

Tunisian E-Eport federation
Tunisian E-Sport federation



Sport Season 2025



National Championship “TESL” in Valorant

Eligibility Requirements

To be eligible to compete, each Player must satisfy all of the following:

- Player Age
- No Player shall be considered eligible to participate before having lived 16 full years.
- Players must be from Tunisia, Allowing only up to 2 imports per active roster.
- If a team brings imports players and they play 1 game or more in the tournament, they will be required to attend the LAN event; otherwise, the team will face disqualification and be subject to a fine.

Team roasters

Team Roster Requirements :

- Teams may register up to a maximum of 8 Team Members in their Team Roster.
- A Team Member will not be allowed to compete for more than one Team. Each player is entitled to playing in one and only one team in the Tournament.
- In the case of extenuating circumstances, such as a medical emergency, the Team Roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of the TO.

Substitutions:

- A Team may substitute a Player within a Match (i.e. between Games of a best-of-three or best-of-five) .The Team must notify a Tournament Official and have a Substitute approved immediately following the previous Game, no later than 5 minutes after the end of the game. For example, if a Team wishes to substitute a Player for Game 2, then the point of contact must notify a Tournament Official no later than 5 minutes following Game 1.

Competition Format

tournament will be played in a double elimination format using the '**BO3**' system.

- The Winner Final and Loser Final will be played using the '**BO5**' system.
- The final will be played in person at the LAN event using the '**BO5**' system, and both qualified teams must be present with all their players.

Match Process

- Referees
- Referees will oversee the matches, including the following:
 - Checking the Team's Starting Line-up before the Match.
 - Announcing the beginning of a Game.
 - Ordering pause/resume during a Game.
 - Issuing penalties in response to rule violations during the Match.
 - Confirming the end of a Match and its results.
 - Checking and monitoring Player peripherals and Match Areas, if

applicable.

- If a Referee makes an incorrect judgement, the judgement can be subject to reversal. Officials, at their discretion, may evaluate the decision during or after the Match to determine if the proper procedure was implemented. If the proper procedure was not followed, Officials reserve the right to invalidate the Referee's decision. Officials will always maintain a final say in all decisions set forth throughout the competition.

- Readiness

- All Players will be expected to be ready to join the Game-lobby at the time specified by the Officials. Readiness includes but is not limited to, all five Players on the Starting Line-up having completed client patching and the configuration of ingame settings.

- Teams are required to join the official tournament Discord 30 minutes before the start of their game through this link <https://discord.gg/BeeeQTkp>

Punctuality

- If a Team is not fully ready at the specified times, penalties may be applied.

- During the tournament all Teams are required to be fully ready for their Matches in the respective Game Lobby at least 10 minutes before the official Game Time.

- If a Team is not fully ready at the aforementioned times, the Officials may issue a penalty at their own discretion. Tournament Organiser (TO) shall communicate any punctuality penalty index to Teams, to inform them about possible sanctions for lateness.

- If a Team or any of their Players does not show up in time for any of their

Matches, as defined by the aforementioned rule, due to a force majeure,

Teams must inform Officials immediately. Officials may postpone, suspend or cancel the Game or Match at their sole discretion

- If a Match is postponed, it will be rescheduled to a date within the same day or the following week, unless another agreement can be found among Teams and Officials. The exact Match date will be communicated by Officials at the earliest convenience.
- Agent- Selection Phase
- Once all ten Players report to the official game lobby, a Tournament Official will request confirmation that both Teams are ready for the Agent- Selection Phase. Once both Teams confirm readiness, a Tournament Official will instruct the game-lobby owner to start the Game.
- For Offline events: Coaches will be granted on-stage access and will be allowed to communicate with the Players during the Agent- Selection. Coaches will exit the stage to a designated position once the countdown timer has reached five seconds during the trading phase and if applicable, will be muted once the timer has reached zero seconds.
- If a player disconnects during the Agent- Selection, punctuality rules will apply. If the player reconnects to the lobby in time, the Agent- Selection will continue from the state where the latest pick is locked

Game Settings: The map pool will include : Abyss-Bind-corrode-heaven-pearl-split-sunset

- Team Size: 5 • Allow Spectators: Lobby Only • Game Type: Tournament Mode
- Tournament Officials may choose to employ either the Tournament Draft

feature or a manual draft at their discretion.

