EEC ENTERTAINMENT & ESPORTS

PRESENTS

RISE OF QUEEN

OFFICIAL RULEBOOK

VALORANT · 2026 EDITION

20	16	Nov 28	Jan 30
TEAMS	ADVANCE	START · 2026	GRAND FINAL · 2027

EVENTS SEASON · EEC

VERSION OF OCT 16, 2026

OFFICIAL RULEBOOK · 2026 EDITION

Rise of Queen at a glance

Online VALORANT tournament for women in the gaming community of Colombia and Latin America, organized by EEC Entertainment & Esports S.A.S.

20 teams REGISTERED AT THE OCT 16 CLOSE	**4 groups of 5** ROUND ROBIN	**16 advance** TOP 4 OF EACH GROUP
Bo1 GROUPS, ROUND OF 16 AND QUARTERFINALS	**Bo3** SEMIFINALS AND GRAND FINAL	**8:00 and 9:30 p.m.** MONDAY TO FRIDAY · COLOMBIA TIME
Nov 28, 2026 LAUNCH AND DRAW	**Jan 30, 2027** GRAND FINAL	**USD 150** PRIZE FOR THE CHAMPION TEAM

CONTENTS

01 General provisions
02 Eligibility
03 Registration and slots
04 Rosters and substitutions
05 Competition format
06 Maps and veto
07 Calendar and schedule
08 Server
09 Match procedure
10 Pauses, disconnections and failures
11 Results and tiebreakers
12 Broadcast
13 Conduct, integrity and sanctions
14 Prizes and title defense
15 Final provisions

Regulatory basis. This rulebook takes as its reference the VCT Game Changers LATAM Circuit 2025 Rulebook (LVP / Riot Games), adapted to an independent tournament. Rise of Queen is not an official Riot Games event and is not part of the VCT Game Changers circuit. **Language.** This is an English translation of the official Spanish rulebook; if the two differ, the Spanish text prevails (art. 15.4).

01 GENERAL PROVISIONS

> Rise of Queen is an online VALORANT tournament for women in the gaming community of Colombia and Latin America, organized by EEC Entertainment & Esports S.A.S. ("EEC", "the Organization").

1.1 Regulatory basis. This rulebook takes as its reference the VCT Game Changers LATAM Circuit Rulebook (LVP / Riot Games), adapted to an independent tournament. When a situation is not covered here, EEC administrators will resolve it based on that rulebook and on the Riot Games Global Esports Code of Conduct.

1.2 Acceptance. By registering, each team and each player accept this entire rulebook. For minors, acceptance must also be signed by their mother, father or legal guardian.

1.3 Independence. Rise of Queen is not an official Riot Games event and is not part of the VCT Game Changers circuit.

1.4 Duration. The tournament runs from Saturday, November 28, 2026 (group draw) to the weekend of January 30 and 31, 2027 (Grand Final). The full calendar is in article 7.

1.5 Official channels. All official communication is made through the tournament's Discord server and the email address EEC provides to team captains. Anything that does not go through those channels is not considered notified.

02 ELIGIBILITY

> Players who identify as women may take part, from age 16, with their own VALORANT account and no active sanctions.

2.1 Gender. All players on a team must be people who identify as women, in line with article 2.2 of the Game Changers LATAM rulebook. EEC does not request, review or store any medical information from any participant.

2.2 Age. The minimum age is 16 years old at the time of play. Minors must submit the authorization form signed by their mother, father or legal guardian before their first match.

2.3 Regional representation. Each starting lineup in a match must include at least three (3) players with the nationality or residence of a Latin American country. A maximum of two (2) foreign players are allowed in a match.

2.4 Identity. At registration, each player submits a photo ID. The document is used only to verify age and contact details; the name shown on the broadcast is the name or nickname the player registers with.

2.5 Accounts. Each player plays on her own account. She declares her main Riot ID and, if one exists, a secondary account used in the last three months. Playing on another person's account is grounds for immediate disqualification.

2.6 Riot sanctions. Players whose account is banned, or who have an active Riot Games sanction that prevents them from competing, may not participate.

