ACER PREDATOR LEAGUE BANGLADESH 2019 - DOTA 2
RULE BOOK

1. General Provisions

● All participants are expected to know and understand all of the rules indicated below. Unawareness of a specific rule will not be considered an acceptable reason for breaking the rule. Ignorance is not an excuse.

● Each team must have an appointed team captain/team representative. Only the captain/representative/manager is allowed to communicate with the organizers before, during or after the matches.

● Teams must use official Discord server for communication. All kinds of announcement will be posted in the official Discord server. Player/team support will be also provided through discord. All team members must join the Discord server and be present in their designated team channel while playing the matches. Join official Discord server: **https://discord.gg/5Rv8dxD** (ACER PREDATOR LEAGUE BANGLADESH 2019)

● The tournament organizer may change without prior notice any of the rules and regulations which they seem necessary to ensure the success of the tournament. The tournament organizer's decision is final.

2. <u>Eligibility</u>

● Only the registered teams at the Predator League website are allowed to participate in the event.
• A Squad must consist of 5 members.
• A registered team can have 1 extra player as stand-in
• Every Member/Player in a team must have their own steam account and Dota 2 copy in his/her steam account.
• A Player must be at least 14 years old to participate in the event.
• A Player must play for only 1 team. If we find out that a Player is playing for 2 teams in this event, both teams will face disqualification.

3. <u>Format</u>

Online Qualifier:
An Online Qualifier will be held, where all teams will be divided into 4 groups. Each group will have double elimination brackets. Winner and runners-up from each group will advance to TOP 8 LAN Qualifiers.

Registration Dates: 6 November 2019 – 2 December 2019
Format: Double Elimination (BO1)
Matches Start Date: 4 December 2019

Top 8 LAN Qualifier:
Top 8 LAN qualifiers will be held in Auroral Gaming Lounge, where each team will be placed in a single group double elimination bracket. Top 3 teams will advance to Bangladesh LAN Finale.

Format: Double Elimination (BO1)
Date: 13 – 14 December 2019

Bangladesh LAN Finale:
Top 3 teams will compete against each other in Lower bracket Final (BO3) and Grand Finals (BO3), where the winner will qualify for the Acer Predator Grand Finals which will be held in Manila.

Date: 27 December2019

4. Match Settings

Game Mode: Captains Mode (Conditions Apply)
Lobby Password: Mandatory
Server Location: Singapore
Starting Team: Decided by an Automatic Coin Toss in game client.
Enable Cheats: No
Version: Tournament
Spectators: Enabled
Dota TV Delay: 5 Minutes

** If the server crashes after the drafting, game will be hosted with All Pick mode with same heroes.

5. Rules & Regulations

- All match lobbies will be created by an assigned match admin/referee, not later than 15 minutes before the match starts.
- Teams, with all 5 of their players, must be in the lobby 10 minutes before their series to decide draft order and sides.
- Participants are not allowed to pass the lobby password on to anyone but the other members of his/her team.

- Only referees, official broadcasters, anyone authorized by our organizing committee, and the ten players (5 from each competing team) are allowed to be inside the game lobby.
- During the Group Stage and Playoffs, players will have a 5-minute break in between games. Countdown begins when the match ends. Teams must be back in the lobby and be ready with all 5 of their players at the end of the 5-minute break. If the timer runs out before a team is ready, the admin can already penalize them with a LVL 1 penalty.
- In between series (for example between two BO3s), there is a 15-minute break.
- Choosing Side and Pick:
  - **Online Qualifier:** Selection of Side or Pick is decided by coin toss.
  - **Top 8 LAN Qualifier & Bangladesh LAN Finale**: There will also be a coin toss for the first game of each series. Side/pick alternates for Game 2. There will be another coin toss in the case of having a Game 3.
- Play days are held using the "follow by" system. First match starts at a certain time, next matches follow each other. During Group Stage, the 4 groups will play concurrent matches independently.

.

• The hero pool always consists of all heroes that are allowed in Captains Mode, might therefore change several times during the competition.

• The game must not be paused during draft, unless a drafter disconnects.

• Each team has the right to pause the game for an acceptable duration, if a player announces it at least three seconds in advance and calls a coherent reason (exception: not necessary, if someone disconnects). The game must not be resumed before both teams agree to it.

• If a player disconnects, the game is to be paused instantly. Everyone has up to ten minutes to reconnect to the game (if the same person disconnects more than once, all times get added up). If this time is passed, the opposing team may continue the game, unless referee demands the opposite. The affected player in this case is still allowed to rejoin later on. However, considering the electricity situation, each team will have the chance to pause a game for a maximum of 1 hour (twice during the entire event).

• If any serious bug(s) occur(s), the game has to be paused immediately and

the administration decides how to continue. Knowingly abusing a bug is strictly forbidden.

•During LAN matches a coach/manager will be allowed to assist the team s/he's representing. However, the admins must be informed beforehand by the team about their coach's identity at least 3 days prior to the event.

• In case of server crash and if the game can't be continued due to various unfortunate reasons, the lobby will be re-hosted or rescheduled and the particular game will be played from start at the sole discretion of the Admins.

• A game is finished, when the ancient of any team is destroyed, when the majority of a team leaves on purpose, any member of a team calls "gg", or when the administration decides on it.

• If any team or any individual participant gets caught using cheats, abusing, ghosting, using in game bugs to take advantage, spamming, or advertising; the team/player will be disqualified from the tournament.

• If a tournament official (i.e., Administrators/Observers/Referees) disconnects from a game the game will not be restarted, unless instructed otherwise by the tournament official.

• Only game-related chat is allowed during live gameplay, and in the lobby.

• If any player is experiencing a known bug, they must contact match referee immediately. Failure to do so may result in a disqualification.

