

General Rules

- All official games must be witnessed by Garena Staff and or official Game Marshal(s).
- Time required for game preparation should not be more than 10 minutes.
- Game Marshal reserve the rights to disqualify or remove any participant(s) who cause intentional disruption to the execution of the event.
- Participants must be present for post-tournament awards if participants are to receive any awards.
- Participants must be present at the designated tournament section 15 minutes prior to their scheduled match.
- Tournament designated PCs are only to be used for scheduled tournament matches, any foreign usage of PCs is disallowed (ie Checking E-Mail, Youtube, Facebook, Tweeter, etc).
- Each team will be granted 10 – 15 minutes of total setup time before their scheduled match time, tournament matches start on time.
- Tournament designated area is restricted to non-participants and individuals whom are not taking part in the on-going match; Tournament officials reserve the right to deny entry of anyone even a participant from entering the tournament area with or without reason.
- Game Marshals, Broadcast team and the participants itself, players are not allowed to spectate the game.

Commencement of Games

- Official games are to be played in **TOURNAMENT** mode with 10 Spectator and 2 Referee slots.
- All official games must be hosted in **OFFICIAL** mode.
- Decision on team's First Ban or Sides will be made via **LIVECoin Toss** or **In-Game Numerical Roll of 10**.
- In the event of a wrong hero pick/ban, the Team Captain should inform the opponents and Game Marshal immediately.
- - Game Marshal will then call to remake the game in **ALL PICK** mode. Participants must re-pick the same heroes that were chosen before, with the one that was intended to be picked.
- Game result is determined when Throne/World Tree is destroyed.

Substitutions

- Tournament officials and referees must be informed in the event of using a substitute player.
- Teams are only allowed to substitute twice in a single tournament.
- Substitutions can only be done prior or after a match, substitutions of players are disallowed during the commencement of a game.
- Substitute players must be registered alongside the team.

- Substitute players can only play for the team which they are registered to.

Game Disruptions

- Games should be **PAUSED** in the event of a player(s) disconnection to allow the player to reconnect. Un-pausing the game without Game Marshal's acknowledgment
- In the event of a game crash, teams should reconnect (if possible) and continue the match. If a technical issue occurs and player(s) are unable to reconnect, the match must be remade with new draft if game time is within **15** minutes.
- If the server picked is deemed bugged or unplayable by either Team Captains within **15** minutes, the game must be **PAUSED** and the Team Captains will decide to remake or continue the game.
- If a player from either team disconnects, the game should be **PAUSED**. However, the Team Captain of the player that disconnects may deem it unnecessary (e.g. the disconnected player is able to reconnect and his hero is on a XX second death timer), and call to resume the game.
- The team of the disconnected player must PAUSE the game, the opposing team reserve the right to not pause for an opponent's disconnect; This is to allow pauses to be available when really needed.
- If a player disconnects from the game and is unable to reconnect, the player's Team Captain has the veto power to ask for the game to be continued nonetheless. If he does not wish to do so, the marshals must be consulted on whether the game should be remade (if it is within **15** minutes) or continued in the absence of the disconnected player. Hero is available for use till its timer runs out or removed from game.
- If a match is unable to continue (e.g. more than 1 player disconnecting on either teams / server crash / power outage), the following checklist should be adopted to conclude the winning team

->POINTS SYSTEM

- Kill Score: Each hero kill is worth 0.33 points
- Tower Score: Outer towers count as 1 point; Base towers (towers guarding ramp entries) count as 2 points; Ranged barracks count as 2.5 points; Melee barracks count as 3 points; Throne towers count as 3 points. Sum total of all tower points will give the final team score.

Chat Regulations

- Modifications are banned from use; 3rd party voice program is not permitted for use.
- Players may only use the in-game VOIP.
- In-game team chat is permitted among the team. Global chats should be kept to a minimum if possible however; there are no specific guidelines on this.
- Hurling of offensive remarks is an offense under the Abuse Policy and players may be sanctioned with **1** Team point.

- Spamming is **NOT ALLOWED.**

Abuse & Exploitation

- Blocking creeps in the base with "Behemoth's Fissure" is **NOT ALLOWED.**
- "Backdooring" is deemed as an advanced strategy and there will be no regulations on this.
- Intentional map glitching is **NOT ALLOWED.**
- Ledge glitching "Kongor" (e.g. abusing slither wards to kill "Kongor" or pulling him to tower) is **NOT ALLOWED.**
- Abuse of any bugs or glitch is an offence under the Abuse Policy and players may be sanctioned accordingly.
- Sharing Item is **ALLOWED.**
- Intentional suicide to pass items is **NOT ALLOWED**

Game Disputes

Team captains are **ALLOWED** to dispute games after they have been reported. They **MUST** provide the time that the infraction occurred. All actions (if any) as a result of a dispute are entirely up to Game Marshall.

Behaviour, Infractions & Issues

- English should always be used at the presence of Game Marshals or players who do not speak the same language.
- All instructions given by the Game Marshals are to be adhered at all times.
- The first team to suggest or claim a "forfeit" (be it verbal or in-game) will be taken as it is and be forfeited with no further review.
- Good manners and sportsmanship are expected from mature competitive players
- "Trash Talking" should be kept to a minimum with appropriate reason. Racism and use of offensive languages are **NOT ALLOWED.**
- Penalties for infringements of any rules begin with warnings to team bans and forfeits (depending on the severity of the case).