2.7 Exclusion. People who are part of the Rise of Queen organizing or refereeing staff may not register as players.

03 REGISTRATION AND SLOTS

> Registration closed on October 16, 2026 with twenty (20) teams. All 20 play the group stage and sixteen (16) advance to the knockout stage. Registration is free.

3.1 Slots. Rise of Queen 2026 is played by the twenty (20) teams that completed registration before the close.

3.2 Advancement. Of the 20 teams, the top four (4) of each group advance to the Round of 16, 16 in total. The last-placed team in each group is eliminated.

3.3 Waiting list. Teams that register after the current slots are filled go on a waiting list, in order of arrival. If a registered team withdraws before the group draw on November 28, its slot goes to the first team on the list.

3.4 Close. The registration form officially closed on October 16, 2026. No new registrations are accepted for this edition.

3.5 Requirements. Teams register at eec-entertainment.com → Rise of Queen → Registration, with:

1. Team name and tag (2 to 4 characters, uppercase letters or numbers).
2. Logo in PNG format and the team's Instagram.
3. Full roster with each player's Riot ID.
4. ID document, email and phone number of each player.
5. Signed authorization from a mother, father or guardian for each minor.

3.6 Names. EEC may reject team names or Riot IDs that are offensive, use third-party brands without authorization, or may cause confusion. The team will have to choose another one.

04 ROSTERS AND SUBSTITUTIONS

> Each team registers 5 starters and up to 2 substitutes, with a captain who is responsible to the organization.

4.1 Size. A minimum of five (5) and a maximum of seven (7) players: five starters and up to two substitutes. A team that cannot field five eligible players forfeits the series.

4.2 Exclusivity. A player may be on the roster of only one Rise of Queen team.

4.3 Captain. Each team appoints a captain, who is the official point of contact with the referees. The captain can only be changed with EEC's approval.

4.4 Coach. Each team may register a coach, who may take the lobby's spectator slot. The coach may only speak with the players during map and agent selection, tactical timeouts, halftime, before overtime and between maps. The coach must keep their camera on with hands visible throughout the match.

4.5 Roster changes. Up to two (2) player changes are allowed during the group stage, announced at least 48 hours before the next matchday. The new player must meet all eligibility requirements.

4.6 Lock. The roster is locked when the group stage ends. From that point no new players are accepted, except in an emergency approved by EEC.

4.7 Substitutions between maps. In Bo3 series (semifinals and Grand Final), a starter may be swapped for a registered substitute between maps, notifying the referee no later than 5 minutes after the previous map ends.

4.8 Emergency substitution. If a player cannot continue during a map, the team may use its technical pause to replace her with a registered substitute. If it cannot field five players, it loses the map.

05 COMPETITION FORMAT

> The 20 teams are split into four (4) groups of five (5) that play a round robin. The top four of each group advance to the knockout stage. Everything is played as Bo1 through the quarterfinals; the semifinals and the Grand Final are played as Bo3.

STAGE	TEAMS	FORMAT	MATCHES	MAPS
Group stage	20 (4 groups of 5)	Bo1, round robin	40 (4 per team)	Assigned by EEC, no veto
Round of 16	16	Bo1	8	Veto
Quarterfinals	8	Bo1	4	Veto
Semifinals	4	Bo3	2	Veto
Grand Final	2	Bo3	1	Veto

5.1 Group draw. Groups A, B, C and D are set by a draw broadcast live on Saturday, November 28, 2026. Within each group, teams are numbered 1 to 5 in the order they come out of the draw. The champion of the previous edition, when there is one, enters the draw like any other team, with no seeding.

5.2 Group scoring. Match won = 1 point; match lost = 0 points. Each team plays four (4) Bo1 matches and rests on one of the five matchdays.

