ACGL

AGC

PLAYER HANDBOOK

2025

This handbook is a crucial guide for competitors in the African Gaming Championship (AGC), providing essential information on tournament rules, schedules, player conduct, venue guidelines, and standards for fair gaming.

Table of Contents

Note: This Handbook is clickable ! Key: ● Jump to section ⏭ Next Page 🏠 Home – Table of Contents

WElcome to AGC The Crown Awaits

CLEARACCESS   CURRO ESPORTS   CAPE TOWN

TURTLE BEACH.   Carry1st   VUMA

acer for education   UBISOFT   NWU   heart FM cape town's beat   SUPERSPORT SCHOOLS   Sun International

ACGL
Welcomes you
to AGC 2025!

AGC

#AGC25 👑
Offical Hashtag

Dear Players, Teachers and Coaches,
Welcome to AGC 2025 – Africa's premier competitive gaming festival! We're thrilled to have you join us for what promises to be four unforgettable days of esports, community, and celebration.

Whether you're here to defend your title, claim your first big win, or simply experience the energy of LAN competition, your participation makes this championship truly special.

Our mission is to create a world-class stage where Africa's best players can compete, grow, and shine. This year, we've expanded our games lineup, improved our player services, and brought together partners, broadcasters, and fans to make AGC bigger and better than ever.

Please take the time to read through this handbook carefully – inside you'll find everything you need to know to make your experience smooth and enjoyable, from tournament rules and match times to venue maps and player conduct expectations.

On behalf of our entire team, thank you for being part of AGC 2025. We wish you fair play, fierce matches, and memories that last long after the final round ends.
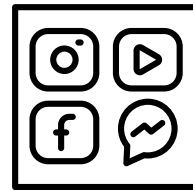
See you on the main stage!
Good luck and have fun!

#ACGLFAMILY ♡

The AGC Tournament Operations Team

ABOUT

All paths converge at AGC, an event designed to nurture and promote the growth of African esports.

At the foundation are our school leagues, boasting over 250 registered schools—the largest in Africa—on our school platform (schools.acgl.gg). The AGC event serves as the grand finale for these schools, bringing together players from across the nation.

Moreover, AGC is dedicated to creating opportunities and paving the way for the future of esports in Africa. We are actively linking our competitions to the international circuit and enabling our champions to showcase their talents on a global stage.

We envision AGC as the cornerstone of African esports, essential for having our players represent not just their countries, but the entire continent. This initiative also aligns with educational and job creation prospects within the gaming industry.

We believe that AGC is the launching pad that connects African esports to the global arena.

ACGL

OVERVIEW:
2025

VENUE ⌖

A NEW DESTINATION:
GRAND WEST, MARKET HALL

CONFIRMED
DATES: 10 - 13 JULY

R150,000+ PRIZE POOL

CONFIRMED
INTERNATIONAL QUALIFIER

2025 PARTNERS

AGC couldn't shine without our amazing partners! We urge you to explore their amazing services and sprinkle some love on their socials.

Headline Partners:
- City of Cape Town - City Partner
- Turtle Beach - Official Audio Partner for AGC
- Curro Schools - Student Empowerment Partner
- Carry1st - Call of Duty Mobile Finale and Call of Duty: Mobile Activation.
- Clear Access - ISP Partner

Brand Partners
- Ubisoft - Brawlhalla BCX Qualification Partner
- NWU - University Partner
- Vumatel - Fiber Network Partner
- Sun International - Venue Partner
- ACER for Education - Device Partner
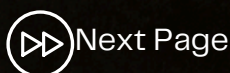
AGC AFRICAN GAMING CHAMPIONSHIP
10-13 July 2025

