CTRLPOINT Pakistan 2026 — VALORANT Event Information

> **Official competition document — Version 1.0.3.** Scheduled public release: **13 September 2026**. Issued by Vidermedia.

1. Identity and licensing

CTRLPOINT Pakistan 2026 — VALORANT is an independent PC community competition operated by Vidermedia, with two online qualifiers, mandatory media day on 22 October, and four on-site finalists competing in **Karachi, Pakistan**, on 24–25 October 2026. The main-event attendance window is 22–25 October, with appointments as published. It is not a VCT, Challengers, Premier promotion event or a Riot-operated competition. No Riot circuit qualification, points or endorsement is promised.

This competition is not affiliated with or sponsored by Riot Games, Inc. or VALORANT Esports. This independence statement is not a substitute for the actual applicable licence.

The event is subject to the applicable Riot Community Competition Guidelines or a separate written licence where required. The operator is responsible for the required event notification and permissions. No Riot approval, tournament-realm access or linear-TV right is implied by publication of these rules.

Item	Official information
Event owner / operating brand	Vidermedia / CTRLPOINT
Tournament operator / location	Vidermedia, Karachi, Pakistan
Tournament administration	Vidermedia competition administration, reachable through the contacts below
Tournament support email	sm@vidermedia.live
Official participant support / Discord	discord.gg/vidergg
Registration and official website	ctrlpoint.gg; qualifier registration links are published there
Public version history	GitHub copy linked through ctrlpoint.gg; this release and subsequent amendments are retained
LAN city	Karachi, Pakistan
Private eligibility, privacy and safeguarding enquiries	sm@vidermedia.live

2. Eligibility and entry

Pakistani citizens only, including substitutes. Citizenship is assessed at player level, not by team flag or organisation headquarters. Dual citizenship is permitted where Pakistani citizenship is valid. This event does not add a Pakistan-residency condition. Players must have legitimate Riot accounts in the published shard, meet the common minimum age of 16 on 1 October 2026 and be able to attend in person if qualified.

Confirmed event settings: Free entry; 128 accepted teams per qualifier per game; five starters and up to two substitutes; two single-elimination qualifiers, BO1 through the Round of 32 and BO3 from the Round of

16; both semifinal winners qualify; the losing semifinalists play a BO3 reserve-order match. The four-team LAN uses BO3 semifinals and a BO3 final, with no third-place match. Each game has a confirmed PKR 500,000 prize pool, distributed 60% / 30% / 5% / 5%.

Every participant must be eligible under their Riot account's binding restrictions. The rules do not authorise account sharing, borrowed tournament accounts or bypassing a regional account restriction.

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3. Shared timetable

Date / time (PKT, UTC+5)	Milestone
13 September 2026 — scheduled public release	Publish complete event information, both rulebooks, all registration conditions and the two qualifier schedules. Record actual publication timestamp.
17 September 2026	Valve Additional Information deadline for the 1 October first qualifier. Recheck the applicable Valve requirements version.
21 September 2026, 18:00	Registration opens for Qualifier 1 and Qualifier 2, for CS2 and VALORANT simultaneously.
29 September 2026, 23:00 PKT	Qualifier 1 registration and submitted-roster editing close for both games.
30 September 2026	Qualifier 1 verification, check-in instructions, seeding and bracket publication.
1–4 October 2026	Qualifier 1, maximum four competition days.
6 October 2026, 11:00 PM PKT	Qualifier 2 registration and submitted-roster editing close simultaneously for both games. Includes the published reserve-order matches. Publish the exact closure timestamp and event log.
7 October 2026	Qualifier 2 verification, check-in instructions, seeding and bracket publication.
8–11 October 2026	Qualifier 2, maximum four competition days.
Within 24 hours of earning a LAN place	Captain confirms acceptance and ability to attend; failure triggers the published replacement process.
12 October 2026, 18:00	Publish the initial finalist and reserve register, subject only to identified pending decisions.
14 October 2026, 18:00	Finalists submit LAN attendance, accreditation and payment-contact details privately. This does not reopen playing-roster additions.
18 October 2026, 18:00	Publish LAN seeding, bracket, detailed match times, practice allocation and media appointments.
20 October 2026, 18:00	Final roster administration check and deadline for known, documented emergency-addition applications. Later unforeseen emergencies use the same narrow eligibility test.
21 October 2026, 18:00	Ordinary reserve-replacement cutoff. Thereafter, no new team enters; unresolved vacancies become published byes / forfeits.