5.3 Matchups per matchday. The pairings are the same in all four groups, according to each team's draw number:

MATCHDAY	MATCHES	RESTS
J1	2 vs 5 · 3 vs 4	1
J2	1 vs 5 · 2 vs 3	4
J3	1 vs 4 · 3 vs 5	2
J4	1 vs 3 · 2 vs 4	5
J5	1 vs 2 · 4 vs 5	3

5.4 Knockout bracket. Round of 16 matchups pair teams from different groups, and two teams from the same group cannot meet again before the semifinals:

SERIES	MATCHUP	LEADS TO	SERIES	MATCHUP	LEADS TO
O1	1st A vs 4th B	C1	**O5**	1st C vs 4th D	C2
O2	2nd A vs 3rd B	C4	**O6**	2nd C vs 3rd D	C3
O3	1st B vs 4th A	C3	**O7**	1st D vs 4th C	C4
O4	2nd B vs 3rd A	C2	**O8**	2nd D vs 3rd C	C1

Quarterfinals: C1 = O1 vs O8 · C2 = O5 vs O4 · C3 = O3 vs O6 · C4 = O7 vs O2. Semifinal 1 = winner of C1 vs winner of C2; Semifinal 2 = winner of C3 vs winner of C4.

5.5 Single elimination. The team that loses a series is eliminated. There is no third-place match.

5.6 Match. A match is won by reaching 13 rounds; with a 12-12 tie, overtime is played until one team has a two-round lead ("Win by two").

06 MAPS AND VETO

> From the group stage through the quarterfinals, the competitive pool of VALORANT V26 Act 6 (patch 13.08) is used: Abyss, Bind, Corrode, Haven, Lotus, Summit and Sunset.

6.1 Pool by stage. The Act 6 pool is frozen for the group stage, Round of 16 and quarterfinals, even if Riot rotates it in January 2027. The semifinals and the Grand Final are played with the competitive pool in force on those dates, which EEC will announce when the semifinal bracket is published.

6.2 New maps and agents. A new map is restricted for four (4) weeks from its release; a new agent, for two (2) weeks. EEC may restrict any agent, weapon or element with known bugs.

6.3 Maps in the group stage. There is no veto in the group stage. EEC assigns one map per group on each matchday, and both of the group's matches that matchday are played on that map. No group repeats a map and, on the same matchday, the four groups play different maps. Sides are decided by a coin flip between captains: the winner chooses the side.

MATCHDAY	GROUP A	GROUP B	GROUP C	GROUP D
J1	Abyss	Corrode	Lotus	Sunset
J2	Bind	Haven	Summit	Abyss
J3	Corrode	Lotus	Sunset	Bind
J4	Haven	Summit	Abyss	Corrode
J5	Lotus	Sunset	Bind	Haven

6.4 Start of the veto. The map veto applies from the Round of 16. The team with the better group-stage finish chooses whether it is Team A or B; if both finished in the same group position, it is decided by coin flip.

6.5 Bo1 veto (Round of 16 and quarterfinals):

1. Team A bans a map.
2. Team B bans a map.
3. Team A bans a map.
4. Team B bans a map.
5. Team A bans a map.
6. Team B bans a map.
7. The remaining map is the one played; Team A chooses the side.

6.6 Bo3 veto (semifinals and Grand Final):

1. Team A bans a map.
2. Team B bans a map.
3. Team A picks Map 1; Team B chooses the side.
4. Team B picks Map 2; Team A chooses the side.
5. Team A bans a map.
6. Team B bans a map.
7. The remaining map is Map 3; Team A chooses the side.

6.7 Where it takes place. The veto is done in the series' Discord channel, with a referee present, at the time set in the fixture.

07 CALENDAR AND SCHEDULE

> The group stage, Round of 16 and quarterfinals are played Monday to Friday at 8:00 p.m. and 9:30 p.m. (Colombia time). The semifinals and the Grand Final are played on weekends, with their own format, venue and schedule.

7.1 Match days. Group stage, Round of 16 and quarterfinal matches are scheduled only Monday to Friday, with no matches on Colombian national holidays, unless both teams and EEC agree in writing. The semifinals are played on Saturday, January 23 and Sunday, January 24, 2027, and the Grand Final on Saturday, January 30, 2027.

7.2 Respect for Premier. EEC builds the fixture outside the weekly match and playoff windows of the Premier zone in which the teams compete, according to the official calendar of the current Premier stage. If a Riot change creates a clash, the series is rescheduled without penalty for any team.