1 - RECEPTION
2 - FREEPLAY
4 - SPECTATOR LOUNGE

LAN B

LAN A

STAGE

LAN D

LAN C

3A
3F
3B
3E
3C
3D

2
2
2
1

ENTRANCE

EXIT

4

MARKET HALL GRAND WEST
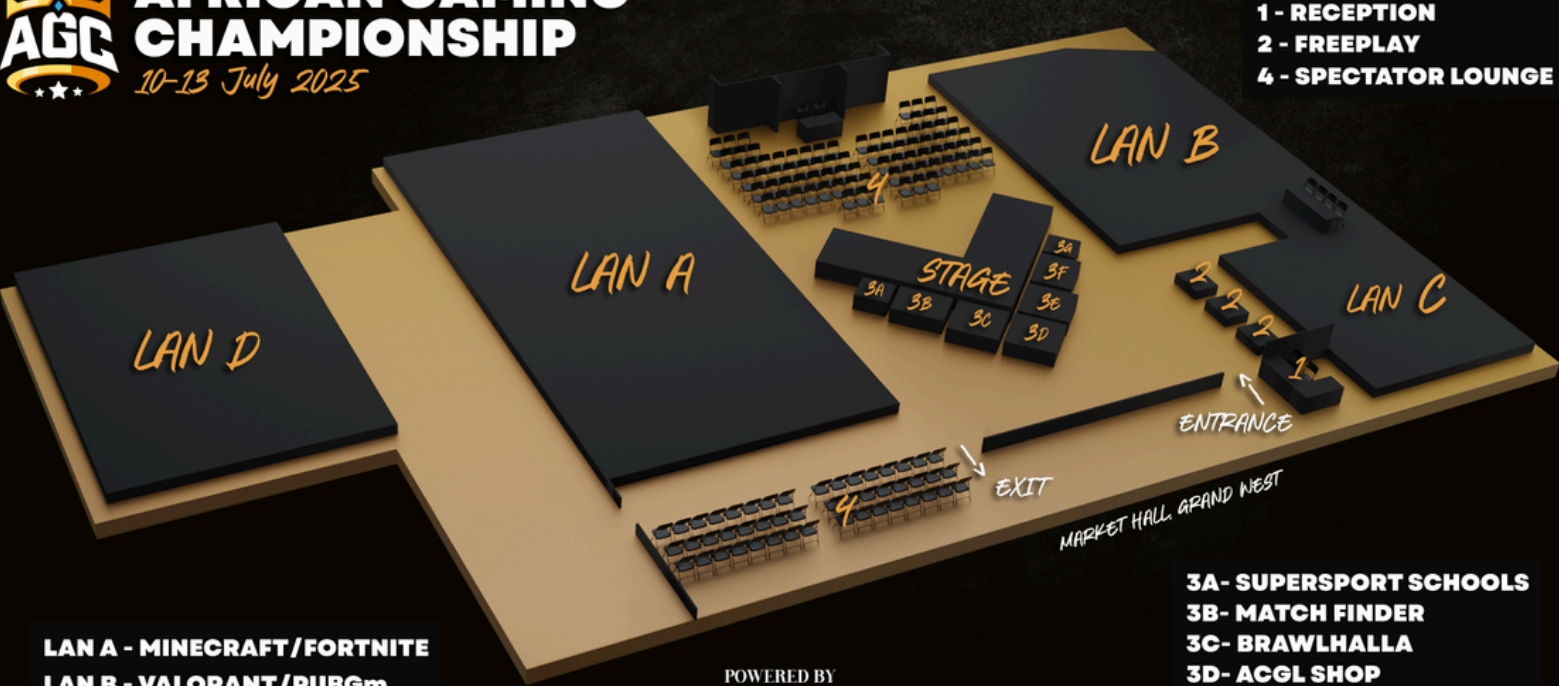
LAN A - MINECRAFT/FORTNITE
LAN B - VALORANT/PUBGm
LAN C - EAFC 25
LAN D - ROCKET LEAGUE

3A- SUPERSPORT SCHOOLS
3B- MATCH FINDER
3C- BRAWLHALLA
3D- ACGL SHOP
3E- CARRY 1ST
3F- SIM RACING
3G- JUST DANCE

POWERED BY

CLEARACCESS   CURRO ESPORTS   CAPE TOWN   TURTLE BEACH   Carry1st

VUMA   acer for education   UBISOFT   NWU   heart FM

Sun International

VENUE PARKING:

