

Predator League 2026 DOTA 2

Malaysia Qualifier Ruleset

This document includes tournament rules for Predator League 2026 Malaysia Qualifier. Players are expected to be well versed with the details written here. The organizer reserves the right to amend tournament rules based on circumstances without prior notice and player consent.

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1. General Tournament Format

1.1. Tournament Structure

Predator League 2026 DOTA 2 Malaysia Qualifier is a two-phase tournament: Qualifier and Playoffs. This tournament has one Open Qualifier and features Invited Teams directly to Playoffs. Each Team will compete with other Teams in these respective qualifiers for the slot to the next stage. Each qualifier offers a limited amount slot to the Playoffs, as seen in the breakdown below:

- Open Qualifier - 5 Slots
- Invited Teams - 3 Slots

A. Open Qualifier Format:

- Maximum 64 Teams slot offered via open registration.
- Single Elimination Format until Round of 8.
- Double Elimination Format from Round of 8.
- All matches are Best of 3 (Bo3), with the exception of the 5th Slot Placement match which will be BO1.

B. Playoffs Format:

- 5 Open Qualifier Teams and 3 Invited Teams.
- Double Elimination Format.
- Matches are played Online up until before LB Finals.
- LB Finals and Grand Finals will be played Offline.
- All matches are Best of 3 (Bo3) with the exception of Grand Finals being Best of 5 (Bo5).

1.2. Qualifications to APAC Predator League 2026

The Top 2 Teams of the Predator League 2026 Malaysia Qualifier Grand Finals will earn the slots to the APAC Predator League 2026.

In the event of the team(s) earning the slot to APAC Predator League 2026 via other means, the slot shall be passed to the next eligible team in the ranking placement.

1.3. **Player/Team Eligibility**

- 1.3.1. **Age Requirement:** Players must be at minimum, 16 calendar years old at the start of the first State Qualifier. Players that are eligible but are still under 18 calendar years old can participate with a written consent letter from parents/guardian, which they can [download here](#).
- 1.3.2. **Roster Nationality:** To be eligible for participation in the Predator League Dota 2 Qualifiers, **a minimum of 3 main players in the team must be Malaysian**, or lawful Permanent Resident staying in Malaysia.
- 1.3.3. **Roster Composition:** Each team must consist of 5 main players and may optionally have up to 1 substitute player.
- 1.3.4. **Account Ownership:** Players are required to register for the tournament using their own DOTA 2 account.
- 1.3.5. **Team Leader:** Each team will be required to appoint one player as their team captain and will act as the team representative. By default, the topmost name of the roster will be considered as such, unless the Team states otherwise.
- 1.3.6. **Team Name/IGN Guidelines:** Both the Team Name and In-Game Name (IGN) used for the tournament must be appropriate for the public audience and may not contain any word or phrase that are offensive, toxic or harmful in any language.
- 1.3.7. **Qualified Roster Change:** Teams qualified to Playoffs will have one chance to change their roster within the deadline and requirements provided by the Tournament Organizer during the Playoff Transfer Window.
- 1.3.8. **Playing Roster:** When playing in official Tournament matches, the team must maintain at any time at minimum, 50% Malaysian players in the game (i.e 3 MY 2 SG Playing Roster).
- 1.3.9. **Valve Banned Players:** Players banned by Valve events are not eligible to join the tournament. Teams will be forfeit/disqualified if they include any Valve banned players in their roster.

1.4. **Registration**

- 1.4.1. **Initial Registration:** Teams will be required to register through the Google Form.

- 1.4.2. Slot Confirmation:** After registering, teams will be required to join the official tournament Discord and confirm their slot via the steps outlined in the Discord.
- 1.4.3. Multiple Registrations:** A player may only play for one Team at a time. A Team may only register for one State Qualifier at a time. In the case that there is a violation, TO has the right to bar the player/Team from playing from any matches until the situation has been resolved.
- 1.4.4. Registration Changes:** Any modifications to team details must be communicated to the organizer during the Registration Period. Any last minute changes after this deadline will not be accommodated, excluding force majeure cases.
- 1.4.5. Registration Details:** It is the player's responsibility to ensure the accuracy and completeness of the information provided during registration. Failure to provide accurate information may result in disqualification from the tournament.
- 1.4.6. Follow Up Registration Submission:** Teams advancing to a certain stage may be required to submit additional player details of their team during the Tournament Period. Any teams that do not fill out these will have their participation in the tournament revoked.
- 1.4.7. Tournament Fee:** The tournament is free of charge. In case of any external parties enforcing a registration fee, please inform the tournament admins via Discord.

