

The Asia Pacific Predator League 2022 Grand Finals Dota2 Rule

1. General

- 1.1. This Rulebook shall take effect for the duration of the Asia Pacific Predator League 2022 Grand Finals
- 1.2. Participating Teams: 12 teams from qualifiers or direct invitation
- 1.3. The tournament shall be registered under the name of Asia Pacific Predator League 2022 Grand Finals.

2. 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.

3. Tournament Format

- 3.1. The Tournament will run in a Double Elimination Format from November 11 to 13, 2022.
- 3.2. The organizers could change the tournament format depending on the number of competing teams.
- 3.3. The tournament will be held offline, basically on the Tokyo server. However, it can be changed with the agreement of both teams.
- 3.4. The Tournament will run Best-of-one series, and Best-of-three series from November 11 to 13, 2022.
- 3.5. The tournament bracketing will be generated through PLANET9. All teams are required to register on PLANET9 website.
- 3.6. To determine the teams on the bracket, we'll have a draw slot that will be conducted by the Tournament Admins.

4. Player and Team Responsibilities

4.1. Players must obey the DOTA 2 User Agreement and the Asia Pacific Predator League 2022 Grand Finals Rulebook.

4.2. Players and teams should set official player and team names and display in format in the game client.

Note that team tags are limited to a maximum of 3 characters.

4.3. Changing the names of players is prohibited unless requested by the tournament manager.

4.4. 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.

4.5. Being under alcohol/ illegal drug influence during media and tournament days is strictly prohibited. Players caught in such state will not be allowed to play their matches. Their teams will be disqualified, and any prize money won will be revoked.

4.6. Players will not be allowed to use the restroom during on-going rounds.

Breaks will be provided after each round. Unless any emergency occurs.

Any violation will result in a penalty of points deducted from the round score or total score.

4.7. Photography and/or audiovisual recording of any kind is not permitted without the prior written consent of the Administration.

Also, prohibited until the start of the stream of Day 1 of the tournament and while the tournament is in progress.

5. Player Apparel

5.1. During the opening & closing ceremony, players shall wear the ACER PREDATOR uniform provided by the Administration.

5.2 All players must always wear either their team jersey or Acer-branded apparel while on stage and during any media appearances.

Players must also always wear pants and closed-toed shoes while on stage. Sandals are prohibited.

Players are solely responsible for their own apparel, which are subject to approval by the Administration.

Player apparel, which includes clothing and makeup, is subject to the following rules:

- ① Player apparel may include sponsor logos. Sponsor logos are subject to approval by the Administration. The Administration reserves the right to reject the inclusion of any sponsor logo.
- ② Player apparel may not include any false advertising.
- ③ Player apparel may not include any reference to any medicine or medication subject to medical prescription, tobacco products (or any other nicotine delivery product, e.g., heated tobacco product or e-cigarettes), alcohol products, marijuana products, controlled substance-related products, or other objectionable material.
- ④ Player apparel may not include any content that is defamatory, obscene, vulgar, repulsive, offensive, disruptive, politically insensitive, or which refers to things a reasonable person might consider socially unacceptable.
- ⑤ Player apparel may not include content which promotes discrimination, hate, violence, the use of illegal substances, illegal activities, mail fraud, pyramid schemes, or promotion of investment opportunities not permitted by applicable law.
- ⑥ Player apparel may not include any content that is pornographic.
- ⑦ Player apparel may not include a trademarked or copyrighted material or other intellectual property without the owner's written consent, or which might expose the Competition to the risk of claims of infringement, misappropriation, or other forms of unfair Competition (in relation to any such claim, any such player and team shall indemnify the Competition).
- ⑧ Player apparel may not include any political and/or religious messaging, including but not limited to, promotion of political candidates or messaging, religious products or services, and/or any website, social media, traditional media, brands, etc. that could be considered political or religious in nature.
- ⑨ Player apparel cannot include beanies, hats, or other forms of headwear which covers any part of the ear and/or face. Exceptions for this rule can be made for health or religious purposes by seeking prior approval from the Administration.
- ⑩ Player apparel may not include any account selling, account sharing, or account trading websites or any businesses that give one player an unfair advantage over another player, including but not limited to hacking, cheating, and key selling.
- ⑪ Player apparel may not include any content that disparages or is disruptive to the Competition, Administration, any Participant, or any other stakeholders associated with the Competition, including but not limited to global or regional sponsors/partners, or other esports organizations.

