

## **PREDATOR LEAGUE 2020 RULES & REGULATIONS**

### **1. Participation Rules**

#### **1.1. – Nationality**

1.1.1. – The Predator League 2020 is open only to applicants born in Sri Lanka or possess Sri Lankan citizenships.

1.1.2. – If you are not a Sri Lankan, to take part in the tournament, you need to have resided in Sri Lanka for a minimum period of 6 months (on a Residence Visa or a person studying in a Sri Lankan University or Institute or an employee of a Sri Lankan organization under a valid permit or documentation). You are required to bring sufficient proof of residence when you are attending the LAN tournament and expected to keep the same with you during the period of the tournament.

#### **1.2. – Playing from Overseas**

1.2.1. – Sri Lankans living abroad cannot take part in any Gamer.LK Ranked Online tournaments.

#### **1.3. – Player Equipment**

For the LAN stage, each team may bring along at least 1 set of keyboards, mouse, mousepad, in-earphones, and full-size headphones (for mic). Our machines do not support PS2-keyboard/mice.

#### **1.4. – Changing Team Names**

1.4.1. – Team names will not be changed after registrations are closed and the draw is published.

1.4.2. – If a team name changes after the tournament is over, please inform us on [admin@gamer.lk](mailto:admin@gamer.lk) or their ranking will not be retained.

#### **1.5. – Names – Team Names, Player Aliases**

A team or player's name, icon, profile picture or logo may not contain any of the following:

- profanities,
- obscene or vulgar language,
- racist, anti-Semitic or inciting hatred
- gang affiliation,
- drugs,
- sexual material,
- offensive material,
- slander of Acer, Gamer.LK or it's administration, partners or sponsors.

Using alternative spelling, gibberish or wrong spelling in order to avoid the requirements

mentioned above is forbidden.

## **1.6. - Changing Player Details**

1.6.1. - Player details can be changed only before registrations close.

1.6.2. - Changes to players should be sent to [thanusha@pencilworks.lk](mailto:thanusha@pencilworks.lk) with the following details clearly mentioned: full details of replacement player and full details of the player that should be changed.

1.6.3. - Alternatively, the team registration could be re-submitted before registrations close.

## **1.7. - Account Sharing**

Account sharing is strictly prohibited. All participants need have their own accounts for the tournament. If found, this will lead to the disqualification of the team and the banning of the offending player/s in future tournaments as well.

## **1.8. - Banned Players**

1.8.1 - Any player banned from Gamer.LK will not be allowed to take part.

1.8.2 - A link to a complete list of players currently banned from all Gamer.LK Ranked tournaments can be found at <http://gamer.lk/blacklist>.

1.8.3 - A link to a complete list of players currently banned from all Gamer.LK tournaments can be found at <https://gamer.lk/blacklist>.

1.8.4 - Any players who have standing bans from the game publisher (eg: VAC ban on Steam) will not be allowed to take part.

1.8.5 - All game publisher bans will be honored and translated into Gamer.LK bans upon discovery.

## **1.9. - Registration Guidelines**

Players that are not in the initially registered roster will not be allowed to play for a team even during the LAN stages.

#### **1.10. - Captain's Contact Information**

The team captain will be responsible for passing all tournament related information to his/her teammates. The Organizers will communicate all tournament info with the captain and as such, his/her details should be accurate and true.

**1.10. - There is NO registration fee for this tournament. If any parties enforce a registration fee, please inform such to [thanusha@pencilworks.lk](mailto:thanusha@pencilworks.lk) immediately.**

#### **1.11. - Restricted sponsors list**

The following is a no exhaustive list of restricted sponsors:

- Non-"over-the-counter" drugs
- Firearms, handguns, ammunition providers
- Pornographic imagery or products
- Tobacco products

#### **1.12. - Tournament Communication**

All teams and players are required to join the Sri Lanka Dota 2 Community Facebook group to stay up-to-date with the latest information regarding the game and the local community.

#### **1.13. - Team Commitment**

By submitting a registration for the tournament, all teams and players acknowledge without limitation to comply with the rules set herein and especially with the decisions made by the Gamer.LK Staff. All competitors are expected to know and understand all the rules described here. Not knowing that a rule existed or that it was in place will not be considered as an acceptable reason for breaking said rule.

#### **1.14. - Team Size**

1.14.1. - A Team has to consist of at least FIVE players.

1.14.2. - Up to TWO substitute players can also be registered for each team.

1.14.3. - Each player can be registered and can subsequently play for only one team during the tournament. Players cannot transfer from teams during the tournament.

#### **1.15. - Substitutions**

1.15.1. – The substitute player/s must be registered with the team prior to the tournament starting.

1.15.2. – Use of a substitute player must be informed to the Gamer.LK Staff well before the start of the scheduled match.

1.15.3. – The use of non-registered, suspended, or otherwise ineligible players in a match is not allowed under any circumstances.

1.15.4. – Doing so will result in a suspension or extended suspension of the individual in question, suspension of relevant team management, and may result in match overturn.

### **1.16. – Stand-ins**

1.16.1. – By definition, a stand-in here refers to a player who hasn't been registered to a team on the registration form but wants to play for a team after registrations close/matches commence.

