-Nov 23

Week 10: Nov 24 - Nov 30

Week 11: Dec 1 - Dec 7 - Grand Finals (Streamed)

- 3.5 Weekly Patches that make changes to the game will automatically be used for matches as all games will be played on the LIVE CLIENT. However, the following instances must be followed, and it is not limited to:
- New Maps or Maps added back into the pool with significant changes will need to be live for 2 weeks prior to being used with the tournaments unless the public opinion pushes for a different idea that must be acquired through a meeting vote.
  - New Agents must be live for 2 weeks prior to being allowed for use within the tournament, otherwise the use of the agent will be restricted.
  - Agents who have game-altering bugs or are banned in any way on the official riot client will be disabled from use during any stage of the league. Teams who do not listen are subject to a Map or Series FF.
  - New guns added to the game must be live for 2 weeks prior to being allowed for use within the tournament, otherwise the use of the gun is restricted.

There are chances where the use of certain guns, skins, and agents may be restricted due to known bugs with any of the following: items, agents, skins, or abilities.

- 3.6 Server Settings for each Map that is part of a Match or Series:

CHEATS: OFF

TOURNAMENT MODE: ON

WIN BY 2: ON

PLAY OUT ALL ROUNDS (POAR): OFF

HIDE MATCH HISTORY: OFF

- 3.6.1 If a team fails to use the above settings, then they forfeit their ability for stat collection to be published. It is up to the responsibility of the teams to ensure proper settings.

- 3.7 Timelines for matches:

- 3.7.1 Vetoes start 15 minutes prior to the starting match time each day

- 3.7.2 Lobby Creation must take place and have all players in the lobby and ready to start within 15 minutes after vetoes have ended. Teams who fail to provide active reasons as to their inability as to why to admins will be subject to a map forfeit.

- 3.7.3 Between each map of a series there is a 5-minute break that can take place. A match can start earlier if both teams agree to continue onward.

Teams who fail to follow these time guidelines are subject to punishments that are up to the discretion of the active tournament operations department.

### **4. Tournament Format and Structure**

For each tournament, the format must be announced at the time of Registration and any changes must be communicated via the Shark Showdown discord.

- 4.1 Seeding

- 4.1.1 Determination of Seeding



- 4.1.1.1 Initial seeding for Swiss Stage is determined by the rank and skill average evaluated by the tournament operations team.
    - 4.1.1.2 Seeding for Playoffs will just be a double elim bracket where ties are broken based on the map and/or round differential, the teams who may have lost out
  - 4.1.2 Seed stealing is in effect during the playoffs stage, which means all matches that take place after the swiss stage. This means that for each match, the winning team that moves on to the next round will take the higher seed from the previous match.
- 4.2 Server Location is defaulted to Texas or Illinois. Automatically, the server with the lowest ping differential is to be used unless it is agreed upon by both teams for a preference or the other. It will be up to the discretion of the tournament admins if both teams cannot agree.
  - 4.2.1 Proof of packet loss must be provided to tournament staff for rulings regarding that, and the proof must have happened earlier in the day through a clip and a proof of the game taking place today.
- 4.3 Games that are Broadcasted are not up for refusal, and the teams must appear on the broadcast when requested to. Exceptions may be made, however, it must be disclosed and talked with tournament admins and approved.
  - 4.3.1 Stream Requirements for people who are deciding they would like to stream their POV, teams may not publicly broadcast their own POV ONLY IF the game is subject to being broadcasted on the Shark Showdown channel. If you are not being broadcasted by a channel associated with Shark Showdown, Shark Attack Gaming, or Generation Web LLC, then all stream titles must have the following in it along with a minimum of 180 sec (3 minutes) delay.

League Of Shivers Week # | Powered by Shark Attack Gaming
- 4.4 Voice Communications for teams that are allowed for use is their normal and preferred platform for communication purposes.
  - 4.4.1 Monitored Voice Communications may take place and be required by a tournament admin. This will take place in the Shark Showdown discord, and in this instance the only people allowed in the voice channel will be the registered active players and coach for the series. If a team does not cooperate, they may face disqualification.
- 4.5 Match Reporting is to take place after each map in Battlefy, and matches won by forfeit will be manually reported by admins as a 2-0 for the series and 13-5 for both maps.

## 5. Prizing

All prizing specific to League of Shivers will be publicly announced at the time of registration for regular signups ending. With this the conclusion of if there will be a grand finals broadcast will also be concluded, as it is affected by the financials for the tournament.

## 6. Roster Rules

- 6.1 The Region for the tournament is only open for players who reside in the America's Region, however, a player does not have to be a citizen of a disclosed region.
- 6.2 Multiple teams may not be acquired by a player, substitute, or coach. Each individual may only be registered to one team, and if a situation occurs where the competitive integrity of this is in jeopardy, the individual may be banned for a portion of time or for forever if they do not abide by this.
- 6.3 All personnel who actively play must be a full-time student unless given permission for the FA25 season outside of this regulation. The roster must have 3/5 of the main players be from the same school and always have 3/5 actively playing.



- 6.4 Coaches may be present for every match as long as they are registered. Individuals who are not registered will result in penalties being applied under the discretion of the Tournament Admins. Potential punishments will be warnings, removal of coach, coach being disqualified, team being disqualified, or something else that is determined. Coaches are not allowed to communicate with the team during a LIVE map via any communication if it is not during a tactical pause, communications during the map or technical pauses will result in a team disqualification. Communication the following but not limited to communicating via chat, email, text, discord, social media, electronic ways, pigeon mail, or owls will result in disqualification.