6. Hardware and Software

6.1. The following hardware will be provided for use during all tournament matches and practice matches. Players must use the provided hardware during all tournament matches and scheduled practice matches.

- ① PC: Predator ORION 5000 12th Gen
Intel i7 Processor, 32GB/1TB SSD/RTX 3080
- ② Monitor: Predator XB3 24.5" 240Hz

All players may not arbitrarily disassemble or otherwise modify the provided hardware. If the hardware is modified and used without the approval of the Administration, a penalty will be imposed.

A team communication solution for players during tournament matches and practice matches will also be provided. The provided team communication solution must be used. The use of any other team communication solution is strictly prohibited. Communication between team members must comply with SUPER's Code of Conduct, and all player voices in official scrimms and official matches are recorded.

6.2. Players must bring the following hardware for use during tournament matches and practice matches:

- Mouse
- Keyboard
- Mouse pad / Mouse bungee
- Headset
- In-ear headphones

In addition to the above, players may bring their own USB interfaced external soundcards.

Mouse, keyboard, and soundcards must utilize standard USB interfaces. Hardware that requires any conversion to connect with USB interfaces may not be permitted. Players may not connect any device other than a mouse, keyboard, in-ear headphones, and/or soundcard to their PC without explicit permission from Administration. All player-provided hardware must function properly without an internet connection. Players will be given an opportunity to install any necessary drivers during a designated setup and testing period.

6.3. Players are solely responsible for their own equipment.

If any player-provided equipment malfunctions, breaks, gets lost, or is stolen, players must provide their own replacement equipment. All player-provided equipment and the logos attached on are subject to inspection and approval by the Administration. The Administration reserves the right to deny the use of any equipment that is suspected of creating an unfair competitive advantage. Players are solely responsible for replacing any rejected equipment.

All equipment and the logos attached on shall be subject to inspection and approval by tournament management.

6.4. Players will be allowed to run only Steam, Discord, PLANET9 app, and Dota2 on their competition PC.

All other applications are prohibited.

All players must download and install the PLANET9 desktop version of the application.

7. Event Stage Access

7.1. The Event Stage refers to the official Competition area.

Only the five(5) players who are actively participating in the match, Referees, the Head Referee, and members of the Administration will be allowed on stage during a match. Referees will inform coaches and other Participants when they are required to leave the stage.

At this time, all individuals, except players, Referees, and members of the Administration, must leave the stage. Any individual who fails to do so in a timely manner is subject to punishment.

No props, ornaments, signs, banners, flags or any other items that could cause a distraction are allowed on stage, unless approved by the Administration.

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

7.3. No mobile phones or electronic devices are allowed on stage.

The use of mobile applications is also prohibited.

Only the desktop version of PLANET9 is allowed to be used.

7.4. Health-Related Electronic Devices

If it is necessary to bring an electronic device into the stage due to a health issue, it is allowed only after obtaining prior approval from the Administration.

7.5. Eating in the competition area is prohibited. Only beverages prepared by the tournament staff will be allowed to be brought in.

8. Discord Competition Area

8.1. Each team member will have their own channel on the Discord server provided by the administration, under the supervision of the administration and broadcast staff.

Each team voice channel on Discord is also called the Discord competition area.

8.2. Only players, supervisors and staff members authorized by the organizer may participate in the Discord competition area.

The administration has the right to exclude or disconnect any person who illegally participates in the channel.

9. Interviews and Media

9.1. 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 participating in the Predator League 2022 Japan Grand Final, players agree to this arrangement and will give priority to the schedule given for media interviews.

10. Match flow / management

10.1. Flow up to the match

10.1.1 Set - up time

Players will have designated blocks of time prior to their match time to ensure they are fully prepared.

The Administration may change the schedule due to broadcast related issues or other reasonable grounds.

Once the player has finished setting up and testing the necessary equipment, the equipment is not allowed to be removed from the seat unless authorized by the Administration.

If any equipment provided by the Administration is not functioning, the player should immediately report the issue to the Referee in which they will decide how to best address the issue. If the issue is not addressed to the player and/or team's liking, they may request the Referee to escalate the issue to the Head Referee.

10.1.2 Check in

Scheduling is essential to the efficient operation, commercial viability, and integrity of the Competition.

All players must be seated to play the match by the time required by the Administration

Match start times may be adjusted depending on any accelerations or delays in the production schedule. The Administration will communicate changes to the match schedule to all Participants.

