



**Red Bull Home Ground North American Open
Qualifier Tournament 2025 Rulebook**

1. RULESET

The following is the Official Rulebook (Tournament Rulebook) of the Red Bull Home Ground North American Qualifiers Online Open Tournament (The Tournament). Tournament Rulebook covers eligibility, format, match procedures, reporting, penalties, and more.

1.1 TOURNAMENT OPERATIONS PARTNER Red Bull has entrusted the management of The Tournament to Competition Operator Battlefy ("Battlefy"). Battlefy to manage all competitive operations for The Tournament and Tournament Rulebook.

1.2 TOURNAMENT RULEBOOK & OFFICIAL RULES AGREEMENTS

The Tournament Rulebook and Official Rules shall apply and are binding to the teams (Team) participating in The Tournament (which includes but is not limited to: (i) the individual, company, or group that has accepted to participate in The Tournament, and (ii) the players, general managers, coaches, companies, and groups (Team Member)). Each Team Member must read, understand, and agree to the Tournament Rulebook and Official Rules before participating in the Tournament.

The Official Rules can be found here:

<https://cdn.battlefy.com/redbull/homeground/2025-officialrulestos>

The Tournament Rulebook is the subject of an agreement between each Team and Battlefy. Red Bull is considered a third-party beneficiary of said agreement.

1.3 TOURNAMENT RULEBOOK ISSUES

Any issues that arise which are not covered within the Tournament Rulebook will be settled at the discretion of Battlefy tournament admins on a case-by-case basis, and when applicable, penalties set when deemed appropriate. Tournament Rulebook may be added to or modified if deemed necessary. A changelog will appear at the bottom of the Tournament Rulebook to document any relevant changes to the rules during the seasons, if applicable.

1.4 SANCTIONS

Battlefy reserves the right to fine, suspend, disqualify, and otherwise sanction (or any combination thereof) any Team or Team Member for violation or noncompliance with the Tournament Rulebook. Any sanctions may be announced at the sole discretion of Battlefy and shall be reasonable and necessary to maintain the fairness of The Tournament.

2. TEAM ELIGIBILITY

2.1 COMPOSITION

A Team must consist of 5 players, one of which must act as the Team captain.

If at any point in time a team is unable to field 5 players, the team will be considered ineligible for participation and may be subject to match loss or withdrawal from the

tournament. Each Team is permitted 1 substitute with a total of 6 registered Players for 1 Team.

2.1.1 COACHES

Teams may register up to 1 coach. The coach must be designated as the Main Coach, who may use the in-game coach slot. The Main Coach must be appointed by the team and cannot be swapped unless approved by Tournament Administration.

2.1.2 SINGLE TEAM EXCLUSIVITY

Coaches or Players may not participate on multiple teams concurrently within the Tournament, and cannot be listed on the roster of another team.

2.2 TEAM CAPTAINS

Team captains are responsible for ensuring that their Team meets the criteria outlined in this section, and that all members of the Team follow the guidelines outlined in the Tournament Rulebook. Team Captains may be a non-player who is the Team Manager. This individual will be required to relay all communications to the team.

2.2.1 RESPONSIBILITIES

Team captains will be responsible for the general organization of their team, submitting lineups, and results, taking accurate screenshots as evidence for forfeits and other issues, and acting as the main point of contact with Battlefy.

Team Captains are required to check-in to the tournament on Day 1 of the Open Qualifier. Failure to be present may result in the team not being seeded.

Both teams need to take and keep a screenshot of the end result screen for 14 days after the event.

The winning team has to upload a screenshot of the end result of the match into the Battlefy match room chat.

2.2.2 TRANSFERRAL OF CAPTAIN ROLE

Voluntary transferral of the team captain role and responsibilities must be acknowledged by both the former and incoming captain and confirmed by Battlefy (see Section 7.6).

2.2.3 REMOVAL

Battlefy tournament admins reserve the right to remove a team captain and replace them with another team member at its sole discretion. Battlefy may remove a team captain for negligence, misconduct, or any other malfeasance. In the event that there is a dispute between team members and a team captain in a club or unaffiliated team, the members of the team can choose a new team captain via a vote facilitated by Battlefy.

2.3 TEAM BRANDING

2.3.1 TEAM NAMES

Team names cannot contain any copyrighted IPs, offensive or discriminatory language.