Date / time (PKT, UTC+5)	Milestone
22 October 2026	Mandatory media day for all five designated LAN players of every finalist team, in both games. Exact appointments are published by 18 October.
23 October 2026	No scheduled competition or compulsory media activity; preparation / rest day.
24–25 October 2026	Four-team CS2 LAN finals and four-team VALORANT on-site finals.
25 January 2027	Prize-payment deadline: three calendar months after the LAN finals conclude. Teams must supply complete payee documents promptly.

Both qualifier registration forms open together. Teams may select either qualifier or both. Q1 qualifiers cannot enter Q2. Q2 registration closes at **11:00 PM PKT on 6 October 2026** for both games. Teams that qualified through Q1 are removed from Q2 before the Q2 bracket is finalised.

Qualifier matches are scheduled between **2:00 PM and 11:59 PM PKT**. No new series normally starts after **10:00 PM**. Admins may approve an exception in advance where both teams agree and the change is operationally viable. Exceptions must not disrupt other matches or extend the published four-day qualifier window. Teams cannot reschedule matches without admin approval.

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4. Format and seeding

Two independent single-elimination qualifiers: BO1 through Round of 32; BO3 from Round of 16. Each qualifier sends its two semifinal winners to the main event. The losing semifinalists play a BO3 reserve-order match within the four-day window. There is no qualifier final and no extra LAN slot from the reserve-order match.

Initial VALORANT seeding is a recorded random draw. CS2 VRS, FACEIT Elo, Riot ranked tiers and organiser reputation assessments are not VALORANT seeding rules. LAN seeding is a fresh recorded random draw of the four qualified rosters, with semifinals 1 versus 4 and 2 versus 3. The LAN uses BO3 semifinals and a BO3 final. The two semifinal losers share third–fourth place; no third-place LAN match is held.

Replacements follow the same published qualifier-based reserve sequence as the rulebook; they are not discretionary invitations. Ordinary replacements end at 18:00 PKT on 21 October and no replacement enters after the main stage begins.

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5. Prize and support

Final placement	Share	Amount per game (PKR 500,000 pool)
1st	60%	PKR 300,000
2nd	30%	PKR 150,000
Joint 3rd–4th: each semifinal loser	5% each	PKR 25,000 each
Total	100%	PKR 500,000

The combined CS2 and VALORANT event prize pool is PKR 1,000,000. The equal split and placement distribution above are confirmed by the organiser. Qualifier and reserve-order matches have no separate cash

prizes. No additional compensation is provided beyond the published prize pool and five-player team support: no appearance fees, MVP or participation bonuses, or revenue shares. Joint placements receive identical prize amounts.

Prize money will be paid within **three calendar months of the conclusion of the LAN finals**, no later than **25 January 2027**. Teams must promptly provide accurate payee information and any required payment documents through the official private contact. Any legally required withholding must be evidenced. Payment is not contingent on sponsor payment. Detailed rules are in VALORANT-RULEBOOK.md.

