

The document provides an overview of the rules and regulations that must be adhered to by all participants, League Operations Staff, and other relevant parties involved in the Predator League 2024: Philippine Qualifiers.

Failure to comply with these rules may result in penalties. It is important to note that the Tournament Organizer (TOs) has the final authority, and their decisions may not be explicitly supported or mentioned in this rulebook. In extreme cases, decisions may be made that deviate from this rulebook in order to maintain fair play, competitive integrity, and sportsmanship.

We aim to create an enjoyable competition for all participants, spectators, and staff. Our utmost priority is to maintain fairness and excitement throughout the event, and we will make every effort to achieve this goal.

Best of luck,
M/predatar

1. Introduction

This document will be the official rulebook for Predator League 2024: PH Qualifiers - Dota 2 Tournament to create fair play in the tournament.

The Predator League 2024: PH Qualifiers - Dota 2 Tournament rules apply to (1) the players, (2) coach, (3) team manager, and (4) other representatives included in the Team.

Ignorance of the rules and regulations will not be acceptable and will be given appropriate penalty for non-compliance.

The Tournament Organizer has full authority and will make the ultimate decision.
2. Structure, Schedule, Prize
2.1 Definition of Terms

- Match - Refers to a single game of Dota 2 that is played until one Team destroys the opposing team's ancient or calls "gg (good game)".
- Qualifiers - Qualifier are tournaments that determines the teams who will move forward to the main event/tournament.
- Group Stages - A round-robin tournament format where teams will compete with all other teams, regardless of previous wins or losses. The team with the most wins is the determined winner of the Group Stage.
- Playoffs - The Semis and Finals part of the tournament played in a single-elimination format where the winning team of each bracket advances to next round and compete in the Finals in a best-of-three series.
- Online - Tournament held with teams playing on different locations connected to personal internet connections.
- Onsite - Teams are gathered in the same location/venue and play in a LAN Tournament.
2.2 Schedule
- Qualifiers
- Onsite Qualifiers
- Leg 1: TNC Digos - July 22
- Leg 2: TNC Cebu - July 29
- Leg 3: TNC HAU-Angeles - August 5
- Leg 4: TNC Dasmariñas - August 12
- Online Qualifiers
- Leg 5 - August 19
- Leg 6 - August 20
- Leg 7 - August 26
- Leg 8 - August 27
- Group Stages
- September 2 and 3
- PH Finals
- November 11-12


### 2.3 Game Structure

- Format
- Qualifiers
- 8 qualifier legs (4 onsite, 4 online)
- Single Eliminations format
- Champion of each leg proceeds to Group Stages
- Group Stages
- 2 groups with 4 teams per group
- Round Robin Format
- Top 2 team of each group proceeds to Predator League 2024: Philippine Finals
- Philippine Finals
- Top 4 teams
- Single Eliminations Format
- Tiebreakers
- If the event that teams tie during the Group Stages, such as elimination/Advancement placements, the following tiebreakers will be used:
- Additional BO1 matches will be added between the tied teams. Matches will be repeated until there is no tie across the placements.
- Additional 1v1 Solo Mid matchup to determine the team advancing.
2.4 Tournament Prize
- Distribution

| Qualifiers |  |
| :--- | :--- |
| Champion (8 instances) | PHP 5,000.00 |
| Predator League Philippine Finals | PHP 250,000.00 |
| Champion | PHP 100,000.00 |
| $1^{\text {st }}$ place | PHP 55,000.00 |
| $2^{\text {nd }}$ place | PHP 55,000.00 |
| $3^{\text {rd }}$ place |  |

- Claiming Process
- All teams eligible for the Tournament Prize will be contacted via email by the TNC Events Team (events@tnc.com.ph). The email will contain the Prize Claiming Form, and the payment process will commence once the team responds and acknowledges receipt to the TNC Events Team.
- Account Transfer
- The tournament prize will be sent out via bank transfer. It is crucial to provide accurate and complete information to ensure successful payment processing. Failure to provide sufficient payment details may result in delays or non-payment.

3. Team Eligibility
3.1 Team Members

- Each team is required to have and maintain the following during the entirety of the Tournament.
- (5) Main Players (Required)
- (1) Sub Player (Optional)
- (1) Team Coach (Optional)
- (1) Team Manager (Optional)
- In the absence of a Team Coach or Manager, the Team Captain will automatically be assigned as the main contact of the team.
3.2 Age Restriction
- There is no age restriction for participation in this tournament. Anyone of any age is welcome to participate.
3.3 Tournament Requirements
- PLANET9 Account
- Only the team representative must have a PLANET9 account for the registration.
- To create an account, please visit: https://www.planet9.gg/
- Proper In-game team, player names with proper team tags
3.4 Safety Protocols
- For the safety of the participants, staff and everyone present during the tournament, everyone must wear their mask during the course of the tournament.
- Every participant must also present their vaccination cards during the registration period.
3.5 Nationality
- At least three (3) out of five Main Players of the team must be a Filipino Citizen.
- No more than (2) foreign players may be listed in the team's lineup.
- Players may be required to provide additional documents, such as passports, valid IDs, or birth certificates, as proof of their nationality.