1.16.2. – The use of a stand-in in any portion of this tournament (online or LAN) is strictly prohibited and is grounds for disqualification.

1.16.3. – This applies to account sharing as well. The Steam account that was used during registration should be the only one used for playing.

## **2. General Rules**

### **2.1. – Tournament Format**

2.1.1. – A single elimination tournament bracket will be used for the online qualifiers of this tournament. The Tournament Bracket will be posted on the Event Page and Gamer.LK prior to the tournament dates.

2.1.2. – The top 4 teams (semi-finalists) of the regional online qualifier will proceed to the regional LAN finals happening on the 18th of January 2020 at Colombo City Centre, Colombo.

### **2.2. – Game Configs/Drivers**

Teams who require their game configs and/or device drivers saved on the Tournament PCs, need to email them to [configs@gamer.lk](mailto:configs@gamer.lk) before the registrations close.

### **2.3. – USB Storage Devices**

No USB storage devices should be plugged into any of the Tournament PCs under any circumstance. Failure to comply might lead to penalties for the infringing team or player.

#### **2.4. – Pre-Match Ready-up (Warm-up) Time - LAN Stage**

2.4.1. – The pre-match ready up time will be a maximum of 10 minutes in which the participant is required to plug in his/her devices, install drivers (ask for permission first even if its drivers that are already sent to us) and set up configs if he/she is using any.

2.4.2. – At the end of 10 minutes, a match should start with whoever players that are in the match server or lobby. Any team with players missing after the end of 10 minutes will be considered as having forfeited the match. If a sufficient number of players on both teams are not present, the first team to have a complete roster on the server will be awarded the match.

2.4.3. – Issues with headsets, drivers not functioning, etc will not be reasons to hold up the starting time of a game.

#### **2.5. – Punctuality**

2.5.1. – During the LAN stage, teams and players must arrive at the venue at least ONE hour before their match.

2.5.2. – During the online qualifiers, teams and players must be online (on TeamSpeak, in the game server, etc) at least THIRTY minutes prior to the start of their match.

#### **2.6. – Tournament Formats and Match Sets**

2.6.1. – Tournament formats – double-elimination or knockout, will be announced on the tournament page on Gamer.LK.

2.6.2. – The number of match sets played during a tournament (best of 3 or 5 games) will primarily depend on the game title.

2.6.3. – However, in double elimination tournaments the finals should be a best of 5 games (exceptions can be made at the discretion of Gamer.LK).

2.6.4. – In double elimination tournaments with a best of 5 game series final, the upper bracket finalists will receive an advantage.

2.6.5. – In double elimination tournaments with a best of 3 game series final, the upper bracket finalists will not receive an advantage.

2.6.6. – At LAN tournaments, due to unavoidable circumstances, Gamer.LK staff may change match sets and these will be informed on the fly at the event.

#### **2.7. – Gamer.LK Ranking**

The Gamer.LK Ranking system will be used for the purpose of seeding to make the draws or group allocations as and when needed. No other ranking will be considered.

#### **2.8. – Team Managers (applicable to LAN tournaments)**

2.8.1. – Managers may be in the match area prior to the end of the warm-up period. They may return between games for up to 5 minutes before the next game in a series.

2.8.2. – Under no circumstances may a manager be in the match area while a game is being played, including during pauses.

2.8.3. – If a manager is found in this area or to be communicating with his team during tournament play then the entire team may be disqualified at the discretion of Gamer.LK Staff and penalties for future tournaments also imposed.

## **2.9. – Team Coaches**

2.9.1. – Team Coaches are allowed in the match area during the warm-up period.

2.9.2. – Unless specified below, under no circumstances can coaches be in the match area while a game is being played, including during pauses, half-time, etc.

2.9.3. – In Dota 2, one coach is allowed to be with the team in the match area during the draft phase. The coach is allowed to communicate with the team during the draft phase but has to leave immediately after the draft is complete. Thereafter, coaches may only enter the match area again once the game is over and are forbidden from speaking to the players in the match area during the match (including pause times).

2.9.4. – In Counter Strike: Global Offensive, one coach may only communicate with the players during warmup, half-time, or during one of the timeouts that the teams can call.

2.9.5. – If a coach is found in the match area or to be communicating with their team during tournament play then the entire team may be disqualified at the discretion of the Gamer.LK Staff and penalties for future tournaments also imposed.

## **2.10. – Tournament Draw based on Gamer.LK Ranking**

The Gamer.LK Ranking system will be used for the purpose of seeding to make the draws. No other ranking will be considered.

## **2.11. – Team Managers**

2.11.1. – Managers may be in the match area prior to the end of the warm-up period. They may return between games for up to 5 minutes before the next game in a series.

2.11.2. – Under no circumstances may a manager be in the match area while a game is being played, including during pauses.

2.6.3. – If a manager is found in this area or to be communicating with his team during tournament play then the entire team may be disqualified at the discretion of Gamer.LK Staff and penalties for future tournaments also imposed.