7.3 Times. Through the quarterfinals there are two slots per night: 8:00 p.m. and 9:30 p.m. In the group stage, each slot corresponds to one group and its two matches are played in parallel; EEC chooses which one is broadcast. All times are published in Colombia time (UTC-5). Each team is responsible for converting them to its own time zone.

7.4 Fixture. Before each stage begins, EEC publishes the fixture with the date, check-in time, veto time and start time of each series. The fixture is the official source and is updated on the website and on Discord.

7.5 Rescheduling. A team may request a reschedule at least 48 hours in advance. It is approved only if the other team agrees and the new date falls within the same or the following week, Monday to Friday. Each team has a maximum of one (1) reschedule per stage.

7.6 Organizer changes. EEC may move a series for force majeure (server or broadcast failures), notifying both teams as soon as possible.

7.7 Group stage calendar (Bo1, map assigned by group):

MATCHDAY	DATE	8:00 P.M.	9:30 P.M.
Draw	Sat Nov 28, 2026	Launch and live group draw	
J1	Mon Nov 30	Group A · Abyss	Group B · Corrode
J1	Tue Dec 1	Group C · Lotus	Group D · Sunset
J2	Thu Dec 3	Group A · Bind	Group B · Haven
J2	Fri Dec 4	Group C · Summit	Group D · Abyss
J3	Wed Dec 9	Group A · Corrode	Group B · Lotus
J3	Thu Dec 10	Group C · Sunset	Group D · Bind
J4	Mon Dec 14	Group A · Haven	Group B · Summit
J4	Tue Dec 15	Group C · Abyss	Group D · Corrode
J5	Thu Dec 17	Group A · Lotus	Group B · Sunset
J5	Fri Dec 18	Group C · Bind	Group D · Haven

7.8 Year-end break. There are no matches from December 19, 2026 to January 11, 2027 (Christmas, New Year and the Epiphany holiday).

7.9 Knockout calendar:

STAGE	DATE	8:00 P.M.	9:30 P.M.
Round of 16 (Bo1)	Tue Jan 12, 2027	O1 and O2	O3 and O4
Round of 16 (Bo1)	Wed Jan 13	O5 and O6	O7 and O8
Quarterfinals (Bo1)	Mon Jan 18	C1	C2
Quarterfinals (Bo1)	Tue Jan 19	C3	C4
Semifinal 1 (Bo3)	Sat Jan 23	Time to be announced	
Semifinal 2 (Bo3)	Sun Jan 24	Time to be announced	
Grand Final (Bo3)	Sat Jan 30	Time to be announced	
Reserve date	Sun Jan 31	Only to reschedule the Grand Final	

7.10 Final stage. EEC will announce the format (online or in person), the venue and the times of the semifinals and the Grand Final before the quarterfinals end.

08 SERVER

> Each series is played on the server that gives the best ping to both teams; if there is no agreement, it is played in Miami.

8.1 Ping priority. Before the veto, the captains propose the LAN-region server that offers the best latency for both teams. Each captain may share a screenshot of her ping on the available servers to support her proposal.

8.2 Agreement. The agreement is made in writing in the series' Discord channel, with a referee present who validates it. An agreement applies to the whole series.

8.3 No agreement. If the captains do not reach an agreement within 5 minutes, or if either fails to respond, the series is played on the **Miami** server.

8.4 Responsibility. EEC is not responsible for the ping of players who compete far from the chosen server. High ping is not grounds for a pause, remake or reschedule.

8.5 Lobby settings. Custom game, Tournament mode, "Overtime: Win by Two" enabled, 5 players per team and one spectator per team for the coach. The lobby is created by a referee or by the captain they designate.

09 MATCH PROCEDURE

> Teams must be complete on Discord and in the lobby at the fixture time; being 10 minutes late costs the first map and 20 minutes costs the series.

9.1 Check-in. Players and the coach must be in the series' Discord channel at the check-in time indicated in the fixture, with the game updated and ready to play.

9.2 Delays. At 10 minutes after the start time with an incomplete team, the team loses the first map. At 20 minutes, it loses the series by forfeit. The waiting time is deducted from the team's technical pause.