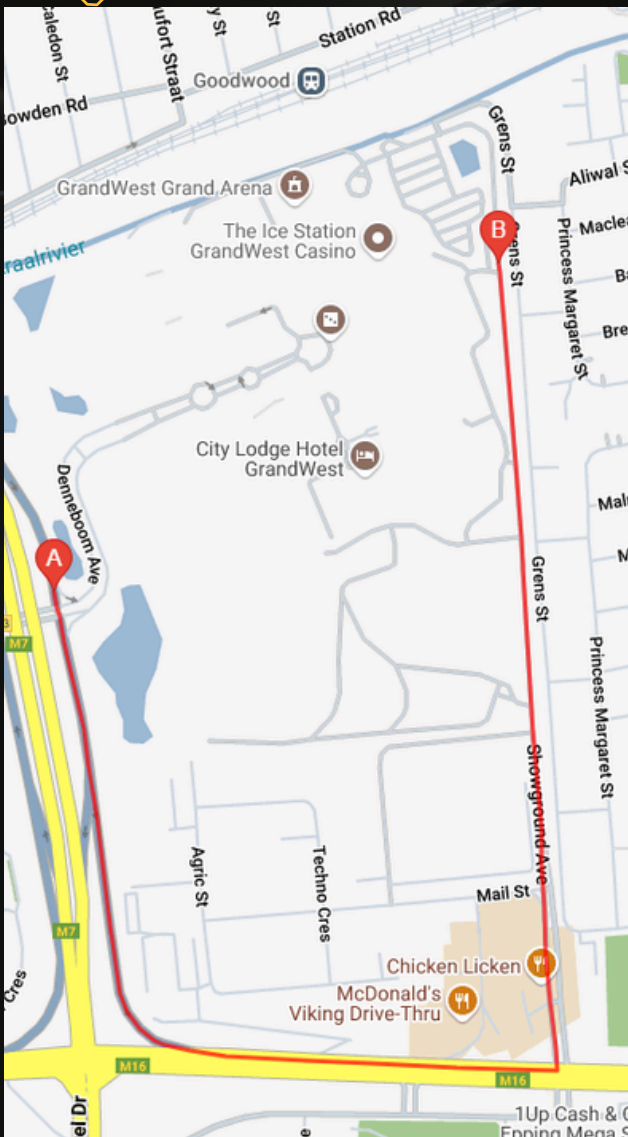**ALL VENUE PARKING IS AVAILABLE VIA THE MAIN ENTRANCE AT GRAND WEST. PARKING COSTS R20 PER DAY. FOR THOSE DROPPING OFF EQUIPMENT, PLEASE BE SURE TO DROP OFF BEFORE GOING TO PARKING TO AVOID ADDITIONAL FEES.**

PC/CONSOLE DROP OFF FOR BRING YOUR OWN (BYO)

THOSE REQUIRED TO DROP OFF THEIR PC/CONSOLE + MONITOR.

COMPLETE THE <u>FORM</u> TO FILL IN THE DETAILS REQUIRED.

Click GPS Icon for desired Link

A - General Entrance

Park at the allocated space.
Go through the main entrance.
Head left, past the food court. The Markethall will be on your right as you pass Burger King on your left.

B - PC Drop Off

At the Entrance Gate. State you are here for AGC Drop Off. You will be directed to the drop-off location.

Once you have dropped off the equipment, you/your driver can head to General Entrance A

- Equipment drop off is between 8:00-9:00
- Equipment pick-up is at any point during the day
- After drop off you will be required to park in General Parking.

EVENT COMPETITIONS VIA ACGL.GG/AGC

TITLES & CATAGORIES
(CLICK ON THE TITLE TO JUMP TO PAGE)

CURRO ESPORTS

NITRO ASL

AGC

Carry1st AFRICA CUP 2025

BRAWLHALLA

BCX 2025

CALL OF DUTY MOBILE

LIVE ON SUNDAY
MAIN STAGE
@ 17:00

EA SPORTS FC

EA SPORTS FC

FORTNITE

FORTNITE

/CARRY1ST

ROCKET LEAGUE

ROCKET LEAGUE

VALORANT

VALORANT

SCHEDULES ARE BASED ON MAX CAPACITY
IF THERE ARE LESS PLAYERS, EXPECT THE POTENTIAL OF SHORTER PLAYING TIMES

Skip Section -

CURRO ESPORTS

Curro Esports will run a fun 5v5 tournament for school learners on Thursday, 10th of July, featuring a custom 'Rhino World' game created by the Curro Esports team.

Operations Leads:
Magdeleen De Kock & Sherry-Lee McBride

5V5 RHINO WORLD | 16 TEAM MAXIMUM
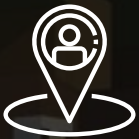
CHECK IN: 08:00 - 09:30 | FRONT ENTRANCE ONLY

BRING YOUR OWN:
- LAPTOP ONLY
- BRING YOUR OWN USB TO ETHERNET IF REQUIRED

SCHEDULE:
10:00 MATCHES START

MAIN STAGE FINALS: 16:00

SECTION: LAN A

PLAYING AREA

AGC

The Nitro ASL Brawlhalla Finals will take place on Thursday, July 10th. The competition will see participants competing in a group stage and progressing through to a double-elimination bracket.