## **2.112. – Team Coaches**

- 2.12.1. – Team Coaches are allowed in the match area during the warm-up period.
- 2.12.2. – One coach is allowed to be with the team in the match area during the draft phase. The coach is allowed to communicate with the team during the draft phase but has to leave immediately after the draft is complete. Thereafter, coaches may only enter the match area again once the game is over and are forbidden from speaking to the players in the match area during the match (including pause times).
- 2.12.3. – If a coach is found in the match area or to be communicating with their team during tournament play then the entire team may be disqualified at the discretion of the Gamer.LK Staff and penalties for future tournaments also imposed.

### **3. Team Punctuality and Match Rescheduling**

#### **3.1. – Team Punctuality**

- 3.1.1. – During the online qualifiers, both teams should be present online on Steam and on TeamSpeak at least 30 minutes before the scheduled start time. For the LAN finals, teams should be present at the venue well before an hour of their scheduled match time.
- 3.1.2. – If by 10 minutes past the scheduled match start time a team doesn't have enough players to play, the match will be deemed a walkover to the team that is present with its full roster.
- 3.1.3. – A team CAN START a game shorthanded to go into the drafting phase. You can only be shorthanded by one player, i.e., a team can start the drafting phase with a minimum of 4 players. If you are missing more than one player, you cannot start the drafting phase.
- 3.1.4. – A game cannot be played shorthanded. If beyond the drafting phase a team doesn't have its full roster to play, the match will be deemed a walkover to the team that is present with its full roster.
- 3.1.5. – In a best of 3 or 5 games match series, a maximum delay of 10 minutes in between matches will be allowed.
- 3.1.6. – Regarding the scheduling of online matches, matches can be played on all days of the week (including public, bank, mercantile holidays, etc) and will be scheduled beforehand and announced on a "Draw/Schedule" on Gamer.LK. Scheduling will be done at the discretion of Gamer.LK Staff.
- 3.1.7. – Gamer.LK and any Organizers will make every effort to inform the teams of scheduled match dates and times – but please note it is the responsibility of the teams to check their game time and date. Gamer.LK or any Organizer will not be responsible

to inform matches to teams. Not attending a match due to not being informed of the schedule is NOT an excuse.

### **3.2. – Match rescheduling**

3.2.1. – In LAN tournaments, rescheduling may happen only at the discretion of the Gamer.LK Staff or Organizers (depending on tournament conditions, etc) and teams cannot request match reschedules.

3.2.2. – In online tournaments, rescheduling will ONLY BE ALLOWED FROM THE QUARTER FINAL MATCHES ONWARDS. No other matches will be rescheduled.

3.2.3. – If reschedules are allowed in a specific tournament, these need to be requested at least 48 hours before the match (if it is an online tournament) or at least 3 matches prior to the match (if it is a LAN tournament).

### **3.3. – Circumstances for automatic reschedule A match/game may automatically be rescheduled ONLY under the following circumstances:**

3.3.1. – The Game Network (eg: Steam, Dota, Blizzard, etc) is offline or unavailable due to a mandatory service breakdown or outage which has been announced officially.

3.3.2. – The Game Network (eg: Steam, Dota, Blizzard, etc) is offline or unavailable due to a sudden service outage which is experienced in the region/country and is notified online (on Reddit, the developer's social media or discussion forums).

3.3.3. – At LAN tournaments, an Internet or network connectivity breakdown occurs.

3.3.4. – Gamer.LK Staff are unavailable for a match.

3.3.5. – Other instances not listed here and upto the discretion of Gamer.LK Staff.

### **3.4. – Circumstances for automatic match reschedule**

A match/game may automatically be rescheduled ONLY under the following circumstances:

3.4.1. – The Game Network (eg: Steam, Dota, etc) is offline or unavailable due to a mandatory service breakdown or outage which has been announced officially.

3.4.2. – The Game Network (eg: Steam, Dota, etc) is offline or unavailable due to a sudden service outage which is experienced in the region/country and is notified online (on Reddit, the developer's social media or discussion forums).

3.4.3. – At the LAN stage, an Internet or network connectivity breakdown occurs.

3.4.4. – Gamer.LK Staff are unavailable for a match.

3.4.5. – Other instances not listed here and up to the discretion of Gamer.LK Staff.



#### **4. – Lobby Settings**

The following settings will be used for the hosting of Match Lobbies. If a setting is not listed below, it should not be changed from its default state.

- Server Location: Singapore (may be changed at the discretion of Tournament Staff)
- Enable Cheats: No
- Fill Empty Slots with Bots: No

#### **5. Game Rules**

##### **5.1. – Match Winner**

The team who destroys the opponent's throne/ancient first, or if the opponent surrenders.

- Version: Tournament
- Game Mode: Captain's Mode
- Starting Team: Refer to rules under Sides & Drafting Order (Selection Priority)
- Spectating: Dota TV ticket (Predator League 2020). Delay will be set to 5 minutes.

##### **5.2. – Sides & Drafting Order (Selection Priority)**

5.2.1. – The side and drafting order will be determined by an automatic coin toss in the Dota 2

match lobby for each game individually.

5.2.2. – The team that wins the coin toss will get Selection Priority (for sides or the drafting order).

5.2.3. – In the event the ingame coin toss system doesn't work during the online qualifiers, the

“first team (higher seed)” on the tournament bracket will get Selection Priority.

