

# **General Dota 2 Tournament Rules**

## **Registration**

- Teams must register 5 members compulsory and + 1 optional substitute player
- Minimum 3 members must be from the country they are participating at by having ( passport / national ID/ work permit )
- Teams may change players by submitting to the organizers in this format to [afiq@mineski.my](mailto:afiq@mineski.my) , [Nadil@mineski.my](mailto:Nadil@mineski.my) ( Full details of replacement player and full details of the player they wish to change ) or change the details in the google form by resubmitting their entry.
- Team captains email will be used to receive further instructions for the tournament.
- Please inform the organizers of any changes within 3 days after registration. ( Last minute changes will not be entertained )
- Teams may not use team name that is vulgar or deemed unfit for use during the tournament. Teams will be disqualified without prior announcement or explanation from the organizers.
- No teams are banned from this tournament and the tournament is FREE of charge . ( if any parties that enforce a registration fee , please inform the tournament admins via discord , help channel or email )

## **Qualifiers**

- Qualifier format will be explained in details in Google form and on Discord.
- There will be 6 qualifier sessions . Champion and runner up of each qualifiers will proceed to the qualifier finals on 2nd - 4th November 2018
- Champion of the qualifier finals will proceed to the grand finals in 1 Utama
- Teams that do not present themselves at the venue at the time required will be disqualified
- Teams that have participated in the qualifiers but didnt qualify for the finals may enter again in the qualifiers.
- Teams that wish to enter the qualifiers again will need to register again through the registration form. Teams that inform the marshals / tournament admin to enter the qualifiers again will not be entertained.

## **Tournaments Streams**

- Tournament streams will be delayed approximately 5 minutes to avoid player sniping.
- Teams that are found to be abusing the tournament streams will be disqualified immediately and will be denied tournament winnings for this action or any action that is abusive.
- Teams will be asked to act gracefully when the game is streamed, no vulgar words, taunting or spamming is allowed. Any dispute should be directed to the tournament admins directly for any issues. Any teams that is found not following this rule with concrete proof will be disqualified immediately regardless if the game is streamed or not.

## **Conduct**

- As explained in the above section, players / teams must be responsible of each members actions. Any member within a team that violates the player conduct will be disqualified from entering further qualifiers and the current qualifier that the teams is participating at.
- Players must be able to commit to the time / schedule mentioned in the tournament platform and may not agree to a time that both team is suitable to be playing at .

- Players may not use force outside the game to influence the outcome of the game . Severe punishments such as disqualification will be imposed and will also be banned from further tournaments run by the organizers.
- Betting is strictly forbidden between teams and will not be tolerated.
- Agreeing on losing on purpose will also be considered as a disqualification act if found out by the organizers.
- Teams are advised to be humble and to be strict with each other on enforcing these rules for smooth flow of the tournament.
- Any dispute may be directed to the tournament admins via email or Discord.

## **General Tournament Rules**

- 1.1. Players must obey the Dota 2 User Agreement.
- 1.2. Players and teams should set official player and team names in the game client.
- 1.3. All players are not allowed to broadcast the games they are playing.
- 1.4. All players should be officially registered for the team they are representing.
- 1.5. Each team optional to bring along at least 1 set of keyboard, mouse, mousepad, in-earphones, and full-size headphones (for mic). Our machines do not support PS2-keyboard/mice.
- 1.6. Players are forbidden to leave the playing area without administrator's permission until the end of a match.
- 1.7. After the start of a match, only players, administration and staff, approved by organizers, are allowed to stay in the playing area. Only one Dota 2 managers or coach is allowed only during the draft stages.
- 1.8. Players have to hand over to admin all their pads, phones and other electronic devices until the match is over.
- 1.9. Only hand-written or printed notes/stats are allowed. Using any electronic versions is prohibited.
- 1.10. Players have to wear tournament headphones and other noise-reducing peripherals provided by admin during the matches on-stage.
- 1.11. During the matches, players have to keep the stage tables clean from food, drinks, trash, etc.
- 1.12. Downloading of any 3rd party application files that may affect the gameplay of Dota 2 is strictly prohibited without authorization of an admin. Players can only launch Steam, DOTA 2, and peripheral drivers on tournament computers. No config of any sort may be added into the game before the start of a match .
- 1.13. All players have to wear team uniform(Optional) during the games. For bottom,only long pants. For shoes, sandals or slippers are not allowed. General appearance of a player must be decent (no hotel bathrobes, masks, etc.).
- 1.14. 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.
- 1.15. The following is a nonexhaustive list of restricted sponsors:
  - Non-"over-the-counter" drugs

- Firearms, handguns, ammunition providers
- Pornographic imagery or products
- Tobacco products

## **2. Refereeing and controversial situations.**

2.1 Schedule and refereeing for every single match is done by the match admin. The admin will make decisions according to these Regulations and inform teams. In extraordinary situations or in situations which are not described here, the main admin will be the one to make a decision.