• Breaking one of the above gameplay rules shall result in an automatic forfeit of the game and if you find any of your opponents breaking above mentioned rules, contact with our admins with relevant information of the rule-break, like match date and time/match ID, suspicious player or team details with appropriate proofs like screenshots, video clips or round details. Once a complaint is received, our gaming officials will do a thorough investigation and take necessary actions.

6. Player and Team Responsibilities

- Players must obey DOTA 2 User Agreement and The Predator League 2019 APAC Finals Rulebook.

- Players and teams should set official player and team names and team logo in the game client.
- Players are not allowed to broadcast the games they are playing. In addition, they are not allowed to watch any broadcasts while they are currently competing in an official match. This includes broadcasts of both their own match(es) as well as broadcasts of other match(es) going on at the same time while they are competing.
- In the LAN events, each player can bring up to two sets of devices: 2x keyboards, 2x mice, 2x mouse pads, and an option to bring 1x set of headset and 1x in-ear piece. Devices are to be inspected by the organizers. Organizers have the power to deny players of using their own peripheral device if deemed necessary, the organizers then, should give the player set of devices to be used.
- Players are forbidden to leave the competition area during the LAN events, and player desks while their matches are going on, without an admin's permission.
- After the start of a match, only players, coach, and staff approved by organizers are allowed to stay in the competition area. During the draft only 5 players and a coach can be present in the competition area. Coaches have to leave the area after draft. No managers or other people are allowed.
- Players may have to hand over to admin all their pads, phones and other electronic devices until the match is over.
- Only hand-written or printed notes/stats are allowed. Using any electronic versions is prohibited.
- During the event matches, players have to keep the tables clean from food, drinks, trash, etc. Functionally, this means that food items (defined as anything that is 'edible') are prohibited on the players' desks, and drinks must be placed on the floor only.

- Players can only launch Steam, Discord, and DOTA 2 on tournament computers. All other software/applications are prohibited. [If required, some necessary applications like device driver applications can be used. However, direct consent from the match referee/one of the organizers is mandatory.]

- All players have to wear team uniforms during the games, unless the organizers agree otherwise. There are no strict rules for bottom/shoes (which means that 3 quarters and open shoes are allowed), but the general appearance of a player must be decent (no offensive writing/drawing/symbol will be allowed to wear).
- Players are not allowed to wear jerseys with ACER PREDATOR's competitors' brand logos on stage. Players who have a competitor's logo on his/her jersey will not be allowed to play on stage unless they agree to cover the said logo.
- Only the organizers have the right to determine which logos are considered as a "competitor" logo and have the final say regarding the matter.
- During the closing ceremony, players shall wear the ACER PREDATOR uniform provided by the organizers.
- Being under alcohol/drug influence during media and tournament days is strictly prohibited. Players caught in such state won't be allowed to play their matches, teams will be disqualified and won't have any prize money paid.
- Smoking inside the event premises is prohibited.
- Players will not be allowed to use the restroom during games, unless any emergency occurs. Any violation will result in a level 2 penalty, taking away the bonus time during the pick in the next match.
- Players are not allowed to modify the hardware and software of the tournament units. This includes PC modification and unauthorized software installations.

7. <u>Refereeing and Issues</u>

- Schedule and refereeing for every single match is done by the tournament organizers and referees, now to be referred to as the committee. The committee will make decisions according to this Rulebook and inform teams. In extraordinary situations or in situations which are not described here, the committee will be the one to make a decision and their decision is the binding one.

- From teams' sides, only the captain or manager can communicate about any issues or controversial situations.
- If there are no requests from captains about a controversial situation within 10 minutes of the match's end, the result is considered to be confirmed. Only the team's captain has a right to submit a protest. The captain must provide all the information needed within 15 minutes after the match is finished, otherwise, the result is considered to be confirmed and beyond discussion.
- Decisions about the controversial situations can only be made by the committee.
- Decisions made by the committee are ultimate and out of discussion.
- If two teams have already played a match, it cannot be replayed in any circumstances.

8. <u>Disciplinary Punishments</u>

- For breaking any of these Rules and Regulations there are disciplinary punishments and fines.
- Being late for 5 minutes — warning + taking away the bonus time during the pick (Level 1) in this match.
- Being late for 10 minutes — warning + taking away the bonus time during the pick (Level 2) in this match.
- Being late for 15 minutes — warning + taking away the bonus time during the pick (Level 3) in this match.
- Being late for 20 minutes — Default game 1 loss (in case of BO3).
- Failure to show for more than 20 minutes in case of a BO3 series, it will end by the score of 0-2 favoring the team that showed up on time.
- Using a player not in the official roster will directly result in team disqualification. During the event, in the case of serious, unpreventable circumstances (such as injury, illness, emergency, etc.) the allowance of exceptions can be possible, but at the sole discretion of the tournament committee.

- Any kind of betting/gambling/wagering or involvement in such: players and managers are prohibited to make bets (in real or virtual money, crypto currency, assets, including DOTA 2 in-game items, in any way shape or form). If, however, any player/manager involves in any kind of similar activity, the team will face default loss and disqualification.
- If player or team encounters or triggers what seems like a bug, they need to inform the committee to determine if the specific behavior is intentional or allowed.
- Sabotaging the match, unauthorized quit, etc. will result in default loss.
- Using side programs affecting game process will result in default loss and disqualification.
- If punishment is not described, the organizing committee may use any sanction or fine, depending on the situation and the Regulations, at their discretion.

9. <u>Organizers/Referees Rights</u>

- The organizers may, at their discretion, overrule all rules and change any of the rules as it deems fit without prior notice. Decision of the organizers is ALWAYS final.
- The referee is authorized to instruct and guide the players during their respective matches in accordance with this Rulebook.