5.2.4. – In the event the ingame coin toss system doesn't work during the LAN finals, a physical coin toss should be performed by the Tournament Staff where the “first team (higher seed)” on the tournament bracket will get to call heads/tails.

##### **5.3. – Use of Lobby Chat**

Use of lobby chat is limited to the team captains and referees. No-one else should be using the lobby chat. Doing so can result in penalties being issued against the team. Continued spam/abuse may result in the match being awarded to the opposing team and draft penalties being issued.

#### **5.4. – Use of Public Chat**

Public chat can only be used by the team captains and/or Tournament Staff regarding game pauses, disconnections, etc. Team members are allowed to greet each other at the start and end of the match on public chat (i.e: GGWP, GLHF, etc) but should avoid using it during a match. No foul language is allowed on public chat and doing so may lead to the match being awarded to the opposing team and the offending team being disqualified from the match. Draft penalties for future matches may also be applied.

#### **5.5. – Spectators Ingame**

The spectator slots can only be used by official Gamer.LK Casters and Tournament Staff. No outsiders such as team managers, coaches will be allowed to use these slots.

#### **5.6. – Picks & Bans**

The hero pool always consists of all available heroes in Captains Mode and might therefore change several times during the competition if a Dota patch is released in-between the tournament.

#### **5.7. – Pauses**

Each team has the right to pause the game for a coherent reason by announcing it on chat. The game must not be resumed when paused until Gamer.LK Staff specify to do so.

#### **5.8. – Pause Time (Online matches only)**

5.8. 1. – Each team will receive a total of 20 minutes of pause time for each match. For example, if a team pauses the game for 10 minutes and later pauses it again for 10, they can't pause anymore.

5.8. 2. – After the time exceeds, Gamer.LK Staff can force the continuation of the game shorthanded.

5.8. 3. – The following situations with no pause time left are listed for reference.

- If more than one player in the same team is missing, the match is forced to continue and the missing player can reconnect.

- If an entire team is missing, the match will be awarded to the opponents (a match forfeit).

- If players from both teams are missing and no pause time is left on both teams, Gamer.LK Staff may keep the match paused till one team has a complete or sufficient roster to proceed at their discretion.

### **5.9. – Disconnects & Reconnects**

If a player disconnects, the game is to be paused instantly. The above pause time will come into effect. The affected player can rejoin the game during the pause time. If there is no pause time the game will continue and the affected player will still be allowed to rejoin later on. If the player is not able to reconnect because of a game bug, the game will be played forward until the next minute mark and can be reloaded from there if the opposition team agrees as well. If in the case of a game not being reloaded after such a try, the game will have to be re-hosted as in the clause below.

### **5.10. – Match Interruptions & Crashes**

The following rules only apply if a match is involuntarily interrupted due to a player crash, server crash, network failure, power failure, etc. These will most likely only apply to a LAN setting where such situations can be verified by Gamer.LK Staff.

- If a player’s PC crashes or a player disconnects, the game must be paused. The disconnected player must return into the game.
- If multiple players disconnect, the server crashes or lobby shuts down or network fails and there is no match to be found when retrying, the lobby must be immediately rehosted and the game must restart from the last backup/save.
- If an unfixable crash occurs, the lobby must be rehosted and the game will restart, i.e a new game will be hosted.
- In the event of a time issue, Gamer.LK Staff will decide accordingly.

### **5.11. – Game Bugs**

If the game experiences a critical bug at any point during a match that significantly alters game stats or gameplay mechanics, or the external environmental conditions become untenable then the match must be paused immediately. Gamer.LK Staff will then determine that the bug is critical and verifiable. The game will thereafter be rehosted if the game time is before first blood or five minutes (whichever comes first) with all pick and the same heroes picked. If the game time is after first blood or five minutes (whichever comes first) the game will be hosted in captain’s mode and teams will do a new draft.

### **5.12. – Abuses & Exploitation**

Exploiting game or map bugs/glitches/flaws (“exploits”) for the purposes of gaining an unfair advantage is prohibited. Exploits that are not specifically named here are still prohibited but will be dealt with on a case-by-case basis. Gamer.LK Staff reserve the right to decide what will be deemed as an exploit or abuse.

### **5.13. – Scripting and Macros**

The use of scripts such as insta-hexing, auto-blinking, auto-orchid or techies scripts are illegal. The use of macros via console commands, config binds, or third-party tools is also prohibited. Whenever more than one command is issued with a single bind, it is considered illegitimate.

### **5.14. – Use of Third-Party Software**

The use of any third-party addons, hooks, programs or wrappers that interact with or alter the DOTA 2 client, its appearance or behavior for the purposes of gaining an unfair advantage is prohibited. Exceptions: Third party voice communication software such as (but not limited to) TeamSpeak are allowed.

### **5.15. – Impersonations**

Impersonating an eligible player by attempting to alias as them, using their Steam account or by any other method is prohibited and will result in the aliasing player and the player they are aliasing as being removed from the tournament. The Tournament Staff will have access to player IP addresses and other information to monitor accounts and players.

