



THE UNIVERSITY OF WAIKATO

Te Whare Wānanga o Waikato

New Zealand High School Esports Clash Valorant 2025 Ruleset

For any questions or queries, please contact **Sam Johnson** via email at sam.johnson@waikato.ac.nz

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1. Introduction and Purpose

These Official Rules ("Rules") of the **New Zealand High School Esports Clash (NZHSEC)** apply to all teams, players, and substitutes participating. The tournament consists of:

- (a) **Qualifying Rounds**
- (b) **Finals**

These Rules apply only to NZHSEC and not other competitions or tournaments.

2. Team Eligibility

2.1 Roster Limits

Teams must have:

- **One** school staff member or teacher ("School Staff")
 - **At least five** starting roster players ("Players")
 - **Zero to two** substitute players ("Subs")
- All players must meet eligibility requirements (Section 3).

2.2 Team Names

Team names must follow the format: "**School Name - Team Name**" (e.g., "Whanganui High School - Wizards").

2.3 Multiple Rosters

Players cannot be listed on multiple rosters or play for more than one team per round.

2.4 Submitting Information

Each team member and teacher must submit necessary information through the Microsoft form sent out by Sam or found on our website here: [New Zealand High School Esports Clash :: University of Waikato](#)

2.5 Same High School

All team members must be from the same school. Exemptions may be granted upon teacher request (not from students).

2.6 Substitutions

Substitutions can be made **before** a match begins but **not during**.

2.7 Emergency Substitutions

In emergencies, substitute players from another team **within the same school** may be used, subject to admin approval. A student may still only play for 1 team per round.

3. Player Eligibility

Players must:

- Be a current student in a **New Zealand high school**
- Have **parent and teacher permission**
- Not be **banned by Riot Games**

3.1 Discord Terms and Conditions

Players under 13 **cannot** be in the Discord server. If all team members are under 13, a **teacher or older student** must represent them.

3.2 Gamer Name Eligibility

Gamer names **must not** contain profanity or inappropriate language.

4. Schedule

- **Event Dates:** Thursdays, **May 8 - June 26**
- **Match Format:** BO2 (Best of Two)
 - **Game 1:** 4:30 PM
 - **Game 2:** ASAP after Game 1
- **Playoffs:** BO3 (Best of Three), first 3 weeks of Term 3

4.3 Registration

- Opens **March 25**, closes **May 7 at 7 PM**

4.4 Match Reschedules

- Matches **cannot** be postponed but may be rescheduled to later Thursday or Friday (before midnight) if **Both** teams agree to move the time.
- All games must be complete before Midnight Friday.
- A screenshot of the new agreed time must be sent to an admin.

4.5 Match scoring

- Every map win is 1 point
 - In the event of tied scores, we will use the median Buchholz system to calculate a fair tiebreak. [Buchholz system - Wikipedia](#)
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5. Prizes

Prizes are **TBA** and will be announced once confirmed.

5.1 Prize Eligibility

Players must have played in **at least 3 match days** to qualify for prizes.

6. Tournament & Game Rules

6.1 Seeding

Initial seeding will be randomized. We may create separate brackets after 3 rounds of play depending on sign up numbers.

6.2 Match Creation

Matches will be hosted by the team on the left side of the bracket. Captains must friend each other in Valorant before the match.

6.3 Lobby Settings

- **Mode:** Standard
- **Region:** Oceania
- **Allow Cheats:** Off
- **Tournament Mode:** On
- **Overtime Win by 2:** On
- **Play All Rounds:** Off
- **Hide Match History:** Off

The maps available at a given event will be the current selection of maps available in Competitive queues at the time.

The current maps are as follows:

- **Abyss**
- **Bind**
- **Haven**
- **Fracture**
- **Lotus**
- **Pearl**
- **Split**

Maps will be decided via a ban system.