4. Games and Amusement Board

In compliance with Philippine laws and regulations, Predator League 2024: Philippine Qualifiers is an officially licensed esports tournament, ensuring that all matches are conducted under the supervision of the Games and Amusement Board. It is mandatory for all participating teams advancing to the Philippine Finals to acquire a GAB Esports License in order to compete.

### 4.1 Policy

- The Games and Amusement Board (GAB) shall encourage and give full support to new emerging professional sports in the Philippines. It shall likewise ensure the integrity of professional sports and provide ample protection to all concerned at all times.


### 4.2 Coverage

- The rules shall apply to all Esports or competitive video games, including first-person shooting (FPS), MOBA, and other genres, where players/teams compete using computers or other electronic devices/gadgets for prize money and/or other compensation.


### 4.3 License

- All persons, entities or associations connected with, engaged or participating in the conduct or operation of professional esports shall obtain a LICENSE from GAB.
- Requirements:
- Player
- Duly accomplished GAB application form
- Two (2) $2 \times 2$ colored ID picture with white background
- Government issued ID
- Parental consent (for minors)
- Endorsement letter (to be given by organization)
- Drug test (will be conducted at GAB office - free of charge)
- Team Manager
- Duly accomplished GAB application form
- Two (2) $2 \times 2$ colored ID picture with white background
- Government issued ID
- Team Trainer/Coach
- Duly accomplished GAB application form
- Two (2) $2 \times 2$ colored ID picture with white background
- Government issued ID
- Letter of Parental Consent (for minors)
- Endorsement letter (to be given by organization)
- Drug test (will be conducted at GAB office - free of charge)

| License | Fee | Legal research fund |
| :---: | :---: | :---: |
| Player | 800 PHP | 10 PHP |
| Team Manager | 1000 PHP | 10 PHP |
| Team Coach | 1000 PHP | 10 PHP |

- Validity
- All professional esports licenses shall be valid for a period of (1) year which must be renewed on or before the expiration of the license.
- You may download the GAB License Application Form via this link: https://gab.gov.ph/wp-content/uploads/2020/07/ApplicationForm-ESports.pdf
- You may send us the required documents and we can process the application on your behalf, and let you know the next steps for the application.

5. Team Names, Team Logos, and Player Names

- No additional special characters will be allowed for team names, logos or player names.
- Team Names, Logos, and Player names may not contain vulgarities or obscenities; inappropriate terms even in any local or foreign language.
5.1 Team Names \& Logos:
- Teams are not allowed to have the same or similar name
- Must only contain English Characters, numbers, single space between words only (Minus sign, underline)
- The verification of the images or the names of sponsors are now allowed to be shown in team logos
- Tournament Organizer reserves the final right to approve the team names and logos
5.2 Player names
- Must only contain English characters, numbers, or single space between words only. Player Names cannot contain any sponsor name.
5.3 In-game Team
- All participants must have their own in-game team with all the members.
- The In-game Team must be aligned with the registered team name for the tournament

6. Sponsors
6.1 Prohibited sponsors

- Websites displaying or related to pornographic imagery or products
- Firearms, handguns, or ammunition providers
- Prohibited drugs
- Tobacco or cigarettes, including e-cigarettes and vaping products
- Account sharing/skin selling websites

Team/Player Uniforms may include sponsor logos. Sponsor logos are subject to approval by the Tournament Organizers. The Tournament Organizers reserves the right to reject the inclusion of any sponsor logo.
7. Active Roster \& Substitution
7.1 Single Team Exclusivity

- A member of a team is only allowed to compete for one team they're currently representing.
7.2 Substitutions
- In the event of an emergency, each team will be given 30 mins to find an immediate substitute upon approval of the League Operations Team.
- In any case, the Head Coach, Team Manager or any player that is not currently participating in the tournament will be allowed to play in the absence of the substitute player.