### **5.16. – In-game names**

Each team member must have his/her primary nickname or something very similar as his steam name during all matches to be easily identifiable for referees, broadcasters, and viewers. What counts as similar is for the Gamer.LK Staff to decide. The only additional information allowed in a player's ingame name is clan tags or sponsor names. Team members are kindly requested to limit the use of profanity on in-game names/aliases as this degrades the value of the team and the tournament as well.

## **6. Match Broadcasting and Shout casting**

### **6.1. – Rights**

All streaming rights of the tournament are owned by the Organizers. The Organizers reserves the right to use, distribute, and modify all parts of any stream indefinitely. All in-game footage and assets are the property of the respective developers and publishers.

## **6.2. – Responsibility**

Players and participants cannot refuse to have their matches broadcasted by Gamer.LK or any authorized broadcaster, nor can they choose in what manner of which the match will be broadcasted.

## **6.3. – Personal Streaming**

Personal streaming is strictly prohibited and can lead to the disqualification of the team and the banning of the streaming player in future tournament.

## **6.4. – Tournament Stream Delay**

Tournament streams will be delayed (approximately 2-5 minutes) to avoid player sniping. Teams that are found to be abusing a tournament stream/s will be disqualified immediately and the team will face severe penalties including bans.

## **6.5. – Shoutcasting**

6.5.1. – All matches played may be shoutcast live and broadcast via YouTube, Facebook or other streaming platforms by Gamer.LK.

6.5.2. – During the LAN finals, players are requested to always wear their headphones during their matches.

6.5.3. – During the LAN finals, the live casters will be restricted in their commentary of live game situations, however in any circumstance where the “live cast is heard” by the players it will NOT be stopped and play must carry on.

6.5.4. – All teams must agree that the casting/game sound might interfere in the LAN environment and must acknowledge that it is something they have to work around with and not request for unnecessary pauses and pleadings at the event.

## **7. Player Conduct**

### **7.1. – Dress Code**

7.1.1. – All players who take part in the LAN finals are expected to be present with suitable attire and clothing (i.e. not in shorts and slippers or sandals).

7.1.2. – Players are encouraged to wear their clan t-shirts or jersey. Players are not allowed to be dressed in any attire with any vulgar or offensive print.

7.1.3. – Keep in mind that it is your responsibility to generate a positive image for Esports in Sri Lanka.

7.1.4. – Players who are not in the proper attire may not be allowed to play.

## **7.2. – PR & Publicity**

During the LAN stage, teams must follow any instructions from the tournament staff for any extra activities such as post-game interviews, team intro rehearsals, photo shoots, etc.

## **7.3. – Match Area**

7.3.1. – The match area is defined as the area immediately surrounding any competition machines (PC) that are used during tournament play. The Tournament Staff may define the match area at their discretion depending on the nature of the event and its location.

7.3.2. – After a match commences, the only persons allowed in these areas are the participating players, Gamer.LK Staff, Broadcasters and Organizers.

7.3.3. – No other persons including managers, well-wishers, coaches, etc. can remain in the playing area once matches begin. Specific instances on coaches being allowed are detailed in Section 2 of these rules. Non-compliance by any individuals mentioned above will be considered as an infringement and may result in the team in question receiving a default loss.

7.3.4. – Players should not leave the match area during the pauses between games, without the Tournament Staff's permission. Once a match starts and until it is completed players should remain seated at their terminal at all times.

7.3.5. – Players are strictly forbidden from eating or smoking in the match area or near any PCs.

7.3.6. – Smoking or vaping is strictly forbidden in the match area.

7.3.7. – Players are allowed to have beverages, but only below the table. The tables must be kept clean at all times.

7.3.8. – Players are not allowed to bring any electronic devices, cameras or similar devices into the gaming area unless prior permission is given by the Tournament Staff. Such devices have to be handed to tournament officials before starting to setup before the first match.

7.3.9. – All mobile telephones must be SWITCHED OFF and should be handed over to the Tournament Staff before the match starts (after logging into Steam). Any player found to be using a mobile during a match (including during pause time, half-times, etc.) will be penalized and the team will be disqualified from the tournament.

7.3.10. – Exaggerated loud noise and offensive language are forbidden.

7.3.11. – Paper versions of documents for tactical purposes are allowed in reasonable sizes and numbers (e.g. a notebook). Using any electronic versions, even on the Tournament PCs is strictly forbidden.

#### **7.4. – Tournament PC Setup**

7.4.1. – Players are expected to inform the Organizers or Gamer.LK Staff via email to [configs@gamer.lk](mailto:configs@gamer.lk) of any drivers required for the proper usage of their gaming gear in advance to the tournament.

7.4.2. – All tournament PCs will come installed with TeamSpeak (VoIP software) and/or Discord.

7.4.3. – A local TeamSpeak server will be provided by the organizers for best quality and minimal latency.

7.4.4. – Teams are encouraged to also make use of the Gamer.LK Discord Server (<https://discord.gg/gamerlk>) for communication requirements at the tournament.

7.4.5. – Any attempt to overclock or in any way alter the default PC configuration for an additional boost in performance is strictly forbidden. Any such attempt will lead to an immediate loss of the current match and can lead to a disqualification from the entire tournament.