All matches will be played at the Brawlhalla Stand and on PC.

Operations Leads:
Ethan Kruger, Warren & Shakoor

FORMAT
1V1
GROUPS TO DOUBLE-ELIMINATION BRACKET
32 PLAYERS

DEVICE
PLAYED ON PC.
OPTIONAL:
- BYO CONTROLLER

CHECK-IN
08:00 - 09:00
FRONT ENTRANCE ONLY

PLAYING AREA
SECTION: 3C

SCHEDULE:

GROUP STAGE (BO3)

- 09:30 - MATCH 1
- 10:00 - MATCH 2
- 10:30 - MATCH 3

CHAMPIONSHIP BRACKET:

DOUBLE ELIM PLAYOFFS (8 PLAYERS) (BO5)
- 11:00 WB ROUND 1
- 11:20 WB ROUND 2 / LB ROUND 1
- 11:40 LB ROUND 2
- 12:00 LB ROUND 3

TOURNAMENT PAGE

**8 PROGRESS > CHAMPIONSHIP BRACKET.
REMAINING TEAMS > PLATE BRACKET**

PLATE BRACKET:

SINGLE ELIM PLAYOFFS (BO5)
- 12:00 ROUND OF 16
- 12:20 QUARTER FINALS
- 12:40 SEMI FINALS
- 13:00 FINALS + 3/4TH PLAYOFF

MAIN STAGE FINALS: 14:00
WB Final, LB Final, Grand Final)
-Grand Final WB winner receives 1-0 Brace

/AFRICANESPORTS

ACGL - GAMING SOLUTION SPECIALIST

AGC

NITRO ASL

FEATURING

EA SPORTS FC

The Nitro ASL EAFC Finals will take place on Friday, July 11th. The competition will see participants competing in a group stage and progressing through to a single-elimination bracket.

All matches will be played at the LAN C area and on PlayStation 5.

Operations Leads:
Mo & James

FORMAT
1V1
GROUPS TO ELIMINATION BRACKET
64 PLAYERS

CHECK-IN
08:00 - 09:00
FRONT ENTRANCE ONLY

DEVICE
PLAYED ON PS5.
OPTIONAL:
- BYO CONTROLLER

PLAYING AREA
SECTION: LAN C

SCHEDULE:

TOURNAMENT PAGE

GROUP STAGE (BO1)

GROUPS 1-6
- 09:10 BE READY
- 09:30 START

GROUPS 7-12
- 10:30 BE READY
- 11:00 START

GROUPS 13-16
- 12:00 BE READY
- 12:30 START

SINGLE ELIMINATION STARTS (TOP 16) STATION 1-8

14:00 - ROUND OF 16
15:00 - QUARTER FINALS

MAIN STAGE FINALE: 16:30
Semi-Final 1, Semi-Final 2 & Grand Final)

/ACGL_ALPHA

ACGL - GAMING SOLUTION SPECIALISTS

AGC

NITRO ASL

FEATURING FORTNITE

The Nitro ASL Fortnite Finals will take place on Friday, July 11th. The competition will see participants competing in a battle royale trio Format, with a total of 6 lobbies being played.

All matches will be played at the LAN A area and on players' own devices.

Operations Leads:
Ethan Kruger & Jade van der Merwe

FORMAT
TRIOS
33 TEAM CAPACITY
TOTAL OF 6 GAMES

CHECK-IN
ENTRANCE 1 OR 2.
ENTRANCE 2 FOR DROP OFF.

DEVICE
BRING YOUR OWN

PLAYING AREA
SECTION: LAN A

SCHEDULE:

10:00:
WARM-UP LOBBY

11:00
MATCH 1 - MATCH 3

TOURNAMENT PAGE

14:00
MATCH 4-MATCH 6

LIVE

ALL MATCHES (1-6) BROADCASTED
/AFRICANESPORTS

The Nitro ASL Rocket League Finals will take place from Thursday to Friday, July 10th – July 11th.

The competition will see participants competing in a Group Stage to a Double Elimination Bracket.

Friday will see the start of the 1v1 Competition after the ASL Main Stage Finals (Single Elimination).

All matches will be played at the LAN D area and on players' own devices.

