

Rules & Regulation

PREDATOR LEAGUE INDIA 2026 – DOTA 2

This document outlines the rules and regulations pertaining to The “PREDATOR LEAGUE INDIA 2026 - Dota 2”. Failing to adhere to these rules and regulations may result in disqualification and/or other penalization as determined by ACER INDIA management (including as may be set forth in these rules and regulations). Please note that ACER INDIA management has the authority to make final decisions that are not specifically delineated in these rules and regulations to preserve fair play and sportsmanship at its sole discretion.

1.Event Information

- Event Name: Predator League India 2026
- Registrations: 15th August – 30th August 2026
- Online Qualifiers: 1st September – 9th September 2026
- LAN Final: 11th October 2026
- Region: India Only. [All participants in the qualifiers must be residing in India, except that one foreign team member per team is allowed. If more than one team member is found competing from outside India, the entire team will be instantly disqualified.]

2. Tournament Overview

- The Dota 2 tournament is a 5v5 competition played on PC.
- The prize pool for the tournament is INR 6,50,000, with the prize split as below:

1st Place: INR 4,00,000
2nd Place: INR 2,00,000
INTEL MVP : INR 50,000

3. Tournament Format

Phase 1 | Online Qualifiers : All the registered teams will compete in Double Elimination format where top 2 teams will qualify for the Lan Finals.

Phase 2 | Indian Lan Finals : Top 2 teams Qualified from the Phase 1 will play BO3 Finals to be the Champion of Acer Predator League India 2026.

4. Game Specific Rules

4.1. Game Rules

- The admin will create the custom match lobby with the settings listed below in the "game settings" section of the rules.
- Upon lobby creation, the admin will invite the teams.
- Once all players are in the lobby and ready to play (use your match chat to communicate) the admin may start the match. Starting the match is purely on admins discretion.
- Teams will play until one team destroys the opposing team's ancient or called "gg (good game)".

4.2. Game Settings

Use the following settings to set up your custom match/lobby.

Lobby Settings

- Game Mode: Captain's Mode
- Server Location: Singapore (Default)
- Lobby Visibility: Public
- Enable Cheats: Off
- Selection Priority: Toss For Side Select
- Penalty: No Penalty (unless stated by Tournament Organizers)
- Dota TV Delay: 15mins
- Fill empty slots with bot: Off

Default Servers: The server matchup will be only on Singapore Server.

4.3. Match Hosting

All matches will be played using Custom Lobby with only the tournament organiser to be allowed to enter the observer slot.

4.4 Usage of Pause Function

- 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.
- Only acceptable reasons to pause the game are as follows:
 - Full or partial loss of control due to lag
 - Heavy lag that causes input delays
 - Equipment Issues
 - Fixing Dota 2 Coordinator
 - Server Error
- Any pause made 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.

5. DISCONNECTIONS

- 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 inform the Tournament Referee immediately by typing in the chat after the pause to identify the reason. If the participants did not state any reason for the pause, the team will receive sanctions.

6. GENERAL RULES

- If a player's account is banned for any reason by Acer India that said player cannot avoid that ban in any way to play in another Acer India tournament. If said player makes a secondary account and is playing in an Acer India tournament, said player and his/her team will be disqualified from the rest of the tournament. There will be no exceptions.
- If any team fails to report an issue with another team and knows another team is doing something that can get them banned or disqualified from a tournament, the team that didn't report may risk forfeiture and no refund of credits.
- If and when leadership of a team is given to another member of that team. That person gives up all privileges that a leader gets.
- Substitutes are allowed in our tournament. Once the tournament begins your roster is final. And once a team qualifies for the Lan event and they have a player issue only 1 change from the locked roster will be allowed who has not registered for the same tournament.
- Users may not share accounts, or any aliases linked to a designated player's account. Doing so can lead to a disqualification of said team.
- Any form of abuse of any staff member is prohibited. If a user does abuse a staff member, that user risks disqualification from the match.

7. GAME SPECIFIC RULES

- All games must be played with the most up to date version of the game.
- In any sudden patch update, participants will have 15 minutes to review the recent update.
- Software Cheating, Scripting, and Macros are forbidden.
- Any use of software that could be considered cheating is strictly forbidden. The Tournament Organizer reserves the right to specify what is considered a cheat.

Information Abuse

- Communication during matches with people not involved is strictly forbidden, same for use 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 the current and future competitions.

8. Media Obligations

- Each team will be required to send the player pictures. The specification of the player pictures needed will be provided through a separate PPT. Failing to provide player pictures before the start of the season could lead to the team forfeiting their slot.
- Any player participating for the tournament can be called for a live interview or a pre-recorded interview. If the player fails to be present at the required time, 1% of the team's prize money will be deducted as penalty per such instance.
- It is the team owner/manager/captain's responsibility to make sure the players needed for the interview must be present at the assigned time. In case of any emergency, owner/manager/captains must inform Acer India well in advance.

9. Reporting Time

- All players of the team must be present in the lobby at least 15 minutes prior to the match start timing.

- Failing to do so will lead to 1% of the team's prize money deducted as penalty per such instance.

10. Coaches

- If a Team has a coach, then that coach may be present for every Match lobby in which the Team participates in India Predator League 2026.
- Discord ID and the Player ID of the coach is to be provided before the teams first match starts and it cannot be changed for the entire tournament.
- Only Tournament Officials, official broadcasters, anyone authorised by Acer India and the registered players + coaches of that particular match are allowed to be inside the lobby.
- Players and Coaches are bound to use our Voice channels on discord/TeamSpeak
Coaches are supposed to be in the same voice channel and remain muted after the agent selection phase finishes. They can only unmute themselves during the tactical timeout, and after the game ends.
- If the Players are unable to join the VC within the given time period coaches shall not be allowed in the Match Lobby and their assigned VC in discord/TeamSpeak.
- If the coach does not join the voice channel, he will not be allowed to join the lobby.
- An admin will be in your team VC during the match in discord/TeamSpeak.
- Coaches are only allowed to communicate with players during the Draft.

11. Prize Money

- The prize money for each team will be cleared within 60 days after the completion of the tournament.

Note: All prize money is subject to Tax Deducted at Source (TDS) as per prevailing income tax regulations. A deduction of 31.2% will be applied to the total prize amount before disbursement.

12. Match Procedures

- Each team is required to report with their playing lineup on discord 15 minutes prior to their reporting time.
- Each team is allowed a maximum of 5 mins of break between 2 maps.

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 Organizers from time to time, to ensure fair play and the integrity of the tournament.

Acer India reserves the right to change, modify, or adapt all rules as deemed appropriate in order to uphold and maintain a spirit of overall fairness and good sportsmanship.