Times where coaches may be able to communicate during:

- Tactical Pauses
- Pre-game and post-game
- Agent select
- Half-time buy time
- First buy time in Overtime (OT)

- 6.5 Substitutes are permitted to teams with a limit of 2 individuals that can be used. These individuals are pre-registered to sub-in, coaches are eligible to be used as a substitute. Players may only be subbed out between maps, and emergency substitutes are up to the discretion of the tournament admins. Individuals who are classified as substitutes may not be registered under a different team and have NOT played in the tournament prior.

- 6.6 Emergency Substitutes are to be added to a team under the discretion of the active Tournament Admins. In the event of a player suffering from an emergency during the Map or Series, a team will be given 15 minutes to produce an eligible substitute who has not played in the tournament prior and provide registration information for the individual via a ticket in the discord before the timer is up, unless an admin allows an increase of time. If a replacement can not be found, it is up to the Tournament Admin's discretion on what to do next.

6.6.1 If it is found that it is a Game Altering Player, a Tournament Admin may not approve the emergency substitute. This is defined as a Player that changes the competitive integrity of the match being played.

- 6.7 Players must be 18 years or older by the start time of the tournament league.

- 6.8 Players must be in good academic standing within their subjected institution

- 6.9 Graduating students must not graduate prior to their school's normal graduation date for that semester

## 7. Pauses or Crashes

- 7.1 In Agent Select, if the wrong agent was picked then teams must let admins know by informing them immediately and have a call for a restart before agent select finishes with someone alt-f4ing. If a bug occurs where it still goes through but admins and other teams are aware of the wrong agent pick, the rest of the players on both teams must pick the same agent and the agent that was supposed to be changed and said before the load-in will be the only differing agent.

- 7.2 Tactical Pauses are sixty-second pauses that are granted to two per team per map prior to a 12-12 match score, where then each team is granted only one sixty-second Tactical Pause during the entirety of Overtime. Tactical Pauses are called during the Buy Phase of the round or at the end of the previous round.

- 7.3 Technical Pauses may take place in the event of a technological issue causing a team or player to suffer playing in an adverse condition. Each team has a total of 10 minutes for all technical pauses per map, but Tournament Admins may allow more time under their discretion.





7.3.1 Please make sure to provide the tech pauses in the support channel of the Shark Showdown discord.

7.3.2 Just as a reminder, coaches are not allowed to talk to the players during the game.

7.3.3 Players may not converse about the game during the technical pause.

7.4 Crashes happen when a Player's internet, power, or game crashes. If the result from the crash leads to an emergency sub OR the player is outside of the lobby. Admins will perform a match medic to protect the competitive integrity of all matches. However, this is only if the rest of the players are all still in the lobby so they can provide screenshots or video proof of where they are currently during the match. Depending on such situations, a Tournament Admin under their discretion may create other resolutions like replaying a round or match.

7.4.1 Rounds will be replayed or restored ONLY IF a crash happens prior to any damage that has occurred in the round and the enemy team and an admin has been notified. Round will be awarded also if a situation occurs where servers crash, but the outcome of a round is obvious.

7.4.2 Rounds or Matches will NOT be restored in cases where it is a Player's fault.

7.5 Exploits and Bugs are not permitted and in the event of an exploit or bug that occurred during a round, the match must be paused. Depending on the outcome of the round, the result of what happens will be up to the Tournament Admin's discretion.

## 8. Communication

8.1 Communications with the Tournament Operations Department will always take place in the Shark Showdown discord.

## 9. Interpretation and Construction

9.1 Tournament Operator's Right of Interpretation is related to any matters that have to do with the Shark Showdown Series', the Official Tournament Rulebook, Riot Games' Terms of Service, and the Global Policy set forth by Riot Games.

Any and all decisions made by an individual of the Tournament Operations Department is in regards to their own individual interpretation of the listed documents above.

9.2 Language for the rulesets are set in English, in any manner of changes made due to language translations the English version will always lead.

## 10. Code of Conduct

The behaviors and instances below regarding the need for professionalism and examples of unprofessional and/or illegal behavior that is not tolerated are not limited to the following:

- Harassment of any kind
- Threats or intimidation in any manner
- Hate speech or personal statements of any kind that attack someone for their race, gender, sexual orientation, religion, origins, region, and more
- Offensive or vulgar language
- Distributing in any way content, group activities, and among other ways to be abusive, hateful, harass, defame an individual, and anything that can be seen as negative which is not limiting to just the ideas above.
- The use of software or programs that damages, interferes, or disrupts the competitive integrity of the tournament, series, match, map, or round.
- An individual who suffered from a ban issued by Riot Games, VALORANT, or Vanguard will be considered under this policy. If an individual chooses to attempt to play in the tournament the following will take place:
- An individual who suffered from a ban issued by Riot Games, VALORANT, or Vanguard will be considered under this policy. If an individual chooses to attempt to play in the tournament the following will take place:



- Player will be disqualified for the next 6 tournaments, subject to a longer punishment
- The current matchup will be forfeited, and depending on the situation a prior matchup may also be forfeited and the losing team moving forward.
- The team may be able to play future matchups depending on what stage this is in, however, the affected player may not be used.
- Any players found to have known about it will also be banned for the next 6 tournaments, and this only takes place if there is proof and it is under admin discretion.
- Interference with the participation of other Players in the Competition
- Using vulnerabilities, cheats, undocumented features, bugs, exploits, design errors and more within the competition
- Violations of any law, rule, or regulations
- Match fixing of any sort, including accepting gifts or bribes or compensation in connection with the outcome of your competitive participation

Penalties will ultimately be up to the Tournament Operations department. Shark Showdown, Shark Attack Gaming, or Generation Web LLC may make changes to the rulebook without notice, but once changes are made they must let the tournament updates role know within the Shark Showdown discord a notice that gives a synopsis of the affected changes.



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