Operations Leads:
Ethan Kruger & Tawfeeq

3V3 GROUPS TO ELIMINATION BRACKETS
FORMAT

BRING YOUR OWN
DEVICE

ENTRANCE 1 OR 2. ENTRANCE 2 FOR DROP OFF.
CHECK-IN

SECTION: LAN D
PLAYING AREA

SCHEDULE:

TOURNAMENT PAGE

THURSDAY:
GROUP STAGE (BO3) (4 GROUPS)

- 10:00 - MATCH 1
- 11:00 - MATCH 2
- 12:00 - MATCH 3

CHAMPIONSHIP BRACKET:

DOUBLE ELIM PLAYOFFS (8 TEAMS) (BO5)
- 14:00 WB ROUND 1
- 14:45 WB ROUND 2 / LB ROUND 1
- 15:30 LB ROUND 2
- 16:15 LB ROUND 3

TOP 2 PROGRESS > CHAMPIONSHIP BRACKET. REMAINING TEAMS > PLATE BRACKET

PLATE BRACKET:

SINGLE ELIM PLAYOFFS (8 TEAMS) (BO5)
- 14:30 QUARTER FINALS
- 15:30 SEMI FINALS
- 16:30 FINALS + 3/4TH PLAYOFF

MAIN STAGE FINALE: 10:00

WB Final, LB Final, Grand Final)
-Grand Final WB winner receives 1-0 Brace

/ACGL_ALPHA

ACGL - GAMING SOLUTION SPECIALISTS

The Nitro ASL Valorant Finals will take place from Thursday to Friday, July 10th – July 11th.

The competition will see participants competing in a Group Stage to a Single Elimination Brackets.

All PCs will need to be collected on Thursday evening, the Main Stage will be used on Saturday (only peripherals required) .

All matches, except the finals will be played at the LAN B area and on players' own devices.

Operations Leads:
Mia & Aidan

FORMAT
5V5
GROUPS TO ELIMINATION BRACKETS

CHECK-IN
ENTRANCE 1 OR 2.
ENTRANCE 2 FOR DROP OFF.

DEVICE
BRING YOUR OWN.
IN-EARS FOR FINALS SUPPLIED, BYO IF DESIRED.

PLAYING AREA
SECTION: LAN B

SCHEDULE:

TOURNAMENT PAGE

THURSDAY:
GROUP STAGE (BO1) (2 GROUPS)

- 10:00 - MATCH 1
- 11:00 - MATCH 2
- 12:00 - MATCH 3

CHAMPIONSHIP BRACKET:

DOUBLE ELIM PLAYOFFS (4 TEAMS) (BO5)
- 14:00 SEMI-FINALS
- 17:00 3RD / 4TH

TOP 2 PROGRESS > CHAMPIONSHIP BRACKET. REMAINING TEAMS > PLATE BRACKET

PLATE BRACKET:

SINGLE ELIM PLAYOFFS (4 TEAMS) (BO3)
- 14:30 SEMI-FINALS
- 16:30 FINALS + 3/4TH PLAYOFF

Friday
MAIN STAGE FINALE: 14:00

/AFRICANGAMING

ACGL - GAMING SOLUTION SPECIALISTS

AGC

The Brawlhalla South African BCX 2025 qualifier is set to take place on Saturday, the 12th of July. The winner of the competition will qualify, should they accept, for the Brawlhalla World Championship that features a massive $200,000 prize pool.

The competition sees a group stage format, leading into a double elimination bracket.

Operational Leads:
Warren

1V1
FORMAT
GROUPS TO DOUBLE-ELIMINATION BRACKET

CHECK-IN
08:00 - 09:00
FRONT ENTRANCE ONLY

DEVICE
PLAYED ON PC.
OPTIONAL:
• BYO CONTROLLER

PLAYING AREA
SECTION: 3C

SCHEDULE:

GROUP STAGE (BO3)
• 10:00 START

TOURNAMENT PAGE

CHAMPIONSHIP PLAYOFFS (16 PLAYERS):
DOUBLE ELIM PLAYOFFS (BO3)
• 15:00 START

MAIN STAGE FINALS: 18:30
WB Final, LB Final, Grand Final)
-Grand Final WB winner receives 1-0 Brace

/AFRICANESPORTS

ACGL - GAMING SOLUTION SPECIALISTS

AGC

FEATURING

EA SPORTS **FC25**

The AGC EAFC Finals will take place on Saturday to Sunday, July 12th to 13th. The competition will see participants competing in a group stage and progressing through to a single-elimination bracket.

All matches will be played at the LAN C area and on PlayStation 5.