7.4.6. – Any attempt to download or install additional software, media or anything else on any Match PC by a player, before, during or after a match is strictly forbidden.

7.4.7. – Using the Internet access provided on Tournament PCs for anything other than gameplay is strictly forbidden. Players are prohibited from using the access to stream music, videos or other media.

#### **7.5. – Walkovers**

7.5.1. – A team reserves the right to award a walkover if they are unable to play or have the full team present for a match ONLY during qualifier rounds.

7.5.2. – Any team that reaches the semifinals or finals of a tournament and decides to give a walkover due to whatever reason will be automatically disqualified from the tournament and the next best team will be allowed to play. If the next best team is not present or a team cannot be contacted, the subsequent decision will lie with Gamer.LK staff.

7.5.3. – If in any case, there are two teams who are deemed suitable the choice will be made by way of a coin toss.

7.5.4. – The disqualified team will not receive any prize money of any percentage and the team will not be allowed to take part in a minimum of one Gamer.LK Ranked Tournament held in the immediate future. This suspension extends to the players of the team that receives this ban.

7.5.5. – Gamer.LK staff may at their discretion override these rules depending on the situation at hand.

## **7.6. – Indecent Behavior**

7.6.1. – Swearing or any kind of hostility, racist or any sort of abuse verbal or physical towards another player is strictly prohibited. This includes chat messages in-game, verbal exchanges, etc.

7.6.2. – Insults on IRC, IM programs, Social Media, E-mail or other means of communication will be punished if the evidence is clear and is brought to the attention of the Tournament Staff. Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties including the disqualification of the player or team from the tournament and/or future tournaments as well.

7.6.3. – During the LAN finals, please mind your language during matches.

7.6.4. – During the LAN finals, players are strictly prohibited to be under the influence of alcohol or other psychoactive drugs in the match area. Smoking, vaping, drinking alcohol or using any psychoactive drugs in the match area is strictly prohibited.

## **7.7. – Sportsmanship**

All participants are required to uphold the highest standards of fair play and sportsmanship.

## **7.8. – Insults, Racial Slurs or Harassment**

7.8.1 – We have a ZERO TOLERANCE POLICY for any kind of harassment including but not limited to; demeaning language, threats, hate crimes, intimidation, non-consensual photography or recording, stalking, inappropriate physical contact, unwelcome physical attention as well as statements or verbal exchanges that threatens or expresses contempt of ethnicity, religious belief, sexual orientation, citizenship, appearance, body size, age, disability and gender identity.

7.8.2. – Depending on the gravity of the offence, significantly heavier penalties including the disqualification of the player or team from the tournament and/or future tournaments as well, may be imposed.

7.8.3. – Every participant has to show the needed respect towards other participants, the Organizers, Tournament Staff and Casters. The ZERO TOLERANCE POLICY applies to EVERYONE attending, including but not limited to: Attendees, Press, Staff, Sponsors & Guests.



## **7.9. – Physical Assaults**

7.9.1. – Any participant who attacks or physically harms another participant, a player of another team, a Tournament Staff member, another attendee, press, sponsors or guest will immediately result in the perpetrator being disqualified from the tournament and banned from all future Gamer.LK Ranked Tournaments for a period of 2 years.

7.9.2. – The team which the participant represents will immediately be disqualified from the tournament and banned for taking part in any Gamer.LK Ranked Tournament for a period of 6 months.

7.9.3. – Depending on the severity of the incident, legal charges may also be pursued against the person/s involved.

## **7.10. – Compete in a Professional Manner**

Players are expected to compete in a professional manner. Throwing a match, halting play without cause or showing a flagrant lack of effort will be construed as a violation of player conduct, and will be penalized appropriately.

## **7.11. – Property Damage & Theft**

7.11.1. – In the event of intentional or accidental damages to hardware/property, the person/s responsible is expected to pay the damages to Gamer.LK.

7.11.2. – Any attempt to make hardware changes (e.g. unplugging of peripherals without proper consent from the match referees, etc.) and software changes to the computers will be considered as damage to property.

## **7.12. – Alcohol & Psychoactive Drugs**

7.12.1. – Alcohol and drugs in any form do not belong and are not allowed to be taken into the match areas.

7.12.2. – People found to be intoxicated and/or under the influence of drugs/other non-allowed substances will not be allowed into the match areas. Their matches will be considered as walkovers.

7.12.3. – People found intoxicated and/or on drugs may also not be granted access into the venue and/or shown off the premises.

7.12.4. – Smoking is strictly forbidden indoors and is only allowed in designated areas outside. Electronic cigarettes are also not allowed to be used indoors.

## **7.13. – Report any Harassment or Abuse**

7.13.1. – We encourage everyone to immediately report any sign of harassment, both to yourself or if you witness it happening to someone else.

7.13.2. – Report it to a Gamer.LK Staff Member who have tags clearly marked with STAFF on themselves.

#### **7.14. – Limitations**

All the above player conduct restrictions are imposed upon entry from the gate of the Tournament premises (security checkpoint or main entrance gate). Any incidents that take place beyond the premises or during transit are not covered by these rules and Gamer.LK Staff or Organizers cannot be held liable for any such incidents either.

