



OFFICIAL DOCUMENT · MOROCCO VALORANT LEAGUE

# LEAGUE RULEBOOK

## ASCEND CIRCUIT · SEASON 1 · 2026

This document governs all competitive play within ASCEND CIRCUIT. All teams, players, and staff are bound by these rules from the moment of registration. Participation confirms full acceptance of all provisions.

<b>VAL</b> GAME	<b>12</b> S1 TEAMS	<b>3</b> SEASONS / YEAR
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Prize Pool 45,000 MAD · \$4,500    Registration Free    Contact [contact@ascendcircuit.com](mailto:contact@ascendcircuit.com)    Version 1.0

PART I

# FOUNDATION & ELIGIBILITY

## 01 AUTHORITY AND SCOPE

This rulebook governs ASCEND CIRCUIT Season 1 and all official Valorant league activities in Morocco. Participation confirms acceptance of these rules and all decisions made by league officials.

## 02 LEAGUE IDENTITY

ASCEND CIRCUIT is an independent community esports organization. It is not affiliated with, endorsed by, or sponsored by Riot Games, Inc. Valorant and all associated marks are trademarks of Riot Games, Inc.

## 03 ELIGIBILITY

Players must be Moroccan citizens or residents, hold a valid Riot Games account in good standing, and be at least 16 years old. Players aged 16–18 may require parental authorization. Administration may approve exceptions individually.

## 04 REGISTRATION

Teams register via Discord or the website. Required: team name, captain contact, all Riot IDs, Discord handles, and team logo. Registration is free for Season 1. Incomplete submissions will not be processed.

## 05 TEAM COMPOSITION

Starting players	<b>Exactly 5</b>
Substitutes	0 - 2 (maximum)
Team captain	Mandatory – must be a starter

A player may not compete for more than one team in the same season without admin approval.

## 06 ROSTER LOCK

Rosters lock when the official competition stage begins. Emergency changes require admin approval before the player competes. Unauthorized substitutions result in a match forfeit.

## 07 PLAYER ACCOUNTS

Players must compete on the Riot account submitted at registration. Account sharing, smurfing, borrowed or purchased accounts are strictly prohibited and may result in immediate disqualification.

PART I – CONTINUED

# SEASON STRUCTURE & FORMAT

## 08 SEASON STRUCTURE

SEASON 1 · 12 TEAMS		SEASON 2 & 3 · 16 TEAMS	
Groups	2 × 6 Round Robin	Groups	4 × 4 Round Robin
Format	B03	Format	B03
Playoffs	Top 4 per group	Playoffs	Top 2 per group
Grand Final	<b>B03 / B05</b>	Grand Final	<b>B05</b>

PART II

# FORMAT & MATCH RULES

## 09 QUALIFICATION

Season 1: open registration, 12 selected teams. Season 2: top 8 from S1 + 8 via Open Qualifier. Season 3: top 8 by cumulative yearly ranking + 8 via Open Qualifier. Teams are evaluated on readiness, roster stability, and communication quality.

## 10 MATCH FORMAT

Group stage: BO3. Win = 3 pts, Loss = 0 pts. Playoffs: BO3 single elimination. Grand Final: BO3 minimum, BO5 preferred. First team to 13 rounds wins the map. If a map reaches 12-12, overtime runs until one team leads by two rounds.

## 11 TIEBREAKERS

- Match wins
- Map difference
- Round difference
- Head-to-head result
- Decider match if still tied

## 12 MAP POOL & VETO

Map pool published before each season. BO3 veto: Team A bans → Team B bans → Team A picks Map 1 → Team B picks Map 2 → both ban → remaining map is decider. Opponent chooses starting side on picked maps.

### 13 MATCH READINESS

30 min before match	All players online on Discord
15 min before match	Teams ready in game lobby
Match start	Captain confirms in channel

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### 14 PUNCTUALITY & FORFEITS

More than 15 minutes late: warning, map loss, or match forfeit at admin's discretion. No-show without 24 hours advance notice: match forfeit + formal warning. Two warnings in a season result in disqualification.