1.5. Tournament Calendar and Schedule

Stage	Venue	Date
Registration	Online	1 - 29 September 2025
Open Qualifier	Online	11 - 12 October 2025
Playoff Transfer Window	Online	13 - 26 October 2025
Online Playoffs	Online	1 - 2 November 2025

Playoffs Finals	Offline	15 November 2025
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Detailed Schedule will be shared in the Discord. All the schedules shared are rolling schedules unless the Tournament Organizer indicates otherwise.

1.6. Communication

The official Discord server (<https://discord.gg/z43GNZyUhV>) will serve as the primary communication platform for the tournament. Tournament Organizers may also serve official notices to teams via their email, if necessary.

Teams will use the official Tournament Discord to communicate with each other for the Tournament duration, and/or the in-game communication channel when the Tournament Match is ongoing. However, TO will not be responsible for any communications outside the Tournament Discord, or in-game communications channel (if screenshots of ingame conversation is provided).

For the Playoff Finals stage, Tournament Organizers will use Whatsapp as an alternative communication platform to ensure fast response and compliance from the teams.

2. General Tournament Rules

2.1. Acceptance of Competition Rules

By registering for the Predator League 2026 DOTA 2 Malaysia Qualifier, a Player/Team will be regarded as having accepted the Code of Conduct and Tournament Rules outlined for this tournament.

A Player/Team may be asked to sign additional acknowledgement form prior to the start of Online Event and/or during arrival to an Offline/LAN Event. A Player/Team's refusal to sign these additional acknowledgement forms when requested will result in sanctions, including the disqualification of the refusing player and/or the Team.

2.2. **Code of Conduct**

All Teams and Players participating in the Tournament will be expected to maintain a high standard of professionalism, integrity and good sportsmanship at all times. Any teams found out to have violated the code of conduct will be sanctioned by the Tournament Organizer.

Non-exhaustive list of prohibited conduct includes:

- a. **Collusion/Match-Fixing:** Agreement, offering or conspiracy between two or more players of differing Teams not to play to the competition standard, including actions that intentionally and/or unfairly alter the results of any Tournament Matches (or Matches component) to provide certain advantages/benefits to the Team.
- b. **Cheating:** Any modification to the game client that provides unfair advantage is prohibited, and/or any software or behavior that is outside the expected tournament standard, such as macros, or auto-targeting software.
- c. **Exploitation:** Intentionally using any in-game bug that provides unfair advantage is exploiting, and is prohibited.
- d. **Ringing:** Playing under another player's account, and/or soliciting someone else to play under another player's account ("jockey") are liable for disqualifications from the Tournament.
- e. **False Reporting and/or Tampering:** Deliberately submitting false match results, tampering with screenshots, or engaging in any dishonest behavior regarding match reporting are prohibited.
- f. **Vulgar/Hateful Speech:** Participating players may not use any language that is offensive, insulting, defamatory, threatening, vulgar at any point in the Tournament across any communication platform, regardless whether the communication is streamed to the public or not.
- g. **Violence:** Any disputes are expected to be settled in a respectful manner without resorting to violence, intimidation or threats (physical or non-physical) between each other or with the Tournament Organizer.
- h. **Drugs/Alcohol:** Prescribed drugs may only be used by the person that received such prescription in the manner indicated by the medical professional, and players are not allowed to use drugs that are intended to

enhance their performance in the Tournament. Players are strictly prohibited from being under alcohol influence while participating in the offline stage of the Tournament.

- i. **Betting:** Gambling on the outcome of Tournament Matches poses a threat to the integrity of the Tournament and the participating Players. Players are not allowed to place or attempt to place bets on any Tournament Matches (or any Matches component), or deliver information that may influence bets to other parties.

