VERSION: 1.7

LANGUAGE : ENGLISH

DATE : 30 JULY 2022

COMPETITION RULES

GUILDFI COMMUNITY LEAGUE

**** All participants need to join GuildFi Discord : https://discord.gg/guildfi***

Tournament details

- Registration 1 - 7 August 2022
- Participants need to report for the competition in the specific discord channel
- Matchmaking on 10 August 2022
- Qualifying period during 13 - 14 August 2022

The details are as follow

- 1st qualifying round for 112 teams11 August 2022
  (No. of qualifying team depends on the number of participants)
- 2nd qualifying round for 56 teams 12 August 2022
  (No. of qualifying team depends on the number of participants)
- 3rd qualifying round for 28 teams 13 August 2022
- Qualifying round for 14 teams 14 August 2022
- (If there are more than 28 teams enroll for the tournament we will add more round into the qualifying period which is going to be held on 11 – 12 August 2022)
  * Further announcement will be made by the organizing team on Discord

- In total there will be 8 teams which includes 7 teams from the qualifying round and 1 invited team from GuildFi to compete in in the play off round.
- Play off period during 20 - 28 August 2022
  - Play-off competition (Quarter-Finals) 20 - 21 August 2022

- Play-off competition (Semi-Finals) 27 August 2022
- Play-off competition (Third Place) 28 August 2022
- Play-off competition (Grand Final) 28 August 2022

- Each team is allowed to have 5 main players and 2 substitutes.
- After registering If any team wants to change members or any other information. They need to make an official request for changes to the organizing team.
- After the registration period ends the organizing team reserved the right on any kind of changes.

Qualification of the participants

- Participants need to be a part of GuildFi Discord Community
- Participants must reside in a Southeast Asia country.
- Participants must not be on VAC in order to participate in the competition.
- Dota2 team consists of 5 players and allows 2 substitutes (Players can register for 1 team only)
- Inappropriate team naming, such as profanity, slander, or any other inappropriate meaning, if the tournament moderators consider it inappropriate that team will be automatically removed from the competition without prior notice as the decision made by the organizing team are deemed final.
- The GUILDFI COMMUNITY LEAGUE is open to all players, teams and all levels equally without any application fee.

  * If you see an impersonator request for the admission fees please report directly to the organizing team*

Prize

- Total prize pool 600 BUSD / USDT
  - Winner : 300 BUSD / USDT
  - 1st Runner up : 200 BUSD / USDT
  - 2nd Runner up : 100 BUSD / USDT

Rules and Regulations

Competition rules

- Compete on official SEA Server and use the personal accounts of players registered in the tournament only.
- Compete in teams of 5 (5v5) using the latest DOTA2 (PC) game patch as of the tournament date which can be downloaded from STEAM.
- All competitions will be online and compete in a Best of 3 format (determining the winner with the first 2 games scores), in which players must submit pictures of the results of every match in the competition to report the results according to the specified channels.
- The tournament uses CAPTAIN MODE to select heroes. and will use the same lose-win rules from DOTA2 in all aspects (If the match is set in another mode that is not in accordance with the required mode both teams will be disqualified.
- Unregistered IDs cannot participate in the contest. If found the person will immediately get disqualified from the competition.

Announcement for event schedule, changes and TOURNAMENT update

- The organizers will create “GF Commu League” on the GuildFi Discord specifically for the Tournament.
- The organizer will announce the schedule, changes and results and tournament will updates via #gf-commu-league channel which will be on the GF Commu League Category where participants are required to follow their progress through such channel

Reporting

- After the Application Form is closed and the organizing team has announce the eligible teams to participate in the competition. Players registered as Captain will receive a Role “Team Capt” in order to join the “Captain Report” room on the GF Commu League Category.
- Organizer will announce the time reporting for the match
- Team Capt must tag all team members to confirm that all members are ready for the competition and already join GuildFi discord in the Application Form under “Captain Report” channel.

