



# PREDATOR LEAGUE PHILIPPINE QUALIFIERS

## Rules and Regulations – Dota 2 Tournament

### 1. General Provisions

- All participants are expected to know and understand all of the rules indicated below. Unawareness of a specific rule will not be considered an acceptable reason for breaking the said rule. Ignorance is not an excuse.
- Each team must have an appointed team captain/team representative. Only the captain/representative/manager is allowed to communicate with the organizers before, during or after the matches.
- The tournament organizer may change without prior notice any of the rules and regulations which they seem necessary to ensure the success of the tournament. The tournament organizer's decision is final.
- Teams who registered online will be prioritized. Check-in time will be at 9am to 11am only. Slots will be given to the onsite registrants if the team failed to check-in at the given time.

PREDATOR LEAGUE 2019 IS A LOCAL TOURNAMENT. WINNING THE TOURNAMENT DOESN'T QUALIFY TO BE THE REPRESENTATIVE FOR APAC PREDATOR LEAGUE FINALS IN THAILAND.

### 2. Eligibility

- There are no age requirement to participate in this tournament.
- Only the registered teams at the Predator League website are allowed participate in the event.

### 3. Match Setup and Lobby

- Teams need to be at the venue 1 hour prior to the designated match start time for setup.
- The lobby will created by the organizers. The password will be provided by the lobby creator to both teams.
- To avoid delays in the program of the event, delays caused by players (showing up late, leaving the tournament area without a stated reason, last-minute smoke or toilet break) will lead to sanctions for the entire team.
  - 10 minutes and beyond – Game will be forfeited.



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## 4. Game Settings

- Game - Dota 2
- Tournament mode – 5 vs 5 - Single Eliminations BO1, Finals BO3
- Game mode – Captain's Mode
- Server Location – Singapore
- Gameplay Rules – Version (Tournament)
- Spectator – Disabled
- Sides
  - Side or pick will be decided via TOSS COIN at in-game lobby
- Victory Condition
  - The first team to destroy the other team's main building wins the game.
- In case of high latencies or server error, the Events marshal has the option to choose:
  - i. Local Host with Low latency but without save replay
  - ii. Singapore Server Host with high latency with save replay

## 5. Player Conduct

- All participants and team managers are required to uphold the highest standards of fair play and sportsmanship.
- Players and team managers who are caught swearing or behaving in a hostile manner towards their opponents or event staff will be issued a warning upon the first infraction. Continued infractions may result in forfeiture of the match or worst, disqualification in the tournament.
- All rules of conduct also apply to chatting through the game.
- Players are not allowed to open any other programs in the tournament area aside from Dota 2 and communication programs including Discord and TeamSpeak. Other websites especially social media sites are not allowed to be opened.
- Usage of electronic devices such as mobile phones are strictly prohibited during the whole match.
- Non-players (including but not limited to managers and coaches) can't stay behind with team after game starts.
- Marshals/Event Organizers has the final decision. These rules may be changed under extreme circumstances.
- The tournament organizer has the right to disqualify and dismiss any registered player from the tournament, at their discretion, at any stage of the tournament, for any reason, with no prior warning to the player.
- All participants must have their own Discord accounts.



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## 6. Results and Dispute

- Disputes must be raised during the game and not after the game. The team with concern must call the attention of their respective marshal to address the issue. Disputes raised after the game will not be entertained.
- All results must be reported to the respective marshal/organizer right after the match. The winning Team's captain is required to submit results to the respective marshal.

## 7. Roster

- Only the registered line-up will be allowed to play in the tournament.
- A team is only allowed to have up to one (1) stand-in on their roster which must have been officially registered in their roster.
- The stand-ins must not be currently playing for other teams that are also participating in Predator League Qualifiers.
- The stand-ins must not be currently playing as a stand-in for other teams that are also participating in Predator League Qualifiers.

## 8. Stoppage of Play

- In the case of a disconnection, the game will be paused until the player has reconnected. Pausing without justifiable reasons will be penalized.
- Teams are only allowed a maximum of 10 minutes to pause for non-technical issues (5 minutes each team). After the 10-minute period, the game shall be continued regardless of the situation.
- If all the players from one team unintentionally disconnects, the opposing team is required to pause the game. Failure to do so may lead to disqualification, depending on the discretion of the marshal.
- In the event of a server crash, the game can be reloaded on the latest save. The person who hosted the lobby will have the option (game setup option) to load a save file when they host again.
- In the unlikely event that the reload does not work or players being unable to reconnect, the game will be replayed with the same exact hero picks, lane movements and bounty collections until the first creep wave of the Radiant and Dire side meets.
- Teams are not allowed to do bathroom/washroom breaks once the game has started. This can be done in between games during the break given to each team.



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## 9. Breaks

- Teams who want to have break must ask permission to their marshal first before doing so. Unauthorized breaks may result to disqualification.

## 10. Rule Violation Penalties and Punishment

- Violation or not following any of the rules, regulations, terms and conditions will result to penalties or disqualifications. Tournament marshal may apply penalties according to their judgment and discretion.

Penalties that can be applied are the following:

- Warning
- Default loss
- Disqualification of a player/team from the entire tournament
- Banned from future tournament organized by TNC Events Team

Disqualifications are applied by the tournament officials, be it admins or organizers, and will void all rights for the entire team to participate further in the tournament.

## 11. Rights of Privacy

- TNC esports, Acer Predator has the rights to collect information and details, to shoot and use materials (e.g. interviews, video and photos) publicly without any consent.

## 12. Admin/Organizer Rights

The Admin/Organizer may overrule all rules based on the situation. The Admin/Organizer's holds the rights to change the rules as it deems fit. Decision of the Admin/Organizer is ALWAYS final.