

Welcome to the TNC Cup Dota 2 Grand Finals!

Introduction

TNC Cyber Cafe's nationwide series of tournaments – the TNC Cup, features an extensive qualifier phase covering numerous TNC branches all over the country. The extensive Branch Qualifiers have singled-out the best-of-the-best competitors from their branch, and the Inter-branch Eliminations further raised the stakes for the participants. Only the top 4 teams have made it to the Grand Finals at TNC High Grounds Café, and here they will battle it out for the grand prize of 50,000 pesos.

Photographic and Other form of Media Rights

By participating in the event, all players and other team members e.g. (coach, managers) grant TNC Events Team the right to use any photos, video and audio materials on their website or for any other promotional purpose.

Equipment

High Grounds Café already has computer units ready to be used for the tournament. All participants are allowed to bring their own equipment e.g. (keyboards, mice, mousepad, In-Ear headphones, PS2->USB adapters if needed), these gears must be surrendered to our staff and it will be stored in each team's respective containers. The machines installed in the venue can support PS2/USB but we recommend bringing USB capable devices only.

Event Staff/Marshals

Marshals (or Event Staff) are the official representatives of the TNC Events Team during the event. These individuals are in-charge to represent the league's and tournament's interests. Instructions and requests by the marshals at the event needs to be adhered to at all times during the event. If any situation arises during the event, the marshals responsible should be contacted immediately. Admins may make decisions that differ from the rulebook to preserve fair play and sportsmanship.

Waiver of Liability

By participating in this event, all participants must be aware that TNC eSports, TNC Cyber Café and High Grounds Café will not be liable for any injury that will occur during their stay at the hotel and at the venue.

Limitation of outside food and drinks

All players and managers should be aware that no outside food and beverage are allowed inside the venue.

Nike Jefferson Napire // Event Manager

(+63 935 520 3669)