Room creation

- The time to select or ban a hero is based on the CAPTAINS MODE.
- Qualifying room setup
    - GAME MODE : CAPTAINS MODE
    - STARTING TEAM : Upon agreement of both team
    - VERSION : TOURNAMENT
    - SPECTATORS : NO
    - CHEATS : NO
    - BOTS : NO
    - SERVER LOCATION : SEA
    - SEARIES TYPE : NO
    - PASSWORD : Upon agreement of both team
    - GAME NAME : Optional
    - BROADCASTER : NO
- Room for play off round will be created by the organizing team
- If any team chooses to be a live match, a delay of 5 minutes will be set.

Pre-qualifier preparation

- Both player teams must schedule the match before 8:00 PM and the match starts before 10:00 PM on the day of the match. (Allow players to agree on their own time to compete)
- If both teams are unable to agree on the time the match will be automatically at 20:00 PM on the day that your team is set to compete.
- If it's a live round match the organizing team will contact both team for competing time
- If the match starts later than the specified time or the agreed time after 30 minutes that team will be forfeited and please capture screenshot of the match room as evidence along with time then sent to the organizing team through the reporting channel
- If the opposing team has a different player name that is registered. Please record the evidence before the game starts. and do not start the match, but if the match has

already stated It means that both teams agree to compete. Therefore any objection will be declined.

Play Off preparation

- Each round or day of the competition will be set as follows:
    - First match
        - Preparing and reporting on the discord channel at 17.00 PM
        - Match started at 18.00 PM onwards
    - Second Match
        - Preparing and reporting on the discord channel at 20.00 PM
        - Match started at 21.00 PM onwards

Should a team fail to turn up in time for a game such as arriving later than 15 minute will automatically lost on the 1st round and if late more than 30 minutes that team will automatically lost that match

Game reset

- If a player disconnects from the game during the first 10 minutes and is unable to return to the game in the event. If there are no kills or towers destroyed then exit the game and restart the game. However both teams need to choose the same Hero. On the other hand if there is a kill or the fort has been destroyed then the game continues whether the disconnected player came back or not.

Pause Game

- If a participant encounters a technical problem or necessity or a player disconnects from the game participants each team can request to stop the game no more than 3 times (no more than 5 minutes).

- To start the game it can only be done when both teams are ready. If a participant disconnects from the game they can stop the game immediately.

Match report

- After each round the report for the result will close at 06.00 on the next day
- If the result has not been submitted by 06.00. On the next day both teams will be disqualified
- Screenshot that use as proof of the match must be in game screenshot of that match only
- Example of match result in details
    - Part 1 Team A vs Team B
        - Team A win
    - Part 2 Match ID
        - 6669657517
    - Part 3 The game
        - 1st Game
    - Part 4 screenshot of the on-screen results
- The team will be eliminated if the organizer notices that the screenshot has been edited.
- Teams that incorrectly report results after the match report closes at 06:00 on the next day that team will be disqualified.

Restriction

- Verbal abuse or acts of disrespect or sarcasm of others are strictly prohibited. Resulting immediately disqualified.
- Cheating tools are strictly prohibited resulting of immediate lost and banning from the tournament held by GuildFi
- Do not use any errors in the game (Bug), if detected, will result as immediately disqualified
- Faking the result will get immediately disqualified and the whole team will be banned. Banning duration depends on the organizer

Remarks

- For the team that qualify for the playoff round (8 teams). If you have a team logo, you can send logo (.png) to the organizing team to display on the competition schedule.
- In case the number of teams of participants are irrational. The organizers can take appropriate action to get the right number of teams for the playoffs.
- Participants must be aware of and comply with the rules of the competition, including the team's decision, without questioning.
- Participants acknowledge and agree that the organizers have the right to modify the rules and regulations at any time without prior notice.
- Judges have the right to cancel or change judgments. From the established rules as appropriate and to be as fair as possible.
- In the event of a dispute or any protests, The decisions by committees are deemed final.