2.3.2 TEAM LOGOS

Team logos cannot contain any copyrighted IPs, offensive or discriminatory language or imagery.

2.3.3 SPONSORSHIPS

Participating teams may not accept sponsorships from the following:

Alcoholic products, and in particular liquors and beers (including non-alcoholic version of eponym beers), or other intoxicating substances whose sale or use is regulated by law (including cannabis-based products);

Beverage products and brands;

Tobacco, cigarettes or electronic cigarettes, related paraphernalia;

Firearms (including firearm accessories or ammunitions), including replicas or airsoft products;

Gambling or betting websites, including fantasy esports operators;

Pornography and other related mature materials and paraphernalia;

Any medicinal substance that requires prescription or is not freely sold in a pharmacy;

Political campaigns;

Any esports or video game tournament, league, or event;

Any entities, companies or organizations that may, at Red Bull's sole discretion, be considered detrimental to Red Bull's business or reputation, including but not limited to, key sellers, hacking and botting, account selling, in-game currency or digital item selling services

Additional restrictions may apply in later stages of the tournament, which will be communicated to all teams and players who advance to subsequent stages.

3. PLAYER CONDITIONS

3.1 PLAYER ELIGIBILITY

3.1.1 COUNTRY REQUIREMENTS At least 3/5 core Team Members must be citizens of the United States, or be a resident for at least 6 months.

3.1.2 AGE REQUIREMENTS

No one under the age of 16 will be allowed to participate in the tournament.

3.2 PLAYER REGISTRATION

3.2.1 REGISTRATION & ROSTER LOCK

Registration opens on May 5th, 2025 and closes on May 16th, 2025 no later than 12pm PT/3pm ET. At time of registration, Teams must have a minimum of 5 players registered. Roster changes may occur until Roster Lock on May 16th, 2025. Roster changes must be submitted through the tournament platform via the tournament page.

3.2.2 TOURNAMENT ADMINISTRATION COMMUNICATION

To participate in the tournament, all participants, team captains and coaches are required to be in the Tournament Administration approved Discord server. This server will serve as the official tournament communications channel for all non-gameday communications between tournament participants and the Tournament Administration provided by Battlefy. The link to the Discord server is here: <https://discord.gg/5gD3qnPtA3>.

During the tournament players should communicate using Battlefy Match Chat on their [Match Page](#).

3.2.3 REQUIRED ACCOUNTS

Players must have their own VALORANT account in order to register. Players must register for an account on Battlefy (Tournament Platform) to compete, and must link their VALORANT profile to their Tournament Platform account.

3.2.4 ACCOUNTS IN GOOD STANDING

Team Members that are banned in-game on VALORANT will not be eligible to compete in The Tournament. Team Members who receive bans during the season will no longer be eligible to play and are not permitted to participate in any future matches. Circumventing these rules, such as by using a different account to play, will result in the team's immediate disqualification and forfeiture of any prizes.

3.2.5 ACCOUNT SHARING

Account sharing between players is not permitted. Known instances of account sharing will be subject to penalty at Battlefy's sole discretion.

3.2.6 USERNAMES

Barcode IDs and any other vulgar or obscene names are not allowed. Team Members with disallowed names may be asked to change their names. In the case of a username change, players must ensure that their information is correctly linked and updated on the platform.

Failure to have updated information will result in penalties at the discretion of Battlefy tournament admins.

4. TOURNAMENT STRUCTURE & FORMAT

4.1 STAGES

The Red Bull Home Ground North American Qualifier will have two primary stages. First will be The Red Bull Home Ground North American online open qualifier (The Tournament). The top 2 teams of The Tournament will advance to The Red Bull Home Ground North American Finals (National Finals). Winner of the National Finals will qualify for the Red Bull Home Ground World Finals tournament (World Finals).

4.2 TOURNAMENT FORMAT

- Number of Teams: 64 Available Slots
- Format: Single Elimination Best of 3. Top 2 move onto play against 2 Invite Teams Single Elimination Best of 3.
- Day 1: Round of 64, Round of 32 (3 Best of Three)
- Day 2: Round of 16, Round of 8 (3 Best of Three)
- Day 3: Quarterfinals, Semifinals with invited teams (3 Best of Three)
- The Grand Finals will be played live onsite at DreamHack Dallas.

4.3 WORLD FINALS

The official rules for the World Finals will be released later this year.

4.4 SEEDING

Teams will be seeded by Battlefy in both the open qualifier bracket and semi final match with invited teams.