- Ban & Pick will be determined in Discord one hour before the start of the match. All matches are going to be best-of-one matches, except semi finals and grand final. veto will be done as follows;

4.4.4.1. Map Veto BO1 :

higher seeded team selects Team A, or Team B

Team A bans 1 map

Team B bans 1 map

Team A bans 1 map

Team B bans 1 map

Team A bans 1 map

Team B bans 1 map

Map1 is the only map remaining, Team A picks side

Map Veto BO5 The winner of the Upper Bracket Will decide if they are either Team A or Team B.

Team A bans1 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 picks map 3

Team B picks side for map 3

Team B picks map 4

Team A picks side for map 4

Map 5 is only map remaining Team B picks side for map 5

Restrictions may be added at any time before or during a Match if there are known bugs with any Gameplay Elements or for any reason as determined at the discretion of Tournament Official.

- Game Start
 - A Game will start immediately after the Agent-Selection phase is complete, unless otherwise stated by a Tournament Official. Players are not allowed to quit a Game after the completion of the AgentSelection Phase.
 - If a Bugsplat, disconnect or any other failure occurs which interrupts the loading process and prevents a Player from joining a Game, the Game must be immediately paused until all Players are connected.

- Pause
 - If a Player intentionally disconnects without notifying a Tournament Official or pausing, the Tournament Official is not required to enforce a pause.
 - During any pause, Players may not leave the Match Area unless authorized and accompanied by a Tournament Official or a Referee.
 - -Teams cannot exit the Agent selection screen more than 3 times; if this happens, the team will automatically lose the game.
 - Tournament Officials may order to execute a pause of a Game at their sole discretion.
 - -Joining with a “Smurf” account results in a warning, followed by a loss in the

- Players are allowed to change accounts only if they don't have the Agent they want to play, after asking the referee.
- All players must have camera during the games in case we need to do verification; it will be sudden.
- Players may only pause a Game immediately following an Unintentional Disconnect, hardware/software malfunction or physical interference and must notify a Tournament Official immediately and identify the reason.
- Minor Player illness, injury, or disability is not an acceptable reason for a Player pause. In the case of an underlying and/or pre-declared medical condition the Player may however inform a Tournament Official prior to the Match, who may then grant a pause during the Match in order to evaluate the issue and to determine whether the Player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the Tournament Official, but not to exceed a few minutes. If the Tournament Official determines that the Player is not able to continue playing within such a reasonable period of time, then the Player's Team shall forfeit the Game unless a Tournament Official determines that the Game is subject to an Awarded Game Victory at the Tournament's discretion.
- - Any withdrawal exposes the association to penalties.
- Players are not permitted to resume the Game after a pause. After clearance from a Tournament Official is issued and all Players are notified and ready, which will be contingent on confirming through in-game chat, the in-client spectators will unpause the Game.

- If a Player pauses a Game without a valid reason as outlined above, or un-pauses a Game without permission from a Tournament Official, it will be considered unfair play and penalties will be applied at the discretion of the TO.
- For Offline events: For the fairness of all competing Teams, Players are not allowed to communicate with each other during a pause. For the avoidance of doubt, Players may communicate to the Referee, but only in order to identify and remedy the cause for the pause. If a pause extends long enough, Referees may, at their discretion, allow Teams to talk before the Game is unpaused, in order to discuss the Game's conditions.

- **Pause Allowance & 5v5 Play**

- **Timeouts (Tactical Pauses)**

Teams are allowed to call Timeouts of 60 seconds in duration two times per map. The 60-second clock will begin when both teams' Coaches are connected and able to communicate with their players. Timeouts can be called via the in-game pause system. In the event of overtime, each team will be granted one 60-second Timeout for all of overtime. Unused timeouts from regulation will not carry over.

- If a Player disconnects during a Game, a Team may continue to play after the Pause allowance is exhausted to attempt to complete the Game.

- **Post-Game Process**

- Tournament Officials will confirm and record the Game's result.
- Players will inform Tournament Officials of any tech issues.
- Tournament Officials will inform Players of the remaining time before the next Game's Agent-Selection Phase. Agent-Selection Phase may commence as

scheduled even if a Team is not fully present in the Lobby at the discretion of Tournament Officials. If only a single Player of a Team is present when the AgentSelection Phase begins, this Player may determine all Picks for the Team. If no Player from a Team is present in the Lobby when the Agent- Selection Phase begins that Team shall be deemed to have forfeited the Game.