#### **7.15. – Betting or Gambling**

7.15.1. – Gambling in any form, including betting on the outcome of games has no place in the world of Esports or even video gaming in general. Gamer.LK has a strict policy of any form of gambling being prohibited.

7.15.2. – Any detection of the same will lead to severe penalties being imposed on the offenders. This includes match fixing and related offences as well.

7.15.3. – No players, team managers, staff or management of attending clans/organizations may be involved in betting or gambling, associate with betters or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly, for any match in the tournament.

7.15.4. – Any player found to be in breach of this rule will face severe penalties including lifetime bans from all Gamer.LK Ranked Tournaments. Team official, staff, management will similarly face the maximum penalties that can be issued.

#### **7.16. – Match Fixing**

Match fixing is defined as the act of arranging the outcome of a match prior to its being played. Match fixing is strictly prohibited and all individuals involved will face severe penalties.

#### **7.17. – Cheating of any kind**

Any player/team found to be cheating including but not limited to in-game cheats, faking match results, faking match demos, faking or ringing a player, playing with a disallowed player, impersonating a player/clan/organization, will face severe penalties including lifetime bans from all Gamer.LK Ranked Tournaments.

### **7.18. – Competition Manipulation**

7.18.1. – Offering money/benefits, making threats or exerting pressure towards anyone involved with Gamer.LK, its partners or sponsors with the goal of influencing a result of a match is considered competition manipulation.

7.18.2. – Any player found to be in breach of this rule will face severe penalties including lifetime bans from all Gamer.LK Ranked Tournaments. Team official, staff, management will similarly face the maximum penalties that can be issued.

## **8. Spectator Conduct (applicable to the LAN finals)**

### **8.1. – Positive Spectator Sportsmanship**

Spectators are an important part of the game and at all times, in the spirit of good sportsmanship and favorable spectator involvement, fans are strongly encouraged to be loud, to be proud, but to be POSITIVE and WITH CLASS.

### **8.2. – Spectator Responsibility**

Spectators shall at all times respect Tournament Staff and players and extend all courtesies to them.

### **8.3. – Indecency, Abuse and Harassment**

Taunting, foul and abusive language, noisemakers, inflammatory remarks, and disrespectful signs and behavior will not be tolerated.

### **8.4. – Ejection of Spectators from the Premises**

8.4.1. – Any person(s) using inflammatory language and/or displaying inciting actions will be warned by the Tournament Staff that continuation of the activity will result in their ejection from the premises.

8.4.2. – If the language and/or activity continues, the offending person(s) will be removed.

8.4.3. – In a particularly flagrant case of inflammatory language and/or inciting action, the offending person(s) may be removed immediately without a warning.

8.4.4. – The determination of whether certain language is inflammatory and/or action is inciting will be a judgment made by the Tournament Staff and will apply whether the offense is aimed at the tournament participants, Tournament Staff, other spectators, etc.

### **8.5. – Indecent Signs, T-shirts (Clothing) or Noisemakers**

Any signs, banners, shirts, noisemakers, etc. deemed inflammatory by the Tournament Staff, or that are in violation of venue policies, will be removed.

## **8.6. – Targeting a Player or Tournament Official**

At no instance (at a tournament or outside) should a player or tournament official be targeted or named for any abusive or in any demeaning manner (through public posts on the forums or social media groups/pages, Steam profile names, etc). All players and officials should be treated with the respect they deserve and any such misconduct on the contrary may be penalized.

## **9. Mandatory Voice Server Use (TeamSpeak/Discord)**

9.1. – During the online qualifiers, it is compulsory that all teams use the Gamer.LK Public TeamSpeak 3 Server (accessible at [ts.gamer.lk](https://ts.gamer.lk) or 108.61.164.41) for communication.

9.2. – Specific channels for the tournament will be available during the period of a tournament. Players connecting should have their nicknames matching their gaming names (or gaming profile names) as submitted on the registration.

9.3. – Please note that this will be compulsory for ALL teams regardless of skill level or team rank.

9.4. – In instances where connecting to the TeamSpeak server is not possible, players are required to join the Gamer.LK Discord Server (<https://discord.gg/gamerlk>).

9.5. – For online tournaments, any team unable to have their full team on either voice server might be penalized and the match may be awarded to the opponents.

9.6. – During the LAN finals, a local TeamSpeak server will be provided and players are encouraged to use it. The Gamer.LK Discord Server will also be available for use.

9.7. – During the LAN finals, players who connect to other online TeamSpeak/Discord servers or their own clan servers, should not complain of latency and delays in the network. The organizers and/or Gamer.LK Tournament Staff will not entertain such requests and matches cannot be paused for the same.

## **10. Penalties for Breach**

### **10.1. – General Player Penalties**

Violation of the rules or failure to comply with Gamer.LK Staff may lead to the following sequence of penalties. Depending on the severity of the offense, levels of penalties may be skipped.

10.1.1. – Warning: After a warning is given during a game it will continue until the game is completed. If three warnings are accumulated then the team will be disqualified from the tournament upon receiving the third warning.

10.1.2. – Game Loss: Game loss given to a team means that the team loses the current game no matter what the result of that game is. A win would be awarded to the opponent instead. In a best of 3/5 games situation, this refers to the game that is being played.