5. SCHEDULES

The full schedule for the Tournament can be found on redbull.com/homegroundNA or Tournament Platform. The tournament schedule will be a Rolling Schedule, which means the tournament will continue with the flow of matches as they become ready. The only locked time is the start time for the first match of each day.

Teams have 5 minutes to begin Map Vetoes once a match becomes ready. They have 10 minutes from match ready to begin Map 1. After 15 minutes, if a Match has failed to start, teams may face penalties such as forfeit.

Teams have 5 minutes between each Map to break, then must begin the next Map after the time has concluded.

6. PRIZING

Upon verification of eligibility and compliance with these Official Rules, the top two remaining teams in the Grand Finals (up to seven (7) members on each team) will receive: (i) an entry to attend and compete to play in the in-person Red Bull Home Ground Tournament Final at Dreamhack Dallas, May 25, 2025 in Dallas, Texas; (ii) round-trip economy air travel to Dallas from the airport nearest each Team member, as determined by Sponsor in its sole discretion; and (iii) accommodations (room and tax only) for two (2) nights, as determined by Sponsor in its sole discretion.

The approximate retail value ("ARV") of each prize to be awarded is \$2,295. The maximum ARV of all prizes to be awarded is \$32,130

7. OPERATIONAL RULES

7.1 TEAM CAPTAINS

All teams are required to have a team captain for general organization and communication. Team Captains can be team managers.

7.2 STREAMS

Players and teams are permitted to stream their own matches, with the understanding that they do so at their own risk. A broadcast delay of 3 minutes is recommended.

7.3 ROSTER CHANGES

There will be no roster changes after the Roster Lock period has concluded. If a Team wins the Tournament, they may make roster changes prior to the next stage. Teams are required to keep a core 3/5 players from their Open Qualifier roster to be eligible to participate in the National Finals.

7.4 MATCH COMMUNICATIONS

Only players and coaches may be connected to the voice communication system in the lobby. No team substitutes or managers may be in the voice channel, unless the substitute is being subbed in.

7.4.1 COACH COMMUNICATIONS

Coaches may communicate with players via voice communications only during the authorized time periods. Authorized communication may occur during Agent and Map Select, timeouts, half-times.

7.5 LOBBIES AND HOSTING

Unless both teams agree otherwise, hosting responsibilities will default to the LEFT team on the matches page of their respective tournament. The team captain of the team on the LEFT side must then invite all the players to the lobby. Teams should exchange RIOT/VALORANT ID information in the match lobby chatroom.

7.6 PAUSES AND DISCONNECTS

7.6.1 TIMEOUTS (TACTICAL PAUSES)

Teams are allowed to call Timeouts of 60 seconds in duration. Timeouts can be called via the in-game pause system if they are used once per half. Each team is allowed up to two (2) Timeouts per map. If a team uses both Timeouts in one half, they must manually pause for the 2nd timeout via the Cheats Tab. If a team exceeds the limit, the opposing team must call an Admin to resolve the issue. Teams found abusing the timeout rule may be punished or disqualified.

7.6.2 TECHNICAL PAUSES

All players are responsible for ensuring they are in good condition to play - this includes functioning hardware, software, stable internet connection, etc.

Each team is allowed unlimited technical pauses up to a total duration of five (5) minutes. Technical pauses may only be made during the start / "BUY PHASE" of the round. If a team is unable to resolve their technical issue after 5 minutes, then the other team is allowed to unpause the match after notifying the pausing team that their time is up. Simply call for a technical pause by pressing the "ESC" key, then clicking on the "CHEATS" tab, and then setting the "Pause Match Timer" to the "ON" position. The match will automatically be paused once the "ON" position is selected, to unpause the Game simply switch the setting of the "Pause Match Timer" to "OFF".

Should a team with persistent technical issues fail to resolve them in a timely manner, the match or series may be awarded to the opposing team.

Teams found abusing the technical pause system may be subject to penalties such as match forfeiture or suspension from the tournament.

7.6.3 CRASHES

In the case of a game-breaking bug, teams should alert a tournament admin to resolve the issue. No decision or action should be taken without confirmation from an admin. Teams should take screenshots or video recordings to provide as proof, and failure to do so may result in disqualification.