Operations Leads:
Mo & James

FORMAT
1V1
GROUPS (BO-1)
TO ELIMINATION
BRACKET (TO-2)

CHECK-IN
08:00 - 09:00
FRONT ENTRANCE ONLY

DEVICE
PLAYED ON PS5.
OPTIONAL:
• BYO CONTROLLER

PLAYING AREA
SECTION: LAN C

SCHEDULE:

TOURNAMENT PAGE

SATURDAY - GROUP STAGE (BO1) | 4 PLAYERS PER GROUP

GROUPS 1-6
• 09:30 BE READY
• 10:00 START

GROUPS 7-12
• 10:30 BE READY
• 11:00 START

GROUPS 13-18
• 11:30 BE READY
• 12:00 START

GROUPS 19-24
• 12:30 BE READY
• 13:00 START

GROUPS 25-30
• 13:30 BE READY
• 14:00 START

GROUPS 31-32
• 14:30 BE READY
• 15:00 START

SUNDAY - SINGLE ELIMINATION STARTS (TOP 32)

09:00 ROUND OF 32 DRAWN

10:00 ROUND OF 32: MATCH 1-12
10:30 ROUND OF 32: MATCH 13-16

11:00 ROUND OF 16: MATCH 1-8
12:00 QUARTER FINALS: MATCH 1-4

MAIN STAGE FINALE: 14:30
Semi-Final 1, Semi-Final 2 & Grand Final)

/AFRICANESPORTS

AGC

FEATURING

FORTNITE

▶▶ - Solo Details

The AGC Fortnite Trio Finals will take place on Saturday, July 12th. The competition will see participants competing in a battle royale trio Format, with a total of 6 lobbies being played.

All matches will be played at the LAN A area and on players' own devices.

Operations Leads:
Ethan Kruger & Jade van der Merwe

FORMAT
TRIOS
33 TEAM CAPACITY
TOTAL OF 6 GAMES

CHECK-IN
ENTRANCE 1 OR 2.
ENTRANCE 2 FOR DROP OFF.

DEVICE
BRING YOUR OWN

PLAYING AREA
SECTION: LAN A

SCHEDULE:

10:00:
WARM-UP LOBBY

11:00
MATCH 1 - MATCH 3

14:00
MATCH 4-MATCH 6

TOURNAMENT PAGE

LIVE
ALL MATCHES (1-6) BROADCASTED
/AFRICANESPORTS

AGC

AGC

FEATURING

FORTNITE

▶▶ - Trio Details

The AGC Fortnite Solo Finals will take place on Saturday, July 13th. The competition will see participants competing in a battle royale trio Format, with a total of 6 lobbies being played.

All matches will be played at the LAN A area and on players' own devices.

Operations Leads:
Ethan Kruger & Jade van der Merwe

SOLOS
99 PLAYER CAPACITY
TOTAL OF 6 GAMES
FORMAT

ENTRANCE 1 OR 2.
ENTRANCE 2 FOR DROP OFF.
CHECK-IN

BRING YOUR OWN
DEVICE

SECTION: LAN A
PLAYING AREA

SCHEDULE:

TOURNAMENT PAGE

10:00:
WARM-UP LOBBY

11:00
MATCH 1 - MATCH 3

14:00
MATCH 4-MATCH 6

LIVE

ALL MATCHES (1-6) BROADCASTED
/AFRICANESPORTS

● ● ●

ACGL - GAMING SOLUTION SPECIALISTS

AGC

The AGC Rocket League Finals will take place from Saturday to Sunday, July 12th – July 13th .

The competition will see participants competing in a Group Stage to a Double Elimination Bracket.

All matches will be played at the LAN D area and on players' own devices.

Operations Leads:
Ethan Kruger

3V3 GROUPS TO ELIMINATION BRACKETS
FORMAT

CHECK-IN
ENTRANCE 1 OR 2. ENTRANCE 2 FOR DROP OFF.

BRING YOUR OWN
DEVICE

PLAYING AREA
SECTION: LAN D

SCHEDULE:

TOURNAMENT PAGE

SATURDAY:
GROUP STAGE (BO5) (4 GROUPS)

- 10:00 - MATCH 1
- 11:00 - MATCH 2
- 12:00 - MATCH 3

CHAMPIONSHIP BRACKET:

DOUBLE ELIM PLAYOFFS (8 TEAMS) (BO5)
- 14:00 WB ROUND 1
- 14:45 WB ROUND 2 / LB ROUND 1
- 15:30 LB ROUND 2
- 16:15 LB ROUND 3

TOP 2 PROGRESS > CHAMPIONSHIP BRACKET. REMAINING TEAMS > PLATE BRACKET

PLATE BRACKET:

SINGLE ELIM PLAYOFFS (8 TEAMS) (BO5)
- 14:30 QUARTER FINALS
- 15:15 SEMI FINALS
- 16:00 FINALS + 3/4TH PLAYOFF

MAIN STAGE FINALE: 09:30

WB Final, LB Final, Grand Final)- BO7
-Grand Final WB winner receives 1-0 Brace

/ACGL_ALPHA

ACGL - GAMING SOLUTION SPECIALISTS

The AGC Valorant Finals will take place from Friday to Saturday, July 11th – July 12th.