8. Onsite Event Rules
8.1 Equipment \& Peripherals

- Tournament Organizer Provided Equipment
- Tournament Organizer will provide the necessary equipment for the players to participate in the tournament.
- All the essential equipment required for the onsite qualifiers will be provided by the Partnered Café Venue.
- PC and Monitor
- Peripherals (Mouse, Keyboard, Headset)
- Tables and Chairs
- Replacement of provided equipment
- If equipment or technical problems are suspected at the onsite qualifiers a team may request a technical review of the situation. A technician designated by a Tournament Official will diagnose and troubleshoot problems as needed.
- Technicians may request an order to replace any equipment.
- Player-Owned or Team-Owned Equipment
- Players may only bring: mouse, cord holders, keyboards, headsets, earphones and mousepads to use as their personal peripherals.
- For any wireless devices, players may bring their charger cords.
- Participants are strictly prohibited from bringing their own monitors to the tournament. Only the units provided will be used for the duration of the onsite qualifiers.
- Tournament Organizer reserves the right to deny or approve the use of any equipment and/or device brought by the participants.
- Participants are required to ensure the safekeeping of their personal belongings brought to the tournament. It is important to note that the Tournament Organizer will not assume any responsibility or liability for any lost items during the onsite qualifiers.
- The Tournament Organizer is not responsible for the proper functioning of the Teamowned Equipment. If the Team-owned Equipment brought by a player is incompatible with the Tournament Organizer Provided Equipment, the Tournament Organizer will provide replacement equipment for use by the player.
- No Team-owned Equipment may be brought into the Tournament Venue if it features or displays any name, likeness or logo of a company or brand which is a competitor of Predator. Tournament Organizer reserves the right to request the team to cover up a logo or brand on Team-owned Equipment during the tournament.


### 8.2 Computer Programs and Usage

- Players are prohibited from installing their own programs and must use only the programs provided by the Tournament Organizer. If a player wishes to install a program, the team must inform the Tournament Organizer first for approval.
- Third-party voice chat software, Discord and TeamSpeak will be the only ones allowed to be used during the tournament. Any other voice chat software will be under the approval of the Tournament Organizer.
- Emails will be only allowed to be used logging in to Steam.
- Non-essential or personal equipment such as mobile phones, external hard drives, flash drives, smartwatches are not allowed to be used during the competition.
- Players are also not allowed to use any native programs installed in the Tournament PCs, such as MS Paint, Notepad, Wordpad, Sticky Notes, or any Microsoft Office programs. Any strategic notes created on native programs must be deleted.


### 8.3 Proper Uniform and Attire

- Players are expected to participate in the tournament in a professional manner. Any participants wearing flip-flops, shorts, or tank tops are not allowed to join the tournament.
- Participants are highly encouraged to wear their team uniforms at all times. Sponsor/Brand Logos are subject for approval by the Tournament Organizers. The Tournament Organizers reserves the right to reject the inclusion of any sponsor logo.
- Any delay caused by a change of attire will be considered the player's fault and will be penalized.
8.4 Unnecessary Items
- Mobile devices are allowed only for the purpose of logging into Steam.
- Mobile Devices, smartwatches, tablets or any gadgets unnecessary to use for the tournament must be surrendered to someone outside the competition area.
- Other clothing not being worn, unused bags must be stored out of sight.

9. Rule Violations and Punishments
9.1 Code of Conduct

- Every participant is expected to be respectful to the Tournament Organizer and staff, press/media, partners, and other participants. Teams are expected to represent their team to be always professional.
- Same applies to the behavior in-game, chat, comments and other media.
- Participants must not engage in harassment or hate speech in any form. This includes, but not limited to:
- Hate speech, offensive behavior, verbal abuse, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion
- Stalking or intimidation
- Spamming, raiding, hijacking, or inciting disruption of streams or social media
- Posting or threatening to post other people's personal information
- Unwelcome sexualized comments, jokes, and advances
- Advocating for, or encouraging, any of the above behavior
- Violation of this code of conduct will result in sanctions. Penalties may include disqualification, fines or banning from future Tournament Official's events.


### 9.2 Account Transfer and Piloting

- Participants are not allowed to use other accounts which are not officially registered for the tournament.
- Players are not allowed to pilot for other teams participating in the tournament.
- Any teams involved in the transaction will be penalized by the Tournament Organizer.


### 9.3 Cheating

- Software Cheating, Scripting, and Macros
- Any use of software that could be considered cheats is strictly forbidden. The Tournament Organizer reserves the right to specify what is considered a cheat.
- The use of scripts and macros, config binds, or third-party tools is prohibited. Whenever more than one command is issued with a single bind, it is considered illegitimate.
- All macro programs, including software macros and hardware implemented macros stored in on-board memory of the hardware, external to the game client are prohibited.
- Information Abuse
- Communication during the matches with people not involved is strictly forbidden, same for using from external sources (e.g., streams, betting sites, live trackers)
- Punishment for Cheating
- The result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and will be banned from all competitions.