2.2 From teams' sides, only the captain, coach, manager, or team owner may communicate about any issues or controversial situations.

- Protests have to be filled within 15 minutes after the match finish, otherwise they can't be used to influence the result.

2.3 Decisions about the controversial situations can only be made by the Main Admin.

2.4 Admins' decisions are ultimate and are not open to discussion.

2.5 If two teams played a match and no protests are filed in the succeeding 15 minutes, it cannot be replayed under any circumstances.

2.6 MET has the right to override any decision made by the admins.

## **3. Disciplinary punishments and fines.**

3.1 For breaking the rules of these Regulations there are disciplinary punishments and fines.

3.2 Being late for 20 minutes — Default loss in this certain game.

- Being late for 5 minutes — warning + LVL1 draft penalty
- Being late for 10 minutes — warning + LVL2 draft penalty
- Being late for 15 minutes — warning + LVL3 draft penalty

3.3 Breaks for participants between maps during whole event are 10 minutes maximum, teams have to be ready to start the draft by that time.

3.4 Players, coaches, managers or any other team representatives are prohibited to make bets (using real or virtual money, even Dota 2 items or any other game skins). — Default loss and disqualification.

3.5 Sabotaging the match, unauthorized quit. — Default loss and disqualification.

3.6 Insulting opponents, provocation

- Warning
- Repeating the offense - Default loss.

3.7 Insulting administration — Default loss.

3.8 Using side programs affecting game process — Default loss and disqualification.

3.9. Launching any applications on tournament computers apart from those mentioned in 1.13

- Warning
- Repeating the offense - Default loss.

If a punishment is not described in the ruleset, the main admin may use any sanction or fine, depending on the situation and the regulations.

#### 4. Lobby details

4.1 All matches are created by the admins, no later than 10 minutes before the series starts. For the online qualifiers, players prepare their own lobbies. Passwords to the lobby will be shared with teams.

— Lobby settings:

Game Mode: Captains Mode

Server Location: Singapore

Lobby Visibility: Public

Starting Team: Check rule 4.3 below

Enable Cheats: OFF

All Chat: ON

Fill Empty Slots with Bots: OFF

Spectators: Enable

Dota TV Delay: 5 minutes

Ticket : Predator League 2019

4.2 Teams and players must be in the lobby 5 minutes before start to decide sides/first pick.

4.3 Choosing Side and Pick. Choosing Side or Pick is made by **Automatic coin toss**. ( If the automatic coin toss doesn't work, we will manually pick it )

Best of One - Coin Toss Winner chooses pick or side / opponent chooses from the remaining options.

Best of Two- Coin toss winner chooses pick or side / opponent chooses from the remaining options.

2nd map - Coin toss loser chooses pick or side / opponent chooses from the remaining options.

Best of Three

1st map - Coin toss winner chooses pick or side / opponent chooses from the remaining options.

2nd map - Coin toss loser chooses pick or side / opponent chooses from the remaining options.

3rd map - New coin toss; winner chooses pick or side / opponent chooses from the remaining options.

Best of Five

1st map - Coin toss winner chooses pick or side / opponent chooses from the remaining options.

2nd map - Coin toss loser chooses pick or side / opponent chooses from the remaining options.

3rd map - New coin toss; winner chooses pick or side / opponent chooses from the remaining options.

4th map - Coin toss loser chooses pick or side / opponent chooses from the remaining options.

5th map - New coin toss; winner chooses pick or side / opponent chooses from the remaining options.

4.4. Spectators are not allowed in the lobby. Managers and other teams' players are not allowed to be in the lobby. Only official casters are allowed to be in game lobby.

4.5. Pauses are not allowed except for technical reasons or sudden health issues. The team that pauses has to write in all chat the reason for the pause.

4.5. Total game duration – The game lasts until the winner is known. The winner is the team which destroys enemies Ancient or forces them to surrender.

4.7 If a game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics, or the external environmental conditions become untenable then a restart may occur. ROG Masters officials must determine that the bug is critical and verifiable.

— If a player believes she/he has experienced a critical bug, she/he must pause the game and alert a referee in a timely fashion.

— Remaking:

IF before first blood or 5 minutes (whichever comes first) game will be hosted in all pick and same heroes must be picked.

IF after first blood or 5 minutes (whichever comes first) game will be hosted in captain's mode and teams will do a new draft.

4.8. Each team captain shall verify that every player on his/her team has finalized their intended game settings. Please resolve any problems that might occur before a match starts. Starting to play the match means that you agree with the pre-match situation.