9.3 Verification. Before each series, a referee may ask any player to turn on her camera or share her screen on Discord. A starter who does not complete the verification does not play and a substitute must come in.

9.4 Mandatory settings. Blood and corpses disabled; FPS and latency graphs disabled during play. Only titles and gun buddies earned by the player herself may be used.

9.5 Play area. During the match, no phones or notes are allowed in the play area, and no one outside the team may communicate with the players. The team's voice chat goes through the official Discord and may be listened to or recorded by the referees.

9.6 Agent selection. If a player picks an agent because of a game error, she must notify the referee with evidence before the selection time ends. There is no restart for one's own mistake.

9.7 Between maps. There are at most 6 minutes between the end of one map and the start of the next.

9.8 Recommended recording. Each player is encouraged to record her screen (OBS, Shadowplay). Without evidence, referees decide with what they have available.

10 PAUSES, DISCONNECTIONS AND FAILURES

> Each team has 10 minutes of technical pause per map; once used up, there are no more pauses and the team must continue with five players or lose the map.

10.1 Technical pause. It is requested from the referee, stating the reason. During the pause no one moves her agent and there is no communication with the coach, unless the referee authorizes it.

10.2 Time used up. If the team has used its 10 minutes, it cannot pause again on that map. In case of a disconnection, the round is finished without a remake and the referee then pauses to offer the swap for a substitute (5 minutes to do so).

10.3 Second disconnection. If a starter who was emergency-replaced returns and disconnects again on the same map, the team loses that map.

10.4 Tactical pause. The tactical timeouts granted by the VALORANT client's Tournament mode are used.

10.5 Slow loading. If a player fails to get into the match at the start, up to 5 minutes are waited; after that, the time is deducted from the team's technical pause.

10.6 Remake. There is a remake only if a failure occurs before any damage between teams in the first round, or by the referee's decision in the case of a game error.

10.7 Server failure. If a failure prevents continuing and the map is past the 20:00 mark, the referee may award the map to the team that could not reasonably lose it, based on the round and credit difference. If it cannot be decided that way, the match is resumed or rescheduled.

10.8 Bugs and exploits. Deliberately using a bug or exploit is prohibited. Depending on its impact and intent, the sanction ranges from a warning to loss of a round, a map or the series.

11 RESULTS AND TIEBREAKERS

> Ties in the groups are resolved first by head-to-head result and then by round difference.

11.1 Reporting. The referee records the result on the tournament platform and on the website when the series ends. The winning captain sends a screenshot of the final scoreboard of each map in the series channel.

11.2 Tie between two teams. The team that won the match between them wins.

11.3 Tie among three or more teams. These criteria are applied in order until only two tied teams remain, which are resolved by their head-to-head match:

1. Matches won among the tied teams.
2. Round difference in the matches among the tied teams.
3. Round difference across the whole group stage.
4. Rounds won across the whole group stage.

If the tie persists, a Bo1 round robin is played among the tied teams, with maps drawn by the referees.

11.4 Forfeit. A match won by forfeit is recorded as a win (1-0 in Bo1, 2-0 in Bo3) and adds no rounds to either team.

11.5 Claims. A team that suspects a violation must report it with evidence within 24 hours after the series, through the official channels. After that period the result is final.

12 BROADCAST

> All series are streamed live on EEC's official Twitch channel, and teams agree to appear on that broadcast.

12.1 Rights. EEC holds the exclusive right to broadcast official matches. Groups, bracket and results are updated on the tournament website.

12.2 Participant streams. No player, coach or staff member may stream their match live while it is being played, to avoid an advantage from stream information. Content or VODs may be uploaded after the series ends.

12.3 Co-streaming. Content creators may ask EEC for permission to rebroadcast the official signal. Authorization is given in writing.

12.4 Delay. The official signal may have a delay to protect competitive integrity.

12.5 Interviews. EEC may ask a player from the winning team for a short on-camera interview when the series ends.

12.6 Use of image. By registering, teams authorize EEC to use the names, logos, Riot IDs, clips and image of the players for the broadcast and promotion of the tournament. For minors, this authorization is included in the form signed by their mother, father or guardian.