- Results of Forfeiture. Matches won by forfeit will be reported by the minimum score it would take for one Team to win the Match (2-0 for best-of-three Matches, 3-0 for best-of-five Matches). No other statistics will be recorded for forfeited Matches.

Code of Conduct

- Competitive Integrity
- Teams are expected to play at their best at all times within any Tournament Match, and to avoid any behaviour that potentially threatens the actual or perceived integrity of competition or that is otherwise inconsistent with the principles of good sportsmanship, honesty, or fair play. Violating this rule will be subject to penalties at the discretion of Tournament Officials. All decisions in regard to violations are at the sole discretion of the Tournament. Examples below are listed for illustrative purposes only:
 - Collusion, which is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Team Members, Teams, and/or Organisations, 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:
 - Soft play, which is defined as any agreement among Team Members to

not play at a reasonable standard of competition in a Game.

- Pre-arranging to split prize money and/or any other form of compensation
- Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Team Member to do so.
- Hacking, which is defined as any modification of the Valorant game client.
- Exploiting, which is defined as intentionally using any in-game bug to an advantage. Intentionally using any in-game bug to seek an advantage is exploiting and is prohibited. Exploiting includes acts such as making use of any game function that, in the Tournament Officials's sole judgement, is not functioning as intended and violates the design purpose of VALORANT. Team members may confidentially check with the referee at the beginning of a Competition to determine if a specific act would be considered Exploiting. Riot reserves the right to make an ex-post-facto determination of whether an exploit has occurred.
- Looking at spectator monitors.
- Ringing, which is defined as playing using another Player's account or solicitation to do so.
- The use of any kind of cheating device and/or cheat program, or any similar cheating method.
- Intentional disconnect without a proper and explicitly-stated reason.
- Any other act which violates these rules and/or standards established by the Tournament.
- A Team Manager/Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libellous, 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 Tournament 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.

- 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.
- Abuse of Tournament 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.
- 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 Tournament Officials.
- 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 Tournament Official. In addition the Players are allowed to communicate with their on-stage Coach during the Pick Phase.

- Responsibility under Code
- Unless expressly stated otherwise, offenses and infringements of these rules are punishable, whether or not they were committed intentionally or successfully. Attempts to commit such offenses or infringements are also punishable.
- 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.
- 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 color, 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.
- 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 Tournament, Riot Games or its affiliates, or Valorant, as determined in the sole and absolute discretion of the Tournament.
- 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.
- No Team Manager/Member may refuse or fail to apply the reasonable instructions

or decisions of Tournament Officials.

- No Team Manager/Member may engage in any action that could improperly influence or manipulate any esports tournament or esports match globally or any portion or aspect of such competition. Additionally, no Team Manager/Member or Tournament Official may instruct, permit, cause, or enable other individuals to engage in such actions.
- Documentation or other reasonable items may be required at various times throughout the Tournament Season as requested by Tournament Officials. If the documentation is not completed to the standards set by the Tournament, 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.

Penalties

- Any person found to have engaged in or attempted to engage in any act that the Tournament believes, in its sole and absolute discretion, constitutes 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 the Tournament.
- Upon discovery of any Team Manager/Member committing any violations of the rules, the Tournament may issue the following penalties:
 - Verbal Warning
 - Loss of Side Selection for current or future Game(s)
 - Game and/or Match Forfeiture(s)
 - Disqualification(s)
 - Repeated infractions are subject to escalating penalties, up to, and including,

disqualification from future participation in the Tournament. It should be noted that penalties may not always be imposed in a successive manner. The Tournament, 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 the Tournament

- -Complaints:
- - Reservations and appeals must be recorded on the designated form and accompanied by evidence and documents; these cannot be submitted separately after the reservation form has been submitted.
- -An amount of 100 Dinars must be deposited in favor of the Federation in order to submit a written reservation, and this must be done within 24 hours of submitting the reservation. A deposit receipt must be sent via email to the federation.
- -Appeals are submitted by individuals with legal capacity within the associations, namely administrative officials and team leaders. Players do not have the right to submit an appeal.
- Complaints or reservations must be submitted verbally to the referee or the organization supervisor authorized by the federation to make the appropriate decision in accordance with the competition system prepared for this purpose