Aside from the prohibited conduct above, teams are also prohibited from unprofessional behavior, which are compiled below, but not limited to:

- a. Harassment
- b. Sexual Harassment
- c. Discrimination and Denigration
- d. Confidentiality Breach
- e. Immoral/Illegal Activity
- f. Bribery
- g. Non-Compliance with Tournament Rules
- h. Drop Outs/Participation Refusals
- i. Negative Statements

2.3. Sanctions

A player and/or the Team will be subjected to disciplinary sanctions for any violation of Code of Conduct and/or Tournament Rules. Disciplinary actions can range from warning, in-game penalty, game forfeitures, suspensions, and/or disqualifications and bans, depending on the severity of the situation.

Each violation will be investigated and reviewed before the applicable sanction is levied to the offending party. In serious rule violation cases, Tournament Organizers may impose the maximum penalty to the player/team without recourse.

Repeated rule violation will be subject to escalating sanctions. Tournament Organizers may also impose temporary sanctions to player/team while they are still investigating the

rule violation. These temporary sanctions may be reversed or made permanent after the case is concluded, or after the investigation is complete.

For all cases, Tournament Organizers have the full rights in issuing any or all the applicable possible penalties at their own discretion. The Tournament Organizer's determination and judgment for these cases will be final and binding.

2.3.1. Punctuality Sanctions

For teams that are found to not be punctual without justifiable reason, the penalty will be as such:

>5 Minutes Late	-30 sec Reserve Time Penalty + Warning
>10 Minutes Late	-70 sec Reserve Time Penalty + Warning
>15 Minutes Late	-110 sec Reserve Time Penalty + Warning
>20 Minutes Late	Forfeiture of the game match (free win to opponent)

These sanctions are applicable for both Online and Offline phases of the Tournament. This does not include instances where the team has yet to finish their current match and their next match opponent is waiting for them. If teams are unsure, please reach out to the Crew in the Discord to confirm if the sanction is applicable to their opponent or not.

2.3.2. Apparel Sanctions

Teams not following the apparel code may receive warnings and sanction, including but not limited to:

- Affected player to be required to change to TO's provided apparel
- Affected player to be denied entry into the Tournament Area
- Affected Team to be awarded game forfeiture until the issue is resolved
- Affected Team to be disqualified from the Tournament

2.4. Team Punctuality and Adherence

Unless stated explicitly, the clauses below are for Online matches.

2.4.1. Team Check-In

Prior to the start of a Tournament Match day, Team Representatives are required to check-in their team via the procedures outlined in the Tournament Discord to confirm their tournament attendance. Teams who failed to check-in will be considered no-show and will be disqualified from the tournament.

2.4.2. Timeliness and Punctuality

- i. Players will be responsible for contacting their opponent and arranging their own match time within the specified time slot arranged by the Organizer. Matches must be finished within the provided time given.
- ii. All players are expected to be punctual for their scheduled matches. Players should be online and ready to initiate contact with their opponent at least 10 minutes before the agreed match time.
- iii. There will be disciplinary consequences for not being punctual, which could result in a default loss in certain games.
- iv. If the late penalty occurs during the online qualifier, the waiting team must submit proof of lateness and they will be the one creating the lobby and applying the penalty to the late team.
- v. Do note that this is not applicable if they have not finished their match while you already have finished yours.

2.4.3. Playoff Finals Check-In

For the offline Playoff Finals, Tournament Organizers will share the schedule and expected check-in time and any other check-in requirement(s) for teams via Discord or other alternative communication methods. Teams are required to follow this timing.

2.4.4. Adherence to Tournament Organizer

All Team Personnel, including players, will be expected to follow the instructions and/or restrictions outlined from Tournament Organizers regarding the Tournament in order to ensure a smooth operation.

2.5. Player Apparel and Equipment

2.5.1. Player Apparel

All Teams attending to the Offline (LAN) stage of the Tournament will be required to dress appropriately, which, at minimum, are expected to:

- Wear closed-toe shoes
- Wear long pants
- Wear jersey/T-Shirt/Polo shirt

At no point of the LAN event players are allowed to wear any elements that are inappropriate for a public audience, including but not limited to vulgar logo, risque fabric, and/or inappropriate wear such as pajamas.