7.7 FORFEITS

A team that does not show up for a match 10 minutes after the default start time will forfeit the match. A team that is unable to field a full 5-person roster for their match after the 10 minute late window will be considered a no-show. There is a five minute grace period between games in a best of three series.

7.8 MATCH REPORTING

Match results must be reported to Battlefy as soon as possible. Screenshots of each post-game lobby should be posted by the winning team in the match room. All unreported or unfinished/pending matches will result in a loss for BOTH teams. Unreported playoff matches will result in BOTH teams being removed. For any disputes about match scores, please contact Battlefy staff who will assist in resolving the issue.

7.9 DISPUTES

Disputes must be submitted immediately to Battlefy by pressing “Report Match Issue” on your Match Page during tournament play. All reports must include the Team name, who you are filing the dispute against, a description of why you are filing the dispute, and any corroborating evidence. Disputes, issues and other offenses will be handled at the sole discretion of Battlefy tournament staff.

All teams are encouraged to properly document any and all related Tournament activity. Any disputes, issues, forfeit requests, etc, that do not have documentation or evidence will be ignored or rejected immediately. Screenshots, time-stamped chat logs, audio/video recordings all constitute submissible documentation.

7.10 SUPPORT

For official support from Battlefy tournament admins, please use the Tournament Platform. For live assistance, there will be an admin available on the Tournament Platform. Admins can always be called into a match room.

8. GAME RULES

8.1 DESCRIPTION

VALORANT is a 5 vs 5 first-person tactical shooter where two teams compete on various maps and across multiple rounds by attacking and defending objectives.

8.2 LOBBY SETTINGS

The official Match lobby will be set to “Tournament” mode with “Overtime: Win by Two” turned on.

8.3 SERVER SETTINGS

For the qualifier stage, the default server location will be the server that is nearest to the location of the hosting country. Both teams can mutually agree to use a specific server if they prefer.

The default server will be Central Illinois or Central Texas, unless both teams agree to a different server location. In the event the default server produces a substantial ping difference, the teams may request an admin who will help select a server that is most fair for both teams.

8.4 MAPS AND AGENTS

8.4.1 MAP POOL

The map pool consists of Ascent, Haven, Lotus, Icebox, Pearl, Split & Sunset.

At the end of every stage, Battlefy may change some of the maps in the map pool in accordance with Riot's official map pool.

8.4.2 MAP BANS

The better-seeded team will decide if they are either Team A or Team B. If the tournament in question has no predetermined seeding, the "better-seeded team" for purposes of this Section will be the team on the left of the match page. In the Map Selection Process, the Team must ban a map and cannot choose to skip the map ban. Team A starts the process and the map for the Match will be selected according to the following procedure:

Map Selection Process for Best-of-Three Matches:

Team A removes one map from the map pool

Team B removes one map from the remaining map pool

Team A selects map 1 of the best-of-three Match

Team B selects the side of the map they will start on for the first map

Team B selects map 2 of the best-of-three Match

Team A selects the side of the map they will start on for the second map.

Team A removes one map from the remaining map pool

Team B removes one map from the remaining map pool

The third map will be the last remaining map.

Team A selects the side of the map they will start on for the third map.

8.4.3 NEW AGENTS

New agents are automatically banned for two weeks after they are released for the tournament. For example, if Agent A is released on April 1, Agent A will not be available for use in the tournament until April 15.

8.4.4 NEW MAPS

New Maps will be automatically restricted for two weeks from their release on Competitive queue. Example: Map A was released on April 1, so Map A will become eligible to be used in all Matches on April 15

8.4.5 RESTRICTIONS

Restrictions may be added at any time before or during a Match, if there are known or suspected bugs with any Agents, skins or maps, or for any other reason as determined at the discretion of Battlefy. Weapon skins and gun buddies are not subject to any restriction.

8.5 UNAUTHORIZED USAGE OF BUG OR IN-GAME EXPLOIT The list of bug exploits or in-game exploits that are prohibited from being used in all Red Bull Home Ground Events will be made available and will be updated by RIOT from time to time. Any bug exploit or in-game exploit not currently indicated in this list shall be escalated to RIOT and/or tournament admins so that RIOT can investigate as to whether such bug exploit or in-game exploit must be barred from usage.

8.6 GOOD SPORTSMANSHIP RULES Additionally to all rules and mechanics established in VALORANT, competitive play in the Red Bull Home Ground is subject to the following good sportsmanship rules:

- Intentional team killing is strictly forbidden.