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### 15 SUBSTITUTIONS

Allowed between maps only. Captain must notify admin before the sub takes effect. A substituted player cannot return in the same series. Only pre-registered substitutes are eligible.

## PART III

# COMMUNICATIONS & DISPUTES

## 16 CAPTAINS

Each team appoints one captain who handles scheduling, map veto, result reporting, and all official communications. Only captains or approved managers may file formal protests.

## 17 COACHES

Coaches may communicate before matches, during veto, between maps, and during approved timeouts. Live-round coaching, stream information usage, or external calls during active play are prohibited.

## 18 PAUSES & TIMEOUTS

Tactical timeouts allowed per official match settings. Technical pauses must be reported to an admin immediately. Abuse of pauses or intentional delay is punishable.

## 19 DISCONNECTIONS

Notify an admin immediately if a player disconnects. A restart or reschedule is not automatic — it depends on timing, evidence, and competitive impact. Technical issues cannot be claimed retroactively.

## 20 RESULTS & EVIDENCE

Captains must report final scores and map scores in the official Discord channel after each match, with screenshots. Retain recordings until the result is officially confirmed.

## 21 PROTESTS & DISPUTES

Protests must be filed via the Discord ticket system within the dispute window, with match details and evidence. Administration's ruling is final. Abusive protest language may be rejected without review.

PART IV

# CONDUCT & PRIZES

## 22 COMPETITIVE INTEGRITY

The following are strictly prohibited and may lead to disqualification or permanent ban:

- Cheating software: aimbot, wallhack, triggerbot, macros, scripts
- Stream sniping or external information during live rounds
- Match fixing, intentional losing, or collusion
- Bug abuse or exploiting unintended game mechanics
- Account sharing, smurfing, or using purchased accounts

## 23 CONDUCT & MEDIA RIGHTS

All participants must act professionally in matches, Discord, and social media. ASCEND CIRCUIT may broadcast, record, and promote match footage, player names, team names, and highlights. Teams wishing to stream independently must request approval 72 hours in advance.

## 24 PENALTIES & RULE UPDATES

Minor	Warning or official notice
Competitive	Round, map, or match loss
Severe	Disqualification or future ban

Rule amendments take effect 48 hours after announcement in the official Discord.

APPENDIX

# RANKING POINTS

POINTS PER RESULT – SEASON 1 · SEASON 2 · SEASON 3	
1st Place	100 pts · 150 pts · 200 pts
2nd Place	70 pts · 100 pts · 140 pts
3rd – 4th Place	50 pts · 70 pts · 90 pts
5th – 8th Place	30 pts · 40 pts · 50 pts
Group stage exit	10 pts · 15 pts · 20 pts

APPENDIX

# QUICK REFERENCE

KEY RULES	
Minimum age	<b>16 years</b>
Roster size	5 starters + max 2 subs
Registration	Free
Group format	<b>B03</b>
Win / Loss points	3 pts / 0 pts
Lobby ready	15 min before
Online required	30 min before
Forfeit notice	24 h in advance
Rule change notice	48 h

SEASON FORMATS	
S1 · 12 teams	2 × 6 · B03
S2 · 16 teams	4 × 4 · B03
S3 · 16 teams	4 × 4 · B03
All Grand Finals	<b>B03 / B05</b>

ADMINISTRATION	
Founder & Director	Final authority
Operations Manager	Scheduling · Teams
Partnerships	Sponsors · Prizes

ANNUAL PRIZE OVERVIEW	
Season 1 pool	<b>15,000 MAD · \$1,500</b>
Season 2 pool	<b>15,000 MAD · \$1,500</b>
Season 3 pool	<b>15,000 MAD · \$1,500</b>
Annual total	<b>45,000 MAD · \$4,500</b>
Exchange rate used	1 USD = 10 MAD

# ASCEND CIRCUIT

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