

1. General

1.1. This Rulebook shall take effect for the duration of the **Asia Pacific Predator League 2020/21 Dota 2 APAC Grand Final**.

1.2. Participating Teams (Logos)

Dota 2 APAC Teams: **(10 teams)**

1.3. The tournament shall be registered under the name of **Asia Pacific Predator League 2020/21 Dota 2 APAC Grand Finals**

2. Tournament Format

2.1. Playoffs and Grand Finals

2.1.1. The Tournament will run in a Single Eliminations Format from April 6 to 11, 2021.

2.1.2. The organizers could change the tournament format depending on the number of competing teams.

2.2.3. The Playoffs will be played Online. Teams are divided based on their nearest server.

2.2.4. The Tournament will run in a Single Eliminations, Best-of-three series Format from April 6 to 11, 2021.

2.2.5. Distribution of teams are determined on their geographic location, considering the server issues and possible high ping and latency.

2.2.6. The tournament bracketing will be generated through **Planet9**. All teams are required to register on Planet9 website.

3. Player and Team Responsibilities

3.1. Players must obey DOTA 2 User Agreement and **The Asia Pacific Predator League 2020/21 Dota 2 APAC Grand Finals** Rulebook.

3.2. Players and teams should set official player and team names and team logo in the game client.

3.3. All players are not allowed to broadcast the games they are playing. All players are not allowed to watch any broadcasts while they are currently competing in an official match. This includes broadcasts of both their own match(es) as well as broadcasts of other match(es) going on at the same time while they are competing.

3.4. During the course of the tournament, all participants are required to install a camera on their tournament PCs and will join the Official Discord Server for PL20/21. The players must turn on their cameras at all times during their match.

3.5. All players have to wear team uniforms at all times during the games, unless the organizers agree otherwise. There are no strict rules for bottom/shoes (which means that shorts and open shoes are allowed), but the general appearance of a player must be decent.

3.5.1. Wearing of any accessories like headgears (caps, hats, beanie, etc.) and facemask during the competition will not be allowed. All participants must be seen clearly during the tournament.

3.5.2. In any case that there are 2 players or more in the same room, please follow the local health protocols and guidelines for the facemasks, physical and social distancing. Usage of facemasks will be implemented on this matter.

3.5.3. Players are not allowed to wear jerseys with ACER PREDATOR's competitor brand logos. Players who have a competitor's logo on his/her jersey will not be allowed to play unless they agree to cover the said logo.

3.5.4. This applies also to the gaming chairs of the participants. **Any brand logos** visible in the cameras must be covered during the course of the competition.

3.5.5. Only the organizers have the right to determine which logos are considered as a “**competitor**” logo and have the final say regarding the matter.

3.6. Each team members will have their own channel with supervision of our Tournament Marshal and Broadcast Staff. Respective Team voice channels on Discord will be also known as the **Discord Competition Area**.

3.7. For the participating players who are in the same area (bootcamp, office, etc.) Before the start of a match, only players, coach, and staff approved by organizers are allowed to join and stay in the competition area. During the draft only 5 players and a coach can be present in the competition area. Coaches have to leave the premises after draft. No managers, or other people are allowed.

3.8. In case that the participating players are not in the same place, same procedure will be followed. Only players, coach and staff approved by the organizers are allowed to join in the **Discord Competition Area**. The Tournament Marshals will have the right to remove or disconnect any unauthorized personnel in the said channel.

3.9. Only hand-written or printed notes/stats are allowed. Using any electronic versions are prohibited.

3.10. Usage of phones and other electronic devices is strictly prohibited. Using of PLANET9 on mobile devices is also prohibited. Only the PLANET9 Desktop Version are allowed for use.

3.11. Players can only launch Steam, Discord, PLANET9 app and DOTA 2 on tournament computers. All other applications are prohibited. All players are required to download and install the PLANET9 Desktop Version app.

3.12. 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.

3.13. Players will not be allowed to use the restroom during games, the entire match unless any emergency occurs. Any violation will result in a LVL 2 penalty, taking away the bonus time during the pick LVL 2 in the next match.