The competition will see participants competing in a Group Stage to a Single Elimination Brackets.

All PCs will need to be collected on Friday evening, the Main Stage will be used on Saturday (only peripherals required) .

All matches, except the finals will be played at the LAN B area and on players' own devices.

Operations Leads:
Ethan Kruger & Mia & Aidan

5V5
GROUPS TO ELIMINATION BRACKETS
FORMAT

ENTRANCE 1 OR 2.
ENTRANCE 2 FOR DROP OFF.
CHECK-IN

BRING YOUR OWN.
IN-EARS FOR FINALS SUPPLIED, BYO IF DESIRED.
DEVICE

SECTION: LAN B
PLAYING AREA

SCHEDULE:

TOURNAMENT PAGE

FRIDAY:
GROUP STAGE (BO1) (2 GROUPS)

- 10:00 - MATCH 1
- 11:00 - MATCH 2
- 12:00 - MATCH 3
- 13:00 - MATCH 4
- 14:00 - MATCH 5

TOP 2 PROGRESS >
CHAMPIONSHIP BRACKET.
REMAINING TEAMS > PLATE BRACKET

CHAMPIONSHIP BRACKET:

DOUBLE ELIM PLAYOFFS (4 TEAMS) (BO5)
- 16:00 SEMI-FINAL 1 (BO3)

PLATE BRACKET:

SINGLE ELIM PLAYOFFS (6 TEAMS) (BO1)
- 15:30 SEMI-FINALS
- 16:30 FINALS + 3/4TH PLAYOFF

Saturday
MAIN STAGE FINALE: 10:00
Semi-Final 2, Followed by Finals
3rd vs 4th off stage.

/AFRICANGAMING

ACGL - GAMING SOLUTION SPECIALISTS

VENUE RULES & POLICIES

1. Entry & Access
- All participants must have the valid armbands visible at all times.
- Underage attendees must have parental consent or supervision.
- No unauthorized access to staff-only, admin, or player-only areas.
- Re-entry may require wristbands.

2. Equipment & Personal Items
- Participants must use only approved devices (no network equipment allowed).
- Bring-your-own-device (BYOD) areas must follow the setup instructions from staff.
- ACGL is not responsible for lost, stolen, or damaged personal property.
- All bags and equipment may be subject to security checks on entry.

3. Prohibited Items
- No weapons, illegal substances, or contraband.
- No outside food in the LAN area. Drinks can only be had in closed containers and be placed next to player chairs.
- No alcohol is allowed.
- No personal extension cords or high-voltage equipment unless pre-approved.

4. Conduct & Fair Play
- Respect staff, players, and other attendees at all times.
- Abusive or discriminatory language, harassment, or bullying is strictly prohibited.
- Cheating, hacking, or any form of match-fixing results in immediate disqualification and removal.
- Please use a headset in Competition areas Lan A, Lan B, 3C & Lan D.

ACGL - GAMING SOLUTION SPECIALISTS

VENUE RULES & POLICIES

5. Health & Safety
- Follow all fire, health, and emergency protocols.
- Keep aisles, exits, and emergency equipment clear at all times.
- Report any suspicious activity or safety hazards to staff immediately.

6. Media & Photography
- By entering, attendees consent to photography, recording, and livestreaming.
- Personal photography is allowed unless obstructing staff or players.
- Flash photography is restricted in gameplay areas.

7. Schedule & Participation
- Players must arrive at check-in on time — late arrival may result in forfeiture.
- Follow all tournament admin instructions.
- Any disputes must be raised immediately with tournament staff.

8. Cleanliness & Respect for Venue
- Keep your area tidy — dispose of trash in bins provided.
- No graffiti, stickers, or damage to venue property.
- Any deliberate damage will be charged to the responsible party.

9. Enforcement & Removal
- Staff reserve the right to eject any attendee for violating rules without refund.
- Serious breaches may result in permanent bans from future ACGL events.

