

Rules & Regulation

INDIA PREDATOR LEAGUE 2024 - DOTA 2

This document outlines the rules and regulations pertaining to The “INDIA PREDATOR LEAGUE 2024 - DOTA 2”. Failing to adhere to these rules and regulations may result in disqualification and/or other penalization as determined by ACER INDIA management (including as may be set forth in these rules and regulations). Please note that ACER INDIA management has the authority to make final decisions that are not specifically delineated in these rules and regulations to preserve fair play and sportsmanship at its sole discretion.

Format

- **Registration** : Teams must register in APL official website with all the necessary information. Registration for the Indian Qualifiers will end on 16th Sept 2023 and Bracket and Schedule will be released on 16th Sept 2023.
- **Open Qualifiers** : Entire open qualifiers will be played on 17th Sept 2023 respectively and it will be played in a single elimination format and BO1 matches.
- **Play-Off** : Top 8 teams will be playing a double elimination format from 18th Sept 2023 – 22nd Sept 2023 (All matches will be BO3) and will be live streamed on Acer Predator League Official Channel
- **Grand Finals** : Finals will be held in LAN where top 2 teams from Play-Off will travel and compete in the BO3 series to win the ultimate prize.
- **Region: India Only.** [All participants in the qualifiers must be residing in India and actively participating in the tournament; If any team members are found competing from outside India, the entire team will be instantly disqualified.]

Lobby Settings

General lobby settings

- Server Location – India
- Game Mode - Captains Mode
- Lobby Visibility - Private
- Lobby password - (According to players)
- Enable cheats - no

Advance lobby settings

- selection priority - Manual starting Team - Radiant Penalty Radiant - no penalty Penalty Dire - no penalty league - Acer Predator league Spectators - Disabled
- Dota tv delay - 5 min

- Pausing - Limited (each team gets 2 pauses and each pause will be maximum 5 min)
Series type - no series (if its bo3 make it bo3 or if its bo5 make it bo5)
- Bot settings - disabled

Rules & Regulations

Gameplay Rules

- Every game lobby gets hosted by an admin appointed by Acer India. The teams receive the password from their assigned admin. Players should join in the game lobby without any delay once they receive the lobby password.
- Participants are not allowed to share the lobby credentials to anyone but members of his team.
- Only referees, official broadcasters, anyone authorized by The Esports Club and the ten players are allowed to be inside the game.
- The hero pool always consists of all heroes the game mode allows and might therefore change several times during the competition. The game must not be paused during the 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 with it or the game is paused more than allotted time.
- If a player disconnects, the game is to be paused instantly. Everyone has up to five 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 the referee demands the opposite. The affected player is in this case still allowed to rejoin later on.
- If any serious bugs occur, the game has to be paused immediately and the administration decides how to continue. Knowingly abusing a bug is strictly forbidden.
- In case of a server crash and 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 an Ancient Fortress is destroyed, when the majority of a team leaves on purpose, or when the administration decides on it.
- If any team or any individual participants gets caught using cheats, abusing, ghosting, using in game bugs to take advantage, spam or advertising will be disqualified from the tournament

- Game will be restarted in the tournament when 4 or more players from both teams are disconnected from the game prior to match start, or if multiple players from the same team are disconnected from the game prior to the match start.
- If a tournament official (i.e., Administrators/Observers) disconnects from a game the game will not be restarted, but if all Players remain in the game, the game will continue.
- Only game-related chat is allowed during live gameplay.
- If any player is experiencing a known bug, they must contact an admin 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 opponent's breaking above mentioned rules create a support ticket on the discord channel with information regarding match like Match Date and Time, Match Tournament, Match Lobby Link, Suspicious Player or Team Details with appropriate proofs like screenshots, video clips or Round details. Once complaints are received The Esports Club Officials will do thorough investigation and take necessary actions.

General Rules

- Any person or individual who has been banned by Dota 2 publishers on any of such person's or individual's accounts (a "Dota 2 Banned Account") will not be permitted to compete or participate in the tournament or in any qualifying event for the as a Player or otherwise. Substitute Player etc. who is or becomes Dota 2 Banned Person will be immediately disqualified from participation in the tournament.
- In order to dispute game results, Players/Teams must create a support ticket on discord with the relevant information like Match Date and Time, Match Lobby Link, Suspected Player or Team Details with appropriate proofs like screenshots and video clips and once complaints received Asus India Officials will do thorough investigation and take necessary actions.
- In-Game Player names, Player avatars and Team names must not contain
 - Racist Image or text.
 - Irrelevant Image or text.
 - TradeMarked or Copyrighted images.
- All Teams must make sure to register their team in the Acer Predator League Official website with all the required information.
- The Esports Club has permission to use Team logos uploaded in Acer India for use on live-streaming, television broadcasts of Acer India and related events, online use, including but not limited to, social media posts and videos, and for the advertising/promotion of the The Esports Club online broadcasts, (e.g., institutional promotion), and in connection therewith, Acer India corporate partners and sponsors.

- Acer India Management has the final ruling on all tournament matters.

Conduct Rules

Additional Rules

- Players/Teams are expected to put forth their best effort in all games. Players/Teams may not intentionally forfeit a game or conspire to manipulate rankings or brackets.
- Players, Team staff and/or managers, and other Team or Player representatives, shall not participate in or otherwise be involved with, either directly or indirectly, any fantasy sports, betting or gambling that uses tournament stats or results or that is otherwise related to Acer Predator League in any way, and shall not associate with bettors or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly, any fantasy sports, betting or gambling that uses tournament stats or results or that is otherwise related to Acer India in any way. Any betting or gambling by a Player, Team staff and/or manager, or other Team or Player representative against his/her own Team's/Player's matches will result in immediate disqualification of the entire Team and, at the discretion of Acer India Management, a ban from one or more subsequent Acer India competitions (up to permanent expulsion from all future The Esports Club events).
- Players & Team representatives are expected to treat all members of Tournament staff, and sponsors, with respect. Public statements made about private information, unofficial roster changes, and disparaging remarks made about Acer India, or its partners are prohibited.
- "Tournament officials" refers to the following: all Referees and Administrators, any Tournament Directors appointed by Acer India.

Penalties

- Tournament officials may issue a foul, technical foul, or disqualify a Player/Team for acts of misconduct not listed in the conduct rules to preserve fair play and sportsmanship in Acer India management's sole discretion.

Legal Matters

- Match fixing is defined as an attempt to arrange or influence, in advance, the outcome of a match, or events within the match, usually for the purpose of making money, often from betting. Participants, directly or indirectly, are not allowed to accept from, or offer to, any person or entity (whether they are participants or otherwise) any bribes/gifts/rewards of any nature in relation to seeking to influence the outcome, result of, conduct of, a match or the competition. Participants are under a strict obligation to immediately report to a tournament official any approach, or any offer of a bribe/gift/ reward made to them, or any other participant, related to seeking to influence the outcome, result, or conduct of a match or the competition.
- Team Agreements: Each Team and its Players remain subject to all of the terms and conditions contained in this rule book.
- Spirit of the Rules. Finality of all decisions regarding the interpretation of these rules, Player and Team eligibility, scheduling the tournament and related events, and penalties for misconduct, lie solely with Acer India management, the decisions of which are final.