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 Organizers (TOs) have 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,

PREDATOR

1. Introduction
   This document will be the official rulebook for **Predator League 2024: Philippine Qualifiers – Valorant Tournament** to create a fair play in the tournament.

   The **Predator League 2024: PH Qualifiers – Valorant 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 Organizers have full authority and will make the ultimate decision.

2. Structure, Schedule, Prize
   2.1   Definition of Terms
   - **Match** – A set of rounds that is played until one Team wins 13 Rounds, provided that a match will continue past the 13-Round limit until a team wins by a margin of at least two rounds.
   - **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 determined as the 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 the next round and competes 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.
   - **Map Veto** – Teams will have to ban and select maps that will be played for the match.

   2.2   Schedule
   - Qualifiers
     - Onsite Qualifiers
       - Leg 1: TNC Digos – September 9
       - Leg 2: TNC Cebu – September 16
       - Leg 3: TNC HAU-Angeles – September 23
       - Leg 4: TNC Dasmariñas – September 30
     - Online Qualifiers
       - Leg 5 – October 7
       - Leg 6 – October 8
       - Leg 7 – October 14
       - Leg 8 – October 15

- Group Stages
  - October 21 and 22
- 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 (Group Stages)
  - If 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.

2.4　　Prize Pool
- Distribution

Qualifiers	
Champion (8 instances)	PHP 5,000
Predator League Philippine Finals	
Champion	PHP 250,000
1st place	PHP 100,000
2nd place	PHP 55,000
3rd place	PHP 55,000

- 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 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) 2x2 colored ID picture with white background
    – Government issued ID
    – Parental consent (*for minors*)
    – Endorsement letter (t*o be given by organization*)
    – Drug test (*will be conducted at GAB office — free of charge*)
  • **Team Manager**
    – Duly accomplished GAB application form
    – Two (2) 2x2 colored ID picture with white background
    – Government issued ID
  • **Team Trainer/Coach**
    – Duly accomplished GAB application form
    – Two (2) 2x2 colored ID picture with white background
    – Government issued ID
    – Letter of Parental Consent (*for minors*)
    – Endorsement letter (t*o 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 Organizers 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.

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
- A team may substitute for players in-between matches. The team must notify the League Operations Team and have the substitute approved no later than 2 mins after the end of a game.
- 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 extreme cases, 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 Organizers reserve 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 Organizers will not assume any responsibility or liability for any lost items during the onsite qualifiers.
  - Tournament Organizers are not responsible for the proper functioning of the Team-owned Equipment. If the Team-owned Equipment brought by a player is incompatible with the Tournament Organizer Provided Equipment, the TOs 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 Organizers reserve 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 Organizers. If a player wishes to install a program, the team must inform the Tournament Organizers 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 Organizers.
- Tournament PC should not be used for any social media or communication sites. This includes, but is not limited to Facebook/Messenger, Twitter, YouTube, online forums, message boards.
- Emails will be only allowed to be used logging in to Riot Games/Valorant Account.
- 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 the Valorant game client via email.
- Mobile Devices, smartwatches, tablets or any gadgets unnecessary to use for the tournament must be surrendered to the assigned Tournament Referee or to someone outside the competition area.
- Other clothing not being worn, unused bags must be stored out of sight.

9. Rule Violations, Punishments

9.1   Code of Conduct

- Every participant is expected to be respectful to the Tournament Organizers 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 Organizers 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 Organizers.

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 15mins to review the recent update.
- New Agents
  - New Agents will be automatically restricted for two weeks from their release on Competitive queue. Example: Agent A was released on February 5, so Agent A will become eligible to be used in all Matches on February 19.
- New Maps
  - New Maps will be automatically restricted for four weeks from their release on live queue. Example: Map A was released on February 5, so Map A will become eligible to be used in all Matches on March 5.
    10.2   Game Mode and Lobby Settings
- Matches will be played in Tournament Mode. (Valorant)
  - Lobby Settings (Valorant)
    - Allow Cheats: Off
    - Tournament Mode: On
    - Overtime: Win by Two: On
    - Play out all rounds: Off
    - Hide Match History: Off
    10.3   Team Priority Selection
- Coin flips will be conducted before a match starts.
- Winner of the flip will have to choose if their team will be the First Priority Team or the Second Priority Team
- To settle any disagreement, coin flips will be conducted.
    10.4   Map Veto
- Once the priority team has been determined, the team captains of both teams, together with the Tournament Referee will undergo Map Veto or Map Selection Process.
  - For BO1 matches
    - First Priority Team removes two maps
    - Second Priority team removes two maps
    - First Priority team removes one map

- – Second Priority team removes one map
- – Remaining map will be the selected map.
- – First Priority Team will select the side of the chosen map.
  - ▪ For BO3 matches
    - – First Priority team removes one map
    - – Second Priority team removes one map
    - – First Priority team selects Map 1
    - – Second Priority team selects sides for Map 1
    - – Second Priority team selects Map 2
    - – First Priority team selects sides for Map 1
    - – First Priority team removes one map
    - – Second Priority team removes one map
    - – Remaining map will be the Decider Map
    - – First Priority team selects sides for Decider Map
- Competitive Map Pool
  - – Ascent
  - – Bind
  - – Fracture
  - – Haven
  - – Lotus
  - – Pearl
  - – Split

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 game-related 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/map 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 Organizers reserves the right to penalize the player and/or team according for the disruption caused.
- Only acceptable reasons are as follows:
  - Network Issues
    - Full disconnection
    - 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 50ms.
  - Equipment Issues
  - VAL Error Codes
    - For a complete list of definition and solutions: https://support-valorant.riotgames.com/hc/en-us/articles/360045619633-Error-Codes-in-VALORANT
  - Server Errors

12.2   Tactical Pause
- Teams are allowed to use (2) tactical timeouts per map.
- Tactical Pause can be called via in-game pause system.
- Timeouts must be called only during Buy Phase.
- Bug Abuses
  - 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 ("GOR")
- 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:
  - – Once the first buy phase has ended and 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 or Kill has been established.

12.4   Remakes and Round Rollback

- Game remake
  - ▪ Game restart or remakes will only be done at the discretion of the Tournament Referees. Game remake 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.
    - – 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 a remake is required **before the establishment of the "Game of Record"**, the match will undergo a lobby remake with the same map and agents picked by the players.
  - ▪ If a remake is required **after the establishment of the "Game of Record"**, the match will undergo a lobby remake with all statistics and scores from the previous rounds to be carried over and applied to the newly created lobby. *(This rule is only applied to the Offstream matches)*
  - ▪ It is the responsibility of any team member, particularly the team captain, to save their team's statistics or scoreboard after each round.
- Round Rollback
  - ▪ Tournament Organizers may perform a Round Rollback feature within the game when a bug or any error is made during an existing match.
  - ▪ Round Rollback may only be applied for the matches created by the Tournament Organizers.

13. Spirit of the rules
   - It should be remembered that it is always the Tournament Organizers that has the last call, and 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 Organizers will be final.
   - Rule changes may be amended, modified or supplemented by Tournament Organizers from time to time, to ensure fair play and the integrity of the tournament.