3.14. Team/Organization and Roster Changes

3.14.1. On top of the direct invited teams, **Acer Predator** reserves the rights to choose any additional teams to participate in the tournament.

3.14.2. Teams are given to finalize their roster **2 weeks** before the actual tournament start. Deadline of final roster submission will be on **March 23, 2021**. Once the final roster has been submitted and declared, no necessary changes will be given further unless approved by the Tournament Organizers.

3.14.3. In any case that the team already disbanded, as long as the team/organization holds the same team name, they may still join the tournament.

3.14.4. In any case that the Team/Organization is no longer present or available, the members of the former organization can retain their slots. At least (3) of the original members must be in the active roster for it to be valid.

3.14.5. For an instance that a team is under the same organization, only (1) team can retain the same organization's name, the other team must change their team name.

3.14.6. During the event - in case of a serious, unpreventable circumstance that a player is not able to play, an officially registered substitute player can replace him/her.

3.15 Teams must consist of at least three (3) players local to the country/region they are representing. Players will have to provide proof of nationality using government-issued identification cards. Failure to meet the requirements will result to disqualification of the team.

3.15.1. In any case of a false identity of a player, the Tournament Admins will conduct a verification to check if the documents provided are legitimate and valid.

3.15.2. If proven guilty, the team and player will be sanctioned with a penalty fine as well as barred to any future **Acer Predator Events**.

3.16. Player substitutions will be allowed to all teams during the course of the tournament.

3.16.1. Teams are responsible to inform the Tournament Marshals for any substitution on their team. Teams must provide information for who will be substituted and who will be replaced, as well as a valid reason upon requesting substitution.

3.16.2. Tournament Marshals will verify and will have the right to allow or reject the substitution request.

3.16.3. Teams are only allowed to request a player substitution during the start of a match or at the end of the previous match. Substitution during an on-going match will be not allowed.

3.16.4. Substitution is only valid if substitute player has been declared as part of the official roster before the roster change deadline on March 23, 2021.

3.16.5. There will be no restrictions to how many substitutions during the course of a series.

4. Interviews and Media

4.1. Participating teams will be asked by members from the **Acer Predator Media** to appear in a media interview any time during the course of the tournament. By joining the **Asia Pacific Predator League 2020/21 Dota 2 APAC Grand Finals**, players give consent to this arrangement and will honor the given schedule for the Media Interview.

5. Refereeing and Issues

5.1. Schedule and refereeing for every single match are done by the tournament organizers and marshals, now to be referred to as the committee. The committee will make decisions according to this Rulebook and inform teams. In extraordinary situations or in situations which are not described here, the committee will be the one to make a decision and their decision is the binding one.

5.2. From teams' sides, only the captain or manager can communicate about any issues or controversial situations.

5.3. If there are no requests from captains about a controversial situation within **10 minutes** of the match 's end, the result is considered to be confirmed. Only the team captains have a right to submit a protest. The captain must provide all the information needed within **15 minutes** after the match is finished, otherwise, the result is considered to be confirmed and beyond discussion.

5.4. Decisions about the controversial situations can only be made by the committee.

5.5. Decisions made by the committee are ultimate and out of discussion.

5.6. If two teams have already played a match, it cannot be replayed in any circumstances.

6. Disciplinary punishments

6.1. For breaking any of these Rules and Regulations there are disciplinary punishments and fines.

6.1.1 Being late for 5 minutes — warning + taking away the bonus time during the pick **LVL 1** in this match.

6.1.2 Being late for 10 minutes — warning + taking away the bonus time during the pick **LVL 2** in this match.

6.1.3 Being late for 15 minutes — warning + taking away the bonus time during the pick **LVL3** in this match.

6.1.4 Being late for 20 minutes — **Default game 1** loss.

6.2. Failure to show for more than 20 minutes — If it's a series of BO3, it will end by the score of 0-2. If it's a series of BO5, the absent team will have another 40 minutes to show up. If they fail again, the score will be 0-3.

6.3. Using a player not in the official roster — Team disqualification. During the event — In the case of serious, unpreventable circumstances (such as injury, illness, emergency, etc.) the allowance of exceptions can be possible, but at the sole discretion of the tournament administration.