10.1.3. – Disqualifications: A team disqualified will be ejected from the tournament. They will not be able to proceed in the bracket.

10.1.4. – No Show: A team that registers for the tournament and doesn't show up for a match or pulls out of the tournament will be considered "no show". This will affect their Gamer.LK ranking as this will reduce their points. In the bracket however, the scheduled match would be considered a walkover.

10.1.5. – Ban: In extreme circumstances, a team/player might be banned from playing in any single match (disqualified) in the ongoing tournament. Based on the severity of the violation this ban might extend to future Gamer.LK tournaments.

## **10.2. – Penalties on Player Conduct**

10.2.1. – Players who are caught swearing or behaving in a hostile manner or trash talking towards their opponents or staff or spectators will receive a Warning + Level 1 Draft Penalty on first infraction. Continued infractions will receive Level 2 and 3 Draft penalties subsequently. The fourth infraction will result in the forfeiture of the match.

10.2.2. – Players, coaches, managers or any team official who is caught placing bets (using real or virtual money, even Dota 2 items or skins) will receive a default loss and the individual in question will be banned for life from all Gamer.LK Ranked tournaments.

10.2.3. – Players that sabotage a match or quits the game before it ends or throws a match or halts play without cause will receive a default loss and the team will be disqualified from the tournament. The player will be banned from taking part in the next Gamer.LK Ranked tournament.

10.2.4. – Any player who attacks or physically harms another participant, a player of another team, a Tournament Staff member, another attendee, press, sponsors or guest will immediately result in the perpetrator being disqualified from the tournament and banned from all future Gamer.LK Ranked Tournaments for a period of 2 years.

10.2.5. – Any player who insults the Tournament Staff and/or Organizers receive a default loss.

10.3. – Penalties on Unprofessional Behavior Players who are caught displaying unprofessional behavior such as not complying to Tournament Staff commands, creating unnecessary situations, etc will receive a Warning + Level 1 Draft Penalty on first infraction. Continued infractions will receive Level 2 and 3 Draft penalties subsequently. The fourth infraction will result in the forfeiture of the match.

#### **10.4. – Penalties on Punctuality**

Teams will receive the following penalties depending on the duration of their delay in being punctual:

- Being late up to 5 minutes - Warning + Level 1 Draft Penalty
- Being late up to 10 minutes - Warning + Level 2 Draft Penalty
- Being late up to 15 minutes - Warning + Level 3 Draft Penalty
- Being late by more than 15 minutes - Default loss on the game

### **11. Tournament Staff and Disputes**

11.1. – Gamer.LK Tournament Staff will oversee all aspects of the tournament.

11.2. – In the event of any dispute of a decision or outcome, only the captain, coach, manager, or team owner may communicate about any issues or controversial situation.

11.3. – Disputes and protests have to be filled within 15 minutes after the match finishes. Submissions sent thereafter will be ignored and not considered.

11.4. – Submitting a dispute will not guarantee action but will merely draw the attention of the Gamer.LK Administration towards the match and particulars submitted.

11.5. – Disputes submitted will be treated with confidentiality and details of who reported what match, etc. will not be publicly disclosed. Disputes submitted will be received by the Gamer.LK Administration, after which the necessary particulars will be passed onto the relevant Tournament Staff.

11.6. – Disputes during the online stage must be mailed directly to [admin@gamer.lk](mailto:admin@gamer.lk). In addition, any member of the Gamer.LK Administration can be reached through the contact details listed at <https://gamer.lk/contactus>.

11.7. – Disputes at LAN tournaments must be first made to the Gamer.LK Tournament Staff present and thereafter they will escalate or decide as necessary.

11.8. – The outcome of a protest or dispute is final and not up for further discussion.

## **12. Right to override rules**

Gamer.LK reserves the right to ignore or overrule any of the above-mentioned rules in order to make the competition as fair as possible. Teams and participants acknowledge the right for Gamer.LK to modify any rules and regulations as and when needed. Such modifications need not necessarily be publicly announced during the progress of the tournament.

## **13. Liability**

No person/s shall hold the Organizers, Gamer.LK Staff (Gamer.LK, InGame Entertainment), Referees, Sponsors and Partners liable in any manner whatsoever for any circumstance or situation arising from or at any of our events including but not limited to acts beyond its control, including without limitation, acts of God, acts or regulations of any governmental or supranational authority, war, terrorist activities or national emergency, accident, fire, lightning, riot, civil commotion, explosions, strikes, lockouts, industrial disputes or epidemics.

## **14. Disclaimer**

The Organizers, Gamer.LK Staff (Gamer.LK, InGame Entertainment), Referees, Sponsors and Partners will not be responsible for:

- Any late, lost or distorted registrations
- Any loss of hardware peripherals, personal belongings (including but not limited to mobile telephones, laptops, hard disks, pen drives) and/or live ware
- Telephone, electronic, hardware, software, network, Internet, or another computer- or communications-related malfunctions or failures
- Any contest disruptions, injuries, losses or damages caused by events beyond the Organizer's/Gamer.LK's control

The Organizers and Gamer.LK reserves the right to deny entry to any event to anyone who violates the event rules.