4.9 Coaches may be behind the players during draft and discuss with the team during draft time only.

## **General Terms And Conditions**

**This applies to the confirmed teams for one of our LOCAL EVENT HELD**

1. Please come prepared on the time mentioned by the admins.
2. If no transport / Accommodation is provided , Please arrange for own transport and accommodation to the venue.
3. Be reminded that teams attending must be following the dress codes for Professional E-games athlete . ( Long Pants , Jersey / Non vulgar t-shirt / Polo -T and shoes / no slippers )
4. Teams must follow any instructions from the admin on ground for any extra activities such as post game interview or team intro rehearsals ( except for anything that your team is not comfortable with may be discussed with us )
5. These rules applies to the team management, friends, family and mutual relations partners accompanying the teams / players.

## **Miscellaneous**

1. Please inform the admins at least **1 week** before the tournament starts in case of emergencies that can affect the participant attendance to the tournament venue.( If **situation** permits it, anytime the teams can inform the admin on the info before the tournament starts by calling the organizer in charge.) ( Confirmation can be made during last check in process )
2. Please arrange your own schedule to the venue and ask for places to eat / rest times with the admin in charge.

## **Penalties**

### **Failure to follow the schedule timing . Teams will be penalized in this order:**

1. 5 minutes : Penalty Level 1 for Ingame Draft ( DOTA 2 )
2. 10 Minutes late : Penalty Level 2 for Ingame Draft ( Dota 2 )
3. 15 Minutes late : Penalty Level 3 For Ingame Draft ( Dota 2 )
4. 20 Minutes + : Disqualified from the match ( Free win to the opponent )

### **Failure to follow the dress codes for the event :**

1. **1st Warning** : Will be asked to change to our provided ( shirt , Trousers and shoes )  
\* Please take note that the apparels may not be to your taste or fashion\*
2. **2nd Warning** : Purposely not wearing according to the dress codes ( the team will be disqualified from the match )
3. **3rd Warning** : Will be banned from the tournament and any other future tournament held by MET ( 6 Months Maximum )

### **Failure to report to the admins in case of emergencies ( not able to attend ) or player change /Team name changes / Logo changes :**

1. **1st Warning Team Changes** : Team will be asked to play with full handicap of Penalty Level 3 ingame draft
  2. **2nd Warning Team Changes**: Will be banned for any next tournament held my MET Malaysia. ( 1 month )
  3. **3rd Warning Team Changes**: Will be banned for any next tournament held by MET Malaysia . ( 6 months )
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1. **1st Warning Not able to attend LAN Event** : Will be banned for any next tournament held my MET. ( 1 month Maximum )
  2. **2nd Warning Not able to attend LAN Event** : Will be banned for any next tournament held by MET . ( 6 months Maximum )
  3. **3rd Warning Not able to attend LAN Event** : Will be banned for any next tournament held by MET . ( 12 months Maximum )

**The guidelines for reporting for such cases are as mentioned below :**

- Teams need to submit latest player change / Team name changes / Logo changes and inform the admins via any method necessary at least 1 week before the event and get the approval from the admins.
- Teams need to inform the admin at least 1 week before the event their availability of attending the event and get the approval from the admin
- Certain issues can be discussed with the admin in case of relevant cases that we may dismiss based on discussion and proof of said issue.

*\*THIS PUNISHMENTS IS FOR THE ORGANIZATION MANAGING THE PLAYERS AND THE PLAYERS THEMSELVES. TEAMS WHO OWNS THIS PLAYER WILL BE FOLLOWING THE RULES STATED HERE AND MAY NOT ATTEMPT TO SHORTEN / BANISH THE PUNISHMENT ONTO SAID PLAYER, THE MANAGEMENT WHO DIRECTLY MANAGES THE PLAYERS WILL NOT BE UNBAN FROM THE LIST IF THEY HAVE RECRUITED NEW PLAYERS TO THE TEAM. NEW PLAYERS WILL EXPERIENCE THE SAME CONSEQUENCES BY JOINING THE BANNED ORGANIZATION\**

## **Disclaimer**

1. Participation is at your own risk. PARTICIPANTS must follow the rules, use caution, and take care of PARTICIPANT'S own health. ORGANIZERS are not liable for any losses in relation to the event, directly or indirect, for example in case of a canceled event, electrical failure or similar. No person or persons shall hold Mineski Events Team SDN BHD liable.
2. Each participation is a binding contract to abide by the rules or the ORGANIZERS will reserve the right to ban the participant.
3. ORGANIZERS reserves the rights to without further notice change the rules.
4. Each PARTICIPANT must follow the instructions from ORGANIZERS, and authorities, such as the security personnel, police, fire brigade, etc.
5. Any losses on ground of personal items and such will not be redeemable by items of similar value or pinned the loss on the organizers at any given time or venue.