6.4 Account Sharing and Piloting is strictly prohibited. Any players/team caught using different accounts or player not registered or recognized by the Tournament marshals will result to disciplinary sanctions and fines.

6.5 Any forms of cheating will be strictly prohibited. Tournament Marshals will supervise every player on the **Discord Competition Area** and will have the right to require the players to share their screens for checking.

6.5.1 At the start of every match, the teams are required to share their screens and will show the **CONTROL PANEL** on their tournament PCs. The Tournament Marshals will then conduct a **SYSTEM CHECK** at least **10 minutes** before the match starts.

6.5.2 Tournament Marshals has also the right to conduct a system check without prior notice.

6.5.3 Each player must inform the Tournament Marshals on their app, programs or software that they'll use on the entirety of the tournament. Players must seek an approval from the Tournament Marshals.

6.5.4 The Tournament Marshals will have the right to approve or reject the usage of the apps, programs or software.

6.6. Any kind of betting/gambling/wagering or involvement in such: Players and managers are prohibited to make bets (in real or virtual money, cryptocurrency, assets, including DOTA 2 in-game items, in any way shape or form). — Default loss, disqualification.

6.7. If player or team encounters or triggers what seems like a bug, they need to inform the Admins to determine if the specific behavior is intentional or allowed.

6.8. Sabotaging the match, unauthorized quit. — Default loss.

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

6.10. If punishment is not described, the Main Admin may use any sanction or fine, depending on the situation and the Regulations, at their discretion.

7. Organizing the matches

7.1. All matches are created by match admin, not later than 15 minutes before the match starts.

7.2. Teams and players must be in the lobby 10 minutes before their series to decide draft order and sides.

7.3. During play days, players have a 10-minute break in between games. Countdown starts when the match ended. Players must be back in the lobby and team ready at the end of the 10-minute break. If the timer runs out before a team is ready, the admin can already penalize them with a LVL 1 penalty.

7.4. Choosing Side and Pick

7.4.1. Sides and Picks will be determined via in-game coin toss.

7.5. Pauses are not allowed except for technical reasons. The team that pauses has to immediately call the admin and explain the reason for the pause.

7.6. Total game duration – The game lasts until winner is known. The team which destroys the enemy Ancient or forces the enemy to surrender is considered the winner.

7.7 Participating Players, Teams or Organizations are responsible for their own internet connection. In any case of a disconnection due to the connectivity issue, it will be the marshal's decision if the match will proceed or remake.

8. Match Settings

8.1. Lobby, password and other details will be transmitted by the Main admin of the game.

8.2. Lobby settings:

8.2.1 Mode - Captains Mode, Version – Tournament

9. Cash Prize Distribution

9.1. All prize money should ideally be paid out **60 to 90** banking days after the tournament, but it may take as long as **180** days for the payment to be completed. In any case, the distribution may come early as the given dates.

APAC PL20/21 Dota 2 APAC

Total Prize – 85,000 USD

1^s placement – 50,000 USD

2nd placement – 25,000 USD

3rd placement – 10,000 USD

9.2. After the tournament, the Tournament Organizers will contact the team representative for the prize distribution details.

10. Admin/Organizer Rights

10.1. The organizers may, at their discretion, overrule all rules and change any of the rules as it deems fit without prior notice. Decision of the organizer is ALWAYS final.

10.2. The admin is authorized to instruct and guide the players during the tournament in accordance with this Rulebook.

Glossary

1. **Match** – refers to a single game in Dota 2. From the draft up to the destruction of an Ancient.
2. **Series** – a set of games within a single match-up. This refers to a full Best-of-1 or Best-of-Three series.
3. **Penalties** – a deduction that may result to reduced bonus time during Draft phase in Dota 2.
4. **Breaks** – can be identified as bathroom/restroom break or rest.
5. **Draft** – Teams will select the heroes they'll use and ban the heroes for the opposing team.
6. **Default** – a result to automatic loss or win.
7. **Media Day** – days the players and teams are scheduled for interviews.