Tournament Rules & Regulations

1.0 TOURNAMENT SPECIFIC RULES

1.1 Competitors must wear any marketing material (ie t-shirt, tags, etc) provided by the tournament/ event organizer before entering the tournament area.

1.2 Competitors must be clothed politely and appropriately.

1.3 Competitors must be available for post-tournament awards ceremonies, photographs, interviews, or other tournament events.

1.4 All competitors must be present at the tournament area 15 minutes prior to their scheduled match.

1.5 Tournament PCs are only to be used for match play only. Any other activities on the PCs are not allowed (ie checking emails, surfing the net, etc).

1.6 Each team will be given around 10 to 15 minutes to set up their equipment after which, the match will immediately start.

1.7 If a competitor has to leave the tournament area during their scheduled match, a referee/ official must be informed.

1.8 The tournament area is restricted only to tournament competitors. Competitors are not allowed to enter the tournament area with companions that are not participating in the tournament. In addition, tournament officials reserve the right to deny anyone, even a competitor from entering the tournament area within reason.

1.9 At the conclusion of match play, teams are expected to break down their equipment in an orderly manner. Teams need to straighten their tournament area up once they break down. Please take into consideration that other matches may be taking place and it would be unsportsmanlike to disturb other competitors while competing.

2.0 GAME SPECIFIC RULES

Game used: DOTA 2 (Steam version)

Competition method: 5 versus 5 (Team play, 5 players per team)

Game mode: Captains Mode (CM)

Sides: (Radiant / Dire; Ban first) will be announced before the match or decided by a coin toss.

Victory condition: The first team to destroy the opposing team's ancient (main building), either team passes a vote to surrender, or all players on a team intentionally disconnect.

3.0 SUBSTITUTIONS

3.1 The tournament official or referees must be informed if any substitutions are to be done.

3.2 Teams are allowed to substitute twice only in the tournament.

3.3 Substitutions can only be done before or after a match is done and not during.

3.4 The substitute player must be registered with the team prior to the tournament starting.

3.5 The substitute player for the team must not be playing for any other team in the tournament.

4.0 RESTRICTIONS

4.1 The sharing of basic regeneration items, consumables, and gems are allowed. Items shared may not be kept or used for any other purpose (ie reselling).

4.2 It is not allowed to purposefully suicide to drop item for another player.

4.3 It is not allowed to block his own creeps with the help of spells. It is only allowed to use hero model to intercept creeps.

4.4 Backdooring is allowed.

4.5 Any cheats, hacks or exploits are illegal and not allowed in play.

4.6 Any use of third party scripts and programs that leads to an unfair game advantage is not allowed. (eg. Invoker spell script, bottle crow script, etc)

5.0 DISCONNECTIONS

5.1 If any player disconnects during a match, the game will be paused (default is F9) until the player has reconnected. Pausing is not used for any other reason.

6.0 SERVER CRASH

6.1 In the case of a server crash, the game can be continued from the latest save. The person who hosted the lobby for the match will have the option (game setup option) to load from a save file when they host again. The save file is generated every minute in the background.

6.2 In the unlikely event that the reload does not work, the game will be replayed with the same exact hero picks and lane movements until the first creep wave of the Radiant and Dire side meets.

7.0 CONDUCT

7.1 Competitors will conduct themselves in a reasonable manner, maintaining a friendly and polite demeanor to spectators, competitors, members of the press, tournament staff, and to other participants of the event.

7.2 Competitors must remain quiet when inside the designated tournament area. Talking is permitted, but must be kept at a reasonable level, and away from other competitors. It is strictly forbidden for spectators to communicate with a player while he or she is competing.

7.3 Competitors will refrain from the use of vulgar language during the entire competition. All rules of conduct also apply to chatting through the game console.

7.4 Competitors are expected to compete in a professional manner. Throwing a match, halting play without cause, or showing a flagrant lack of effort will be construed as a violation of player conduct, and will result in match forfeit and disqualification from the tournament.

7.5 The board of referees has the right to disqualify and dismiss any registered player from the tournament, at their discretion, at any stage of the tournament, for any reason, with no prior warning to the player.

8.0 Roster

8.1 The roster is locked during the entire tournament. A team is allowed to have one substitute on its roster and any player cannot participate in more than one team during the tournament. Unregistered player will not be allowed to participate.

8.2 Participants must be able to prove that they are college/university students from Malaysia with a valid & active student ID throughout the whole tournament and participate in the correct regional qualifiers.

8.4 Failure to observe rules on team roster will result in a ban for the player(s) & disqualification for the team(s) involved.

These rules are subject to modification in the following aspects:

• Use of most recent patch/version release of each official game within tournament committee's own discretion.

• In-game settings and required factors necessitated by use of most recent patch version/release.

• Cheat Protection Program release and/or cheat protection functions.

• Game settings and/or operations guidelines dictated by differences between online and LAN tournaments.

The tournament organizer reserves the right to modify or change the contents of this document without any prior warning.