Teams are free to approach the Tournament Organizers if they need further clarification.

2.5.2. Player Equipment

For Online stages of the Tournament, players are wholly responsible for preparing their own Tournament Equipment and Tournament Internet, including resolving any technical issues that may arise from their setup.

For Offline stages, basic equipment will be provided by TO (headphone, keyboard, mouse, PC), and Tournament Internet responsibility is borne by the TO. Players may bring their own peripherals, however, all the peripherals must be connected via USB to the Tournament PC, and any software installation will need TO's approval.

Offline players will be required to bring both in-ears and headset for the audio setup.

Players will be given a set time to prepare their gaming setup prior to the Tournament Matches.

2.6. Playoffs Prize Pool

Prize pools offered are applicable for teams playing in the Playoff. In the case that a team qualifying to Playoff Finals forfeit their offline slot, their final prize placement will be adjusted based on the overall placement instead after the tournament ends.

Rankings	Prize
Champion	RM 10,000 cash + RM 5,000 worth of Predator merchandise
2nd Place	RM 6,000 cash + RM 3,000 worth of Predator merchandise
3rd Place	RM 4,000 cash + RM 2,000 worth of Predator merchandise
4th Place	RM 2,000 cash + RM 2,000 worth of Predator merchandise
5th - 6th Place	RM 1,000 cash + RM 1,000 worth of Predator merchandise
7th - 8th Place	RM 500 cash + RM 500 worth of Predator merchandise

2.7. Hospitality

All Teams qualifying to the Playoff Finals stage will be required to bear their own expenses for travel, accommodation and meals. No expenses will be covered by the Tournament Organizer.

2.8. Event Obligations

2.8.1. Tournament Area Obligations

Tournament Area refers to the area where the matches will be played that also includes the Tournament Setup, applicable for both Online and Offline Events. Team Personnel, including players, manager(s), coach(es) and/or others, in general, are expected to:

- i. For any broadcasted Online matches, ensure that the Tournament Area shown is free of banned sponsorships, items and/or unauthorized personnel.

- ii. For Offline Tournament Area, uphold and sustain the cleanliness of the assigned place. Any trash or items must not be left behind when the Team leaves, and while bottled drinks are allowed, these must be placed away safely from any electric outlets or electronic equipment.
- iii. For Offline Tournament Area, players are expected to not use the Tournament PC to do miscellaneous tasks, and are only expected to launch Steam, DOTA 2, assigned Communications software (Discord/Teamspeak) and approved peripheral drivers software.
- iv. For Offline Tournament Area, TO may ask players to remove wireless devices, including mobile phones, tablets and/or smart watches. These may be passed over to the other Team Personnels, or the Tournament Crews for safekeeping before the match starts.

2.8.2. Media Obligations

All participants in the tournament must agree to cooperate with the Tournament Organizer and any authorized media partners for the purpose of media coverage. This cooperation may include providing interviews, trophy presentation events, post-ceremony conduct, participating in promotional activities, and granting permission for the use of their likeness and in-game performances in any media format for the purpose of promoting the tournament and the game itself.

2.8.3. Optional Media Obligations

During registrations, teams may optionally submit their social media links if they have team members/team pages that are actively streaming for the game they registered.

Tournament Organizers may reach out to these teams and request additional promotion for the tournament. This is optional and teams have the right to not participate in this request.

2.9. Team Personnel

2.9.1. Default Team Personnel

The default Team Personnel will be the registered players.

2.9.2. Additional Team Personnel

For LAN Events, credentialed Team Personnel, including team managers, coaches and other Team support staff that have been registered and given credentials for the event may be in the Tournament Match Area during the Match preparation process, but must leave prior to the start of round one of the Match, and may not return until after the end of the Match.

Coaches will have a specific timing outlined by the Tournament Organizers on their approved interactions with the players during the Tournament Match that they will need to adhere to while the Tournament is ongoing.

All the additional Team Personnel will also be subject to the Tournament Rules of this event.

3. General Tournament Settings

3.1. Ingame Settings

All online stage matches are hosted by the Teams themselves unless indicated otherwise by the Tournament Organizers. The lobbies must be public and password-protected to prevent unauthorized interference.