10. Additional Policies
- Specific house rules of the venue override general policies if stricter.
- Sponsors may have branded zones with their own activation rules
- All participants agree to these rules as part of registration.

ACGL - GAMING SOLUTION SPECIALISTS

CODE OF CONDUCT

As a registered participant in the African Gaming Championship (AGC) 2025, all players agree to abide by the following Code of Conduct.

1. Respect & Sportsmanship
- Treat fellow players, admins, spectators, and staff with courtesy and respect.
- Abusive, threatening, discriminatory, or harassing behaviour will not be tolerated.
- Bullying, intimidation, or targeting other players for any reason is strictly prohibited.

2. Fair Play
- Compete with integrity — cheating, hacking, match-fixing, or exploiting bugs/glitches to gain an unfair advantage will result in immediate disqualification.
- Players must follow game-specific rules and all instructions from tournament admins.
- Only registered players are allowed to participate — no substitutes or ringers unless approved.

3. Punctuality & Commitment
- Players must check in at designated times and be ready for matches as scheduled.
- Late arrivals may forfeit matches at the discretion of the admin team.
- All match results must be reported honestly and promptly.

4. In-Game Behaviour
- No use of offensive, obscene, or discriminatory in-game names, voice chat, or text chat.
- Respect your opponents — no deliberate sabotage, stalling, or unsportsmanlike conduct.
- Follow all anti-cheat procedures and allow device checks if required.

5. Communications
- Players must keep open lines of communication with team captains and admins.
- Listen to and follow the instructions of section leads, referees, and broadcast crew.
- Raise any disputes or issues immediately — do not wait until after matches.

6. Media & Publicity
- Players consent to being photographed, filmed, or broadcast as part of AGC coverage.
- Players must comply with reasonable requests from ACGL staff for interviews, photos, or promotional content related to the event.

ACGL - GAMING SOLUTION SPECIALISTS

CODE OF CONDUCT

7. Substance Use
- Alcohol consumption during competition is not permitted.
- Use of illegal substances is strictly prohibited.
- Players must remain fit to compete — any player deemed unfit by staff may be removed.

8. Equipment & Venue Care
- Treat all venue property, sponsor equipment, and other players' gear with respect.
- Players are responsible for their own personal equipment.
- Any damage caused by negligence or intent will be charged to the responsible party.

9. Disciplinary Action
- Breaches of this Code may result in penalties including warnings, forfeiture, disqualification, prize revocation, removal from venue, and bans from future ACGL events.
- The decision of the tournament admin team is final.

10. Agreement
- By registering for AGC 2025, players confirm that they have read, understood, and agreed to this Code of Conduct.

EQUIPMENT CHECKLIST

TITLES: EA FC 25 & BRAWLHALLA

- [ ] * BRING YOUR OWN CONTROLLER & USB - OPTIONAL

TITLES: MINECRAFT

- [ ] LAPTOP + POWER ADAPTER + POWER CABLE
- [ ] PERIHPERALS
- [ ] * IF NO ETHERNET PORT - ETHERNET USB ADAPTER

TITLES: ROCKET LEAGUE, VALORANT & FORTNITE

- [ ] GAMING DEVICE (LAPTOP/PC/CONSOLE)
- [ ] MONITOR
- [ ] NB: ENSURE DEVICE WITH GAME IS UP TO DATE
- [ ] PERIPHERALS
- [ ] CABLES & ADAPTERS
- [ ] * BACK UP ITEMS (EXTRA BATTERIES, DRIVER SOFTWARE ON USB, SPARE PERIPHERALS)

*NOT REQUIRED

A LOOK BACK AGC 2024
CREATING LOCAL GAMING HEROS

AGC CHAMP

THE KIDS of FORTNITE

THE KING IS BACK

SEE MORE

ACGL - GAMING SOLUTION SPECIALISTS

Contact Information

Please note that these contact are only for emergencies

Full Name	Vertical	Position	Email
Pre-Event			
Adam Thomas James	Nitro ASL	Educations Lead	Adam@acgl.gg
Andrii Kurzora	Registrations	Registrations Lead	Andrii@acgl.gg
Ethan Kruger	Tournaments	Tournaments Lead	Ethan@acgl.gg

Click Me

**More Support Needed?
Log a Ticket via Discord**

OR

Click Me

Email: Admin@acgl.gg

During-Event

We have created a WhatsApp Community for the Event.

Please note that the group might not have all the channels currently but this will be updated from the 10th of July.

Click Me