10. Game Specific Rules
10.1 Competitive Patch Update

- All games must be played with the most up to date version of the game.
- In any sudden patch update, participants will have 15 mins to review the recent update.
10.2 Game Mode and Lobby Settings
- Matches will be played in Captain's Mode. For any set of remakes after the draft will use All Pick.
- Lobby Settings (Dota 2)
- Game Mode: Captain's Mode
- Server Location: Singapore (Default)
- Lobby Visibility: Public
- Enable Cheats: Off
- Selection Priority: Automatic
- Penalty: No Penalty (unless stated by Tournament Organizer)
- Dota TV Delay: 15mins
- Fill empty slots with bot: Off
10.3 Team Priority Selection
- Coin flips will be conducted before a match starts.
- Tournament Referees will always use the automatic in-game coin flip feature.
- To settle any disagreement, coin flips will be conducted.
10.4 Draft Penalties
- Draft penalties are given for minor infractions such as tardiness, minor breaches of the code of conduct in a prior game and failure to speedily comply with the TO's instructions. There will be 3 stages of penalties that may be applied depending on the action.
- Level 1 (-30 seconds reserve time)
- Level 2 (-70 seconds reserve time)
- Level 3 (-110 seconds reserve time)

11. Tournament Disputes \& Match Protest

- A protest is for problems that affect the match outcome; a protest may even be filed during a match for things like incorrect server settings and other related issues.
- Protests are generally discussed after the end of a game or series. If the protest happens during the middle of a series, then the issue must be brought up immediately to the tournament administration before the start of the next game. Any protests that may alter the result of a series must be brought up immediately.
- The parties involved must be able to state their case with regard to the issue. Any documentation or media they must prove their side must be presented during the discussion and not after the fact.
- Each team may have up to two representatives to discuss the match protest. Depending on the severity of the situation, tournament administration may allow more people from each side to provide additional perspective.

12. Pauses \& Disconnection

- Before the start of any game, the team captain, coach or manager is responsible for ensuring that all participating players are satisfied with their settings, equipment and all other gamerelated conditions that may affect their performance.
- Players can pause the match at any time but must signal a Tournament Referee immediately after the pause to identify the reason. If the participants did not state any reason for the pause, the team will receive sanctions.
12.1 Technical Pause
- A total of 5 minutes of technical pause time will be allocated to each team. However, it is important to note that during a technical pause, teams are not permitted to engage in discussions or strategizing.
- Each match will have a maximum pause time of 10 minutes. If both teams have utilized their allocated technical pauses, the match will resume without further delay, regardless of the situation.
- If the team wishes to pause, at least one player must raise their hand to call the attention of our Tournament Referees. Once paused, the player must tell our Tournament Referees as for the reason for the pause. If the pause is unreasonable or if a referee reports no indication of any real issue, Tournament Organizer reserves the right to penalize the player and/or team according for the disruption caused.
- Only acceptable reasons are as follows:
- Network Issues
- Full or partial loss of control due to lag
- Heavy lag that causes input delays
- Players are only allowed to pause due to an increase in ms up to 50 ms .
- Equipment Issues
- Fixing Dota 2 Coordinator
- Server Error
12.2 Tactical Pause
- Any pause made on or before a team fight will be considered a tactical pause.
- Tournament Referees have the right to identify and assess if the pause made is either Technical or Tactical pause.
- Penalties will be enforced in any case that a participant is utilizing the tactical pause.
- Bug Abuse
- Intentional use of any bugs, glitches, or errors in the game can be assessed with penalties up to and including default losses. It is up to the Tournament Referees' discretion whether the use of said bugs influenced the matches, and whether they will force a rematch.


### 12.3 Game of Record \& Remakes

- A Game of Record ("GOR") refers to a game where all ten players have loaded, and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as "official" from that point onward. Game restarts will be allowed only under limited conditions and with a new draft.
- Examples of conditions which establish GOR:
- Any attack or ability has landed on enemy structures or heroes
- Line-of-sight is established between players on opposing teams
- Setting foot, establishing vision or targeting a skill shot ability at the opponent's side.
- First blood has been established.
- Creep waves meet in the middle lane.
- Remakes
- Game restart or remakes will only be done at the discretion of the Tournament Referees. Game restart will only be acceptable with these following reasons:
- If a referee determines that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events such as creep spawn).
- If the game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics.
- If a referee determines that there are environmental conditions that are not conducive to fairness.
- If one or multiple players crash before "Game of Record" and cannot get back in before the allowed technical pause time has been exceeded

If the "Game of Record" was not established, there will be a restart "All-Pick" with the same heroes. If the "Game of Record" was established, there would be a restart with a new Captain's Mode draft.
13. Spirit of the rules

- It should be remembered that it is always the Tournament Organizer that has the last call, and that decisions that are not specifically supported or detailed in this rulebook, or even go against this rulebook may be taken in extreme cases to preserve fair play and sportsmanship.
- All decisions regarding the interpretation of these rules from the Tournament Organizer will be final.
- Rule changes may be amended, modified or supplemented by Tournament Organizer from time to time, to ensure fair play and the integrity of the tournament.