3.1.1. Game Version

All players will be required to use the Steam version of DOTA 2 and ensure that the game has been updated to the latest patch prior to the start of their Tournament Match.

3.1.2. In-Game Team Settings

All participating Teams will be required to create an in-game Team following the Team Name registered for this Tournament and use it in the Tournament Matches.

Note that this is required in order to use the Automatic Coin Toss option in the lobby.

3.1.3. Lobby Settings

Game Name: PLMY2026 [Host Team] vs [Guest Team]

Game Mode: Captain's Mode

Lobby Password: [Determined by Host, as long as appropriate and unique]

Server Location: Singapore

Lobby Visibility: Public

Enable Cheats: Off

Immortal Draft: Off

Selection Priority: Automatic (Coin Toss)

Spectators: Enabled

DOTA TV Delay: 5 Minutes (minimum)

Pausing: Unlimited

Series Type: Best of 3

Fill Empty Slots with Bots: Off

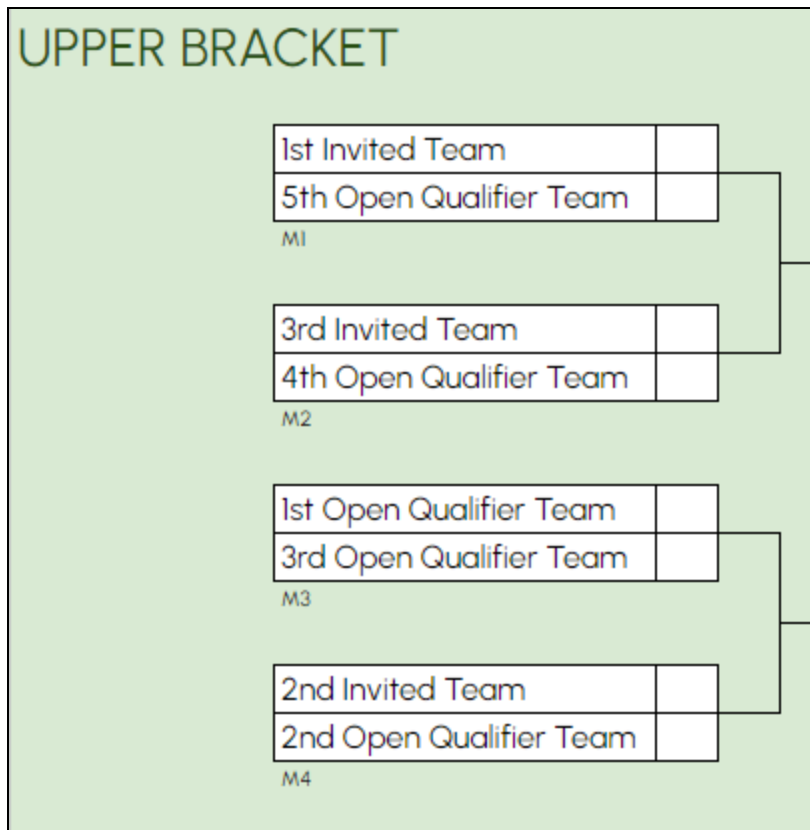
Other settings are set to default unless determined otherwise by TO.

3.1.4. Other Match Settings

- a. **No spectators** will be allowed in the lobby, including, but not limited to, managers and/or coaches of the Team. Only persons approved by Tournament Organizers and official casters will be allowed to be in the lobby.
- b. **Win Condition:** Matches are to be played until one of the Ancients are destroyed; either by the team surrendering or by force. The end game result/match summary will indicate the total game duration. Fake surrender is a rule violation and is subject to sanctions by the Tournament Organizer.

3.2. Playoff Seedings

Playoff brackets will be arranged by default in this order below. In the case that Invited Teams forfeit their slot, the Open Invite seedings will be shifted upwards.