Provision	Published entitlement / policy
Qualifier and LAN entry fees	PKR 0
Supported delegation	Five designated registered players per qualified team, with the same entitlement for every finalist team.
Return travel within Pakistan	Booked and paid for directly by Vidermedia for the five supported players. Individual arrangements are communicated directly to each team.
Accommodation	Covered for the five supported players for the official stay needed to attend media day and the LAN finals. Individual arrangements are communicated directly to each team.
Meals and local transfers	Covered for the five supported players during the official stay, including required media-day and competition activities. Arrangements are communicated directly to each team.
Coaches, additional substitutes and staff	Attend at their own expense outside the five-player support allocation. Accreditation remains subject to the published role and roster rules.
Nomination and substitutions	Captains nominate the supported five with LAN attendance details by 14 October. Lineup changes do not create additional funded places. Changes to the supported five require advance coordination and do not waive eligibility rules.
Preparation and practice	Equivalent preparation time and available practice access for teams at the same stage. Appointments are communicated with the team schedule.
Appearance payments, bonuses, revenue shares and other compensation	None beyond the published prize pool and five-player team support.

Vidermedia’s arrangements must allow supported players to attend media day on 22 October and LAN matches on 24–25 October in Karachi. Detailed bookings and accommodation arrangements are communicated privately; the published support entitlement applies equally to all finalists. Self-arranged expenditure is not an additional reimbursement entitlement.

Apply the support allocation and same-stage facilities consistently to all finalist teams. No private side letter may add selective benefits. Coaches and extra players being self-funded does not change their permitted competitive role or justify unequal treatment between teams. The final implementation must meet the applicable publisher requirements.

6. Technical environment

Item	Disclosure
Platform	PC VALORANT; current supported live client unless Riot expressly provides a different authorised environment
Match account shard	Accounts must legitimately access the Middle East Bahrain/Dubai custom-game server pool together. Admins verify server access before matches.
Approved server pool	Middle East: Bahrain and Dubai. The rulebook's objective latency test selects between available locations; Bahrain then Dubai breaks exact ties.
Online lobby process	Organiser-controlled private custom matches; higher seed may create an unbroadcast lobby only under the published admin procedure
Anti-cheat	Riot Vanguard must operate normally on each playing machine
On-site finals	Players attend the same physical venue; live-client matches still use the published Riot-hosted server unless an authorised tournament environment is explicitly secured
Fixed map pool	Abyss, Ascent, Haven, Lotus, Split, Summit, Sunset
New agents	Eligible only after 14 complete days from live competitive release before the start of the relevant qualifier / LAN stage, subject to published disables
Custom-game baseline	Standard mode; Tournament Mode on; cheats off; win-by-two overtime on; play out all rounds off; match history visible
Official streams	Official stream links are published through ctrlpoint.gg
Player / coach / observer access	Only registered players, the authorised non-playing coach slot where supported, and approved officials / observers

The fixed map pool is an event choice, not a claim that VCT mandates it for CTRLPOINT. Admins test the supported client and published custom-lobby settings before play. Any necessary server or map change follows the recorded amendment process. No private Riot LAN server, tournament realm, round rollback or live scoreboard API is promised.

7. Sponsor and broadcast limits

Review every sponsor, participant jersey, overlay and activation against the current Riot community licence. Sponsors may be described in the permitted supporting / presenting form, not by misrepresenting Riot endorsement. VALORANT assets may promote the competition but must not be used as a product endorsement. The community licence does not permit linear-TV distribution. Official online-stream links are announced through the event website and Discord.

This event adopts an additional family-appropriate production policy: Show Blood off on observer and broadcast clients, moderated public chat, and no prohibited sponsor content. These production choices do not import superseded licence thresholds.

8. Public records and amendments

The website mirrors the same release as GitHub. Actual publication evidence, changelog, registration records, Q2 closure, seeding, results and reasoned disciplinary outcomes are retained through the public record structure. Private identity, welfare and payment data are excluded.

The VALORANT rulebook and any mandatory Riot terms govern VALORANT, not Valve’s CS2 operating requirements. The shared registration schedule is an operational choice. Follow AMENDMENT-POLICY.md; no silent changes or retrospective eligibility exceptions.

Full rules: VALORANT-RULEBOOK.md. Research and source distinctions: SOURCES.md.