- Team A bans one map
- Team B bans one map
- Team A picks Map 1 (Team B chooses the starting side)
- Team B picks Map 2 (Team A chooses the starting side)
- Remaining maps are not played

Teachers may join as a coach to assist with administrative communication.

6.4 Spectating

Players are encouraged to stream their matches but must include a minimum two-minute delay.

6.5 Colour Selection

The team listed on the left side of the bracket chooses their preferred side.

6.6 Game Restart

Restarts will only be granted in extreme cases at the tournament admin's discretion.

6.7 Gameplay Restrictions

Any known bugs or exploits may be restricted at any time by tournament administrators.

6.8 Wildcard Rule

Teams may play with four players if necessary but cannot play with fewer.

7. Infractions & Penalties

7.1 Match Punctuality

- **Game 1 Start:** 4:30 PM
- **Game 2 Start:** ASAP after Game 1
- **Late Penalties:**
 - 30 minutes late (5:00 PM) – Forfeits Game 1.
 - 45 minutes late (5:15 PM) – Forfeits Game 2.
 - Unresponsive by 5:00 PM – Full forfeit of both games.

Captains must submit a lobby screenshot at designated timestamps.

7.2 Compliance with Announcements

Failure to follow official instructions may result in game forfeits or tournament bans.

7.3 Streamed Games Conduct

Players must maintain appropriate conduct in streamed games. Any misconduct, such as harassment or inappropriate behavior, will result in penalties, including bans.

As the stream will be delayed to stop stream sniping, please do not come into chat as a player and spoil the result by typing before the match is over.

7.4 Unauthorized Sharing of Lobby Codes

Lobby codes must only be shared between captains and registered players.

7.5 Unsportsmanlike Behaviour

All players must uphold the integrity and respect of the tournament. Any behavior that negatively affects the competition will be penalized.

7.5.1 Minor Infractions

- Excessive swearing
- Persistently arguing admin decisions
- **Penalty:** Warning; multiple warnings may escalate to further actions.

7.5.2 Major Infractions

- Ignoring official instructions
- Hate speech or targeted harassment
- Aggressive behavior (verbal threats, hostility, etc.)
- **Penalty:** Immediate game forfeit; repeated offenses may result in disqualification.

7.5.3 Severe Infractions

- Intentional disruption of tournament operations
- **Penalty:** Case-by-case basis; potential tournament ban.

7.5.4 Collusion

Any team found working with an opponent to manipulate match outcomes will be disqualified.

7.5.5 Cheating

Cheating includes but is not limited to:

- Playing under a false name or using another player's account
- Exploiting known in-game bugs for an unfair advantage
- **Penalty:** Immediate disqualification and potential future event ban.

For any suspicions of cheating or collusion please send all details to Sam Johnson via email sam.johnson@waikato.ac.nz or on discord "Fury"

8. Spirit of the Rules

8.1 Finality of Decisions

Tournament admins have the final say in all rulings and disputes.

8.2 Rule Changes

Rules may be adjusted at any time to maintain fair play and tournament integrity.

9. Privacy

9.1 Data Protection

By participating, players agree to share necessary information with the University of Waikato for event administration. All data will be deleted after two years.

9.2 Photos/Videos Usage

Media submitted or taken during the event may be used for promotional purposes and shared with event sponsors.

10. Child Protection

10.1 Overview

The safety and well-being of all participants are a priority. Any concerns should be reported immediately.

10.2 Reporting a Breach

All child protection concerns should be reported to Sam Johnson at **sam.johnson@waikato.ac.nz**. If the concern involves Sam, contact Nicola Clayden at **nicola.clayden@waikato.ac.nz**.

10.3 Investigation Process

1. Receive complaint and provide support.
 2. Isolate the accused party if necessary.
 3. Conduct a fair investigation.
 4. Determine and implement a resolution.
 5. Review competition procedures to prevent future risks.
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For further inquiries, contact **sam.johnson@waikato.ac.nz** or reach out on Discord (Fury).