3.3. **Side/Pick Selection**

Default option for Side/Pick Selection is through the Automatic Coin Toss option in the lobby settings. In the case that this is not available, Tournament Organizer will follow the procedure below:

A. Best of Three (Bo3) Series:

- 1st Match: Coin Toss winner chooses pick/side; opponent chooses from remaining options.
- 2nd Match: Coin Toss loser chooses pick/side; opponent chooses from remaining options.
- 3rd Match: Coin Toss winner chooses pick/side; opponent chooses from remaining options.

B. Best of Five (Bo5) Series:

- 1st Match: Coin Toss winner chooses pick/side; opponent chooses from remaining options.
- 2nd Match: Coin Toss loser chooses pick/side; opponent chooses from remaining options.
- 3rd Match: Coin Toss winner chooses pick/side; opponent chooses from remaining options.
- 4th Match: Coin Toss loser chooses pick/side; opponent chooses from remaining options.
- 5th Match: New Coin Toss. Coin Toss winner chooses pick/side; opponent chooses from remaining options.

3.4. Start of Match

A. Online Matches.

Each team captain shall verify that every player on his/her team has finalized their intended game settings. Please resolve any problems that might occur before a match starts. Starting to play the match means that you agree with the pre-match situation.

In the case of any possible disputes arising regarding punctuality and start of match timeliness, reach out to the Tournament Organizer in the tournament Discord.

Each Team must be in the lobby 5 minutes before the scheduled start time to decide the Side/Pick Selection.

B. Offline Matches.

TO will allocate a set amount of time for players to set up their Tournament preparations including but not limited to the physical settings, PC settings, communication and in-game settings.

Players are also required to test and ensure that all the pre-match setups are in order, and will be responsible in ensuring the performance of their chosen settings.

Tournament Organizers will confirm the readiness of both teams. Once these have been confirmed and the game lobby is set up, the players may not leave the Tournament Area unless they received the approval from the TO.

3.5. Post Game Process

3.5.1. End-Game Result

To ensure transparency and accurate reporting, all players must take screenshots of the end game results. Screenshots should not be tampered and has to show all the details needed by the Tournament Organizer, which are:

- Match result "Radiant/Dire Victory"
- Match duration and score

- ID/IGN of the players that played the match
- Match time and date
- Match ID number

3.5.2. Result Submission

All match winners are required to submit their match scores via screenshot on the outlined procedures promptly after the conclusion of each match. Both teams should confirm and agree upon the final match score before submitting. Failure to submit scores in a timely manner may result in penalties, including forfeiture of the match.

3.5.3. Break Time

- A. Online Matches:** Breaks for participants between maps during the whole event are 10 minutes maximum, teams have to be ready to start the draft by that time.
- B. Offline Matches:** In cases where breaks between Tournament Games are necessary or deemed to be desirable by the Tournament Organizer, Tournament Organizer will inform Teams of such break time and the next Tournament Game will start promptly at the conclusion of such break time.

3.5.4. Tech Notes

Offline Stages: Following each Tournament Game, any technical issues occurring regarding the player's own peripherals will be solely on the player's responsibility to solve. Tournament Organizers will only be assisting for issues that came from Organizer/third party issues.

3.6. Substitutions/Player Changes

3.6.1. Player Substitutions

For Matches involving more than one map (i.e., a Bo3 or Bo5 Match), a Team may replace their then-current main players with the substitute player from the registered roster in between maps, provided that the Team informs the

opposing Team and receives approval from the Tournament Organizer of such substitution no later than two (2) minutes after the conclusion of the previous game.

3.6.2. Playoff Transfer Window

Open Qualifier teams that earned their slot to the Online Playoffs will have a set period for Transfer Window that allows roster updates with specific requirements that will be outlined by the Tournament Organizer to the teams. Invited teams are excluded from this Transfer Window and have a separate roster lock period.

3.7. Pauses

Pauses are not allowed except for technical reasons, disconnection or sudden health issues. The team that pauses has to write in all chat the reason for the pause.

Pauses can be initiated by the team captain or other players. The maximum time limit for the player to reconnect/resolve technical issues is 10 minutes. Afterwards, the match may be resumed regardless of the status of the affected player.

In the case of multiple disconnects by the same player within the match and/or match series, TO reserves the right to investigate and take appropriate measures in order to ensure the tournament operation runs smoothly.