13 CONDUCT, INTEGRITY AND SANCTIONS

> Cheating, identity impersonation and harassment are punished with disqualification; other violations are sanctioned proportionally.

13.1 Conduct. Respect is required toward opponents, referees, staff and audience, inside and outside the match, including social media and the broadcast chat.

13.2 Serious violations (disqualification of the team or the player and a possible ban from future editions):

- Use of cheating or third-party programs that provide an advantage.
- Playing on another person's account or impersonating a player.
- Falsifying eligibility data (age, identity or documents).
- Match fixing, betting on the tournament or throwing results.
- Harassment, discrimination, threats or hate speech against anyone.

13.3 Minor violations (warning, loss of veto or side selection, loss of a round or map): repeated delays, failing to follow the mandatory settings, unauthorized communication or offensive language in the game chat.

13.4 Repeat offenses. A second minor violation of the same type is sanctioned with the next level of sanction.

13.5 Protection of participants. EEC actively moderates the broadcast chat and the tournament's social media. Any participant may report harassment through the official channels and her report will be handled confidentially.

13.6 Personal data. EEC processes registration data only to run the tournament, in accordance with Colombia's Law 1581 of 2012, and deletes it when the edition ends, except for what is needed to deliver prizes.

14 PRIZES AND TITLE DEFENSE

> The champion team receives a USD 150 prize, an engraved commemorative plaque, six (6) headsets and the right to defend the crown in the next edition.

14.1 Prize pool. The champion team receives a cash prize of one hundred fifty US dollars (USD 150) for the whole team. It is paid by transfer to the account of the captain or of an adult the team designates in writing; how it is split among the players is an internal decision of the team. If payment is made in Colombian pesos, it is settled at the TRM (official exchange rate) in force on the day of payment.

14.2 Traveling trophy. The Rise of Queen trophy is symbolically awarded to the champion team and remains in EEC's custody until the next edition.

14.3 Plaque. The engraved commemorative plaque is the permanent property of the champion team.

14.4 Headsets. Six (6) headsets for the champion roster, distributed among the registered players the team indicates.

14.5 Title defense. The champion team has a guaranteed slot in the next edition, but plays from the group stage like any other team, with no seeding and no direct pass to the knockout stage. To keep the slot it must retain at least three (3) players from the champion roster.

14.6 Delivery. EEC delivers the cash prize and the physical prizes between 30 and at most 60 calendar days after the Grand Final, coordinating with the captain. For minors, delivery is coordinated with their mother, father or guardian.

14.7 Payment details. The champion team must send its payment and shipping details within 15 calendar days after the Grand Final. If it sends them later, the period in article 14.6 starts counting from the date EEC receives them.

14.8 Later disqualification. If a serious violation by the champion team is proven after the final, EEC may withdraw the title and the prizes.

15 FINAL PROVISIONS

> Referees' decisions during a match are final; EEC may modify this rulebook with advance notice.

15.1 Referee decisions. What a referee decides during the match is final. Appeals against sanctions are submitted in writing to EEC within 24 hours and answered before the team's next matchday.

15.2 Unforeseen cases. Anything not provided for here is resolved by EEC based on the VCT Game Changers LATAM Circuit rulebook and the spirit of fair play.

15.3 Amendments. EEC may update this rulebook during the tournament. Each change is published on the official channels with its date and applies from the next matchday.

15.4 Language. The official rulebook is the one published in Spanish. This English version is a courtesy translation; if there is any discrepancy between the two, the Spanish text prevails.

Sources. **VCT Game Changers LATAM Circuit 2025 Rulebook, LVP** — basis for eligibility, veto, punctuality, pauses, tiebreakers and conduct. **VALORANT V26 Act 6 competitive pool, Strafe** — maps in article 6, consulted on October 16, 2026.

EEC ENTERTAINMENT & ESPORTS

MAY THE QUEEN RISE

Rise of Queen is a VALORANT tournament for women in the gaming community of Colombia and Latin America, part of EEC's Events Season.

OFFICIAL CONTACT

eec-entertainment.com

@eec.entertainment

WhatsApp +57 322 811 3277