Once players have checked in for a match, they may not leave the stage without the explicit permission from Administration.

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

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

10.4. 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.

10.5. Choosing Side and Pick

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

10.6. 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.

10.7. 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.

10.7.1 The "surrender" referred to in this section is when either team writes "gg" or "ggwp" etc. in general chat, which is considered a surrender as a function in the game.

In addition, these surrender commands cause a 10-second countdown, but the surrender is considered valid even if the countdown is cancelled.

10.8. If a player is disconnected from a match due to connection problems, the administration will decide whether to continue or remake the match.

10.9. Rules for validating the results

If any one of the following conditions is fulfilled, the game record will be recognized as valid

In the event of a re-match due to unavoidable circumstances in a game in which the record has been declared valid, the game will be played from a redraft.

A rematch in a game in which the record was not validated will be rematched with the side and draft of the game to be recreated.

① Cases of attacks and abilities landing on lane creep, jungle creep, buildings, and enemy heroes

② Cases of probable visibility with enemy team players

③ Cases of countdown timer reaching 0:00

10.10. Match Support

A player may report any issue during a match by raising a hand to a Referee. The Referee will then decide how to best address the issue.

10.11. Remaining Seated

Players must always remain seated during a match and not leave their seats until given explicit permission by a Referee following the completion of a match.

10.12. Substitution of players during the tournament will be allowed for all teams as long as the substitutes are officially registered.

10.12.1 Teams are responsible for reporting their team's substitutions to the referee.

Teams must provide information on who is being substituted and for what justification when requesting a player substitution.

10.12.2 The referee reserves the right to confirm substitutes and to allow or deny substitution requests.

10.12.3 A team may only request to substitute players at the start of a round or at the end of the previous round.

Substitution during a match is not allowed.

10.12.4 Substitutes are only available if the substitutes are declared as part of the official roster by the October 28, 2022 roster change deadline.

10.12.5 There is no limit to the number of substitutions during the series.

11. Match Settings

11.1. Lobby, password and other details will be transmitted by the administration of the game.

11.2. Lobby settings

11.2.1 Mode - Captains Mode, Version – Tournament

12. Refereeing and Issues

12.1. Schedule and refereeing of each match will be done by the tournament organizer and administration and the referee.

The administration and referee will make decisions according to this Rulebook and inform teams.

In extraordinary situations or in situations which are not described here, the administration will be the one to provide a binding decision.

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

12.3. 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.

12.4. Decisions about the controversial situations can only be made by the Administration.

12.5. Decisions made by the Administration are ultimate and out of discussion.

12.6. Once all teams have played a match, there will be no remakes allowed under any circumstance.

13. Disciplinary punishments

13.1. Violation of any of the rules, regulations, terms and conditions will result to penalties or disqualifications.

Tournament marshal reserves the right to apply penalties according to their judgment and discretion.

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

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

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

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

13.2. Failure to show for more than 20 minutes — If it's a BO3 series, it will end by the score of 2-0.

13.3. 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.

13.4 Account Sharing and Piloting is strictly prohibited.

Any players/team caught using different accounts or player not registered or recognized by the Administration will result to disciplinary sanctions and fines.

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

13.5.1. 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 Administration will then conduct a SYSTEM CHECK at least 10 minutes before a round starts.

13.5.2. Administration has also the right to conduct a system check without prior notice.

13.5.3. All apps, programs, or software that players will use during the entirety of the tournament should be approved by the Tournament Marshals beforehand.

13.5.4. Administration will have the right to approve or reject the usage of the apps, programs, or software.

13.6. 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.

13.7. 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.

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

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

13.10. If punishment is not described, the Tournament Admins may use any sanction or fine, depending on the situation and the Regulations, at their discretion.

14. Cash Prize Distribution

14.1. 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.

PL2022 Dota2

1s placement: \$75,000 + \$ 10,000 Device Selection

2nd placement: \$30,000

3rd placement: \$15,000

14.2. After the tournament, the Tournament Organizers will contact the team representative for the prize distribution details. To the extent required by any Applicable Law, the Tournament Organizers may withhold from any payments under this Rulebook an amount equivalent to any applicable withholding tax.

15. COVID-19

15.1. During the tournament, it is necessary to follow the instructions from the administration regarding infection control measures (wearing face masks, physical and social distancing, etc.) as set forth by the administration.

16. Admin/Organizer Rights

16.1. 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.

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

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