3.8. Reporting and Disputes

3.8.1. No-show Reporting

In case a player's opponent cannot be reached within the 10-minute grace period, the player should promptly contact a Tournament Crew through the designated communication channel, providing relevant details such as the opponent's username, proof of agreed match time and any attempted means of contact.

3.8.2. Default Win Procedure

Upon receiving a no-show report, Tournament Crews will verify the information and attempt to contact the absent player. If the absent player fails to respond within a reasonable time, as determined by the Tournament

Crew, the player who submitted the report will be granted a default game win for the match. The decision of the Tournament Crew is final and binding.

3.8.3. Repeated No-shows

Repeated no-shows by a player may result in further penalties, including disqualification from the tournament and potential exclusion from future events. Tournament organizers reserve the right to assess and impose penalties at their discretion.

3.8.4. Disputes

In the event of conflicting score reports, the involved players must immediately notify a tournament official. Both players should submit their end game screenshots to the official for review. The official will evaluate the evidence provided and determine the correct match outcome based on the screenshots.

3.9. Bugs and Remakes

If a game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics, or the external environmental conditions become untenable then a restart may occur.

Tournament Organizers must determine that the bug is critical and verifiable. The player that believes that they experienced a critical bug should pause the game and report the case to TO in a timely manner.

In the case of a remake is approved, there are two possible remake scenarios:-

- i. If **BEFORE** 5 minutes in-game timer or first blood (whichever comes first): Lobby will be rehoted in All Pick mode and the same heroes must be picked and played by the same player.
- ii. If **AFTER** 5 minutes in-game timer or first blood (whichever comes first): Lobby will be hosted in Captain's Mode with a new draft for both teams.

4. General Terms and Conditions

4.1. Emergencies and Force Majeure Situations

4.1.1. Emergency and Non-Emergency Cases

In case of an emergency that a player cannot play for a game, players are to contact and inform the marshals in charge of your group for us to assist.

Players/teams are to provide proof when reporting an emergency case.

Cases of emergencies include:

- Player / player's immediate family is medical emergencies
- Player / player's immediate family death
- Unforeseen last minute On-call duty / classes / exams / test / meetings
- Power outage (black-out) or internet outage
- Serious hardware / computer difficulties that causes players to be unable to turn on their computer or play Dota2

Cases that are not counted as emergencies:

- Steam ID is hacked / banned / locked out / can't be accessed (Players will need to submit Steam report proof that they have lost access and can request to use a different account)
- Oversleeping/still sleeping
- Players are unreachable/can't be contacted
- Peripheral technical difficulties
- Forgetting prior appointments/classes/meetings
- Forgetting match schedule
- Any other cases that are deemed not major by the marshals/admins
- Any other cases with no proof

4.1.2. Stand-Ins and Roster Substitutions

- I. Stand-ins are non-registered players that can temporarily replace an absent player from the starting lineup for a match in cases of emergency with the approval from the admin.

- II. The maximum of stand-ins used by a team within one game is 1 player.
- III. A stand-in may not be a member of another team that is also playing in Predator League 2026 DOTA 2 Tournament and must be of the same eligibility rules as the main team roster players. (ie: Malaysian, etc.)
- IV. Stand-ins can only be allowed with the approval of the Tournament Organizer and/or Tournament Crews under emergency circumstances.

4.1.3. Force Majeure Situations

In the case(s) that there are technical issues that cause the tournament flow to be disrupted, matches will be put on hold until the issue is fixed.

Examples include:

- DOTA 2 / Discord / Steam / Regional Internet Service Provider (ISP) is down.
- Blackout for the Offline stages.

If there is an extreme situation, such as a critical bug/incident affecting three or more players, the Tournament Organizer will make a judgment as to how to proceed based on the facts and circumstances existing at the time. There may be circumstances in which a Tournament must proceed, even if three or more players are facing extreme circumstances or critical bugs which might otherwise justify a remake of a Tournament Game and even if the affected players are not at fault in any way.

4.2. Sponsorships

4.2.1. Player Sponsorships

Players are required to disclose their sponsor affiliations during registration and must obtain approval from the tournament organizers before displaying any sponsor branding on clothing, accessories, or other visible materials.

Players are permitted to represent their personal sponsors during the tournament, provided that the sponsor does not conflict with the official tournament sponsors or engage in activities that violate the tournament's Code of Conduct.

4.2.2. Restricted Sponsors and/or Restrictions

All advertising materials and activities must adhere to the following guidelines:

- Content must be appropriate for all ages and should not include any offensive, discriminatory, or inappropriate language or imagery.
- Advertisements and promotions must not encourage or endorse any form of cheating, gambling, or any activities that violate the tournament's code of conduct.
- Advertisements must not infringe upon any intellectual property rights, including but not limited to copyrights, trademarks, and patents.
- Political or religious advertisements are strictly prohibited.

The following is a non-exhaustive list of restricted sponsors:

- Nonprescription drugs
- Firearms, handguns, ammunition providers
- Pornographic imagery or products
- Tobacco products

Tournament Organizers reserve the right to review, approve and/or remove any advertising materials and activities related to the tournament. Sponsors and players are required to comply with any requests made by the tournament organizers to modify or remove any materials deemed inappropriate or in violation of these rules. Failure to comply may result in penalties, including disqualification from the tournament or forfeiture of prizes.

4.3. Media Rights, Use of Name and Likenesses

The Tournament Organizer reserves the exclusive rights to the production, broadcast, and distribution of all official media coverage related to the Predator League Valorant

Tournament. This includes, but is not limited to, live streaming, video recordings, photography, written articles, and interviews related to the Tournament.

By registering, each Player also grants Tournament Organizer their permission to live-stream, broadcast and/or record his or her play of DOTA 2 at any Tournament or part thereof. Each Player also grants the Tournament Organizer a royalty-free, fully paid-up, worldwide right and license (with the right to grant sublicenses) to copy, publish, distribute, edit, host, store and otherwise use and display their full name, In-Game Name, photograph, likeness, image, avatar, voice, in-game persona, game play statistics and biographical information, and create derivative works of the foregoing items in any and all present and future media, on or in connection with (a) the broadcast or streaming of any coverage of all or any part of a Tournament; and (b) the marketing and promotion of any Official Competition or any Tournament or part thereof.

4.4. Confidentiality

Without the consent of the Tournament Organizer, a Player or Teams may not disclose any confidential or proprietary information provided or made available by the Tournament Organizer to the Player in relation to the tournament.

The "confidential or proprietary information" of the Tournament and the Tournament Organizer includes all information and materials disclosed (whether in oral, written, or other tangible or intangible form) or otherwise made available by the Tournament Organizer to a player/Team concerning or related to the Tournament which the player/Team knows or should know, given the facts and circumstances surrounding the disclosure of the information, is confidential information of the Tournament or the Tournament Organizer.

4.5. Limitations of Liability

Each Team, upon registering, will accept that their participation in the Tournament is solely at their own risk. Teams agree to take the Tournament Organizers or any of their respective affiliates or licensors, shall be liable in any way for any loss of profits or any indirect, incidental, consequential, special, punitive, or exemplary damages, arising out of or in connection with these General Rules, any Competition-Specific Rules, the Registration Requirements, Official Competitions, and/or the Tournament.

4.6. Interpretation and Construction

4.6.1. Tournament Organizer's Right of Interpretation. Any matters relating to the Tournament that are not covered by these General Rules, any Specific Rules or the Registration Requirements shall be subject to an interpretation made by the Tournament Organizer and provided to the Teams from time to time in the form of an update to, or interpretation of, these General Rules, any Specific Rules or the Registration Requirements.

All decisions made by the Tournament Organizer and Tournament Crews regarding interpretations of these General Rules, the Competition-Specific Rules or the Registration Requirements are final and binding.

4.6.2. Additional Terms. Players may be required to accept additional terms from the Tournament Organizer in order to participate in Tournaments. Play of DOTA 2 is subject to compliance with the Terms of Use/ End User License Agreement in effect for the player's Region. Tournament Organizer reserves the right to change or update these General Rules, any Specific Rules or the Registration Requirements at any time, and to modify or cancel some or all of the Tournaments, in its sole discretion, at any time, to ensure the tournament integrity.