Event Venue

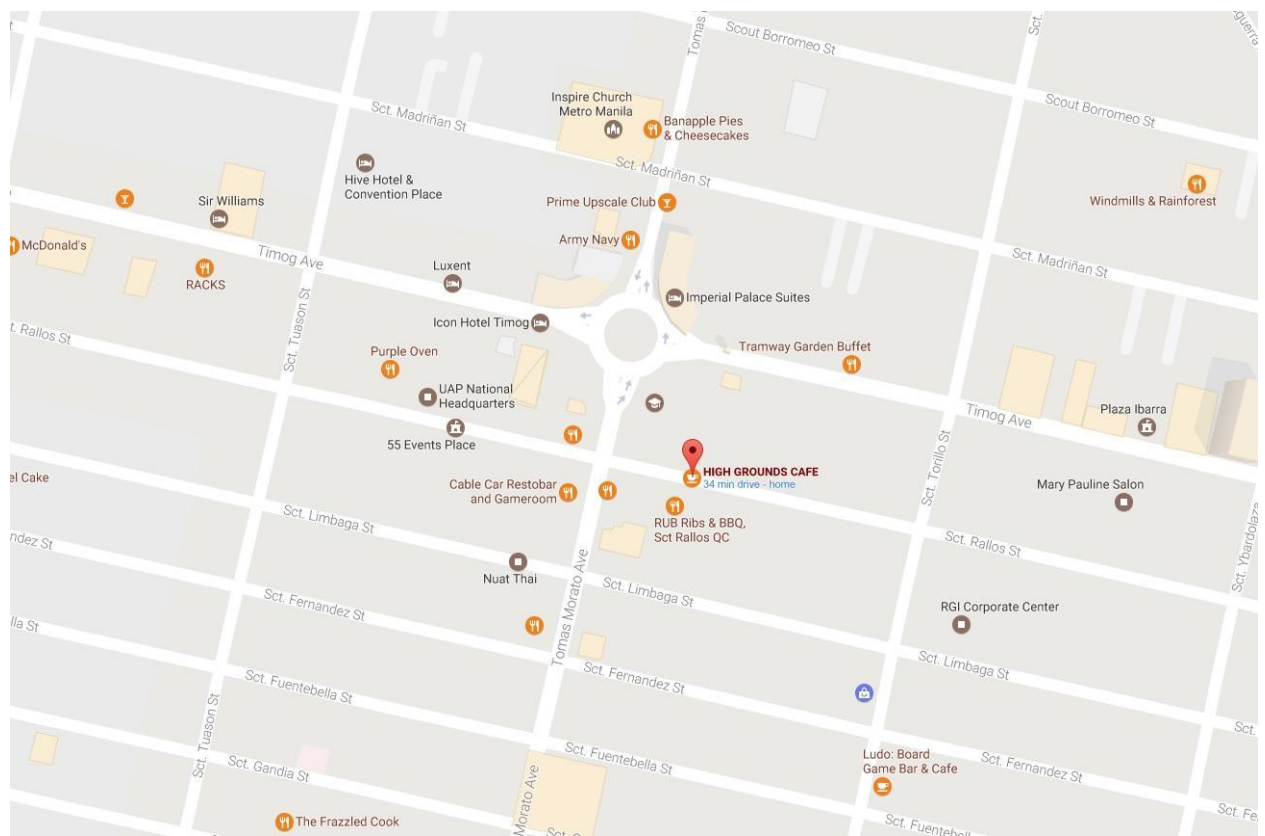
High Grounds Café by TNC

#67 Sct. Rallos St. Diliman, Quezon City
Metro Manila, Philippines 1103

Call Time: 9:00AM (October 21, 2017)



Please refer to this map for the Venue's location:



Hotel Location

Icon Hotel

60 Timog Avenue corner Tomas Morato
Diliman Quezon City,
Metro Manila, Philippines, 1103.

Hotel Contact Number: (02)709-4331

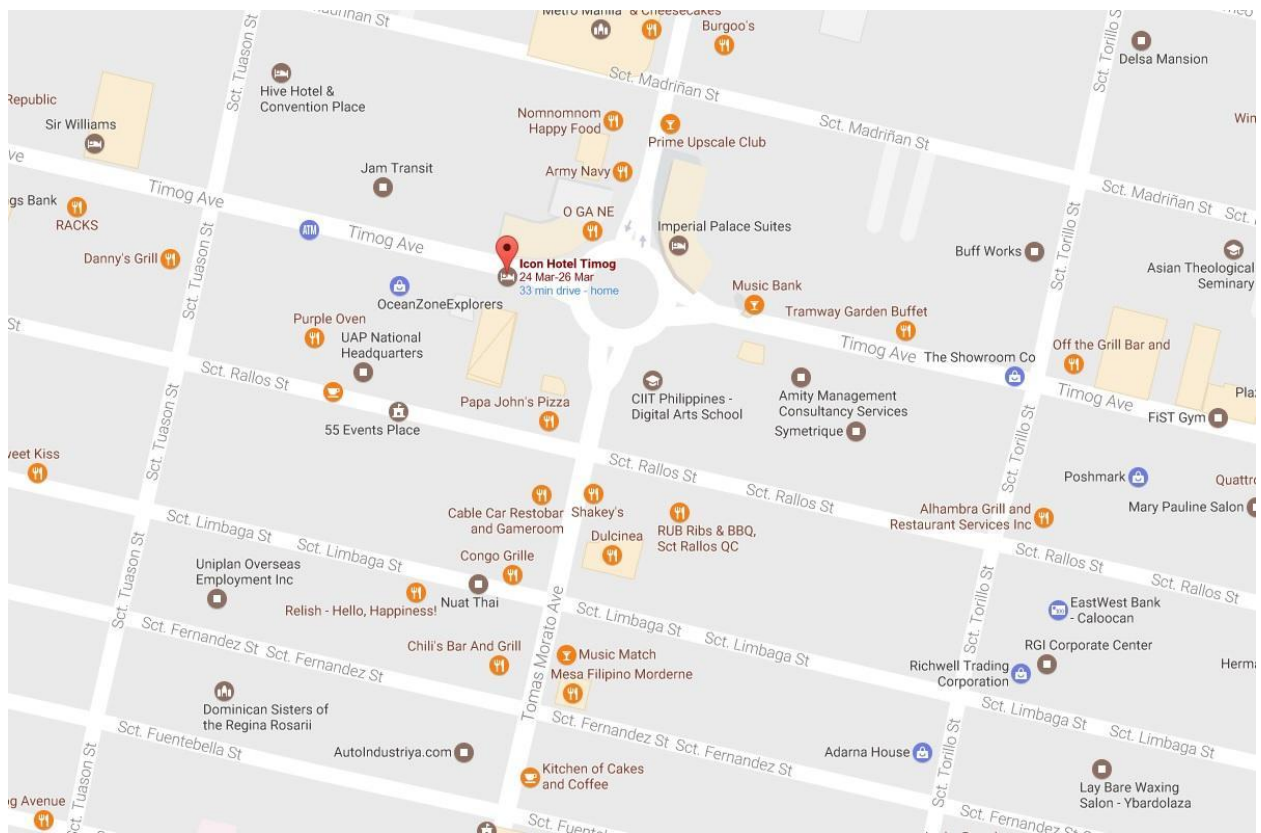
Check in Time & Date: Oct 20, 1:00PM

Check out Time & Date: Oct 22 at 12NN

Note: Hotel accommodation is only for 5
People. Additional pax will be shouldered
by the team.



Please refer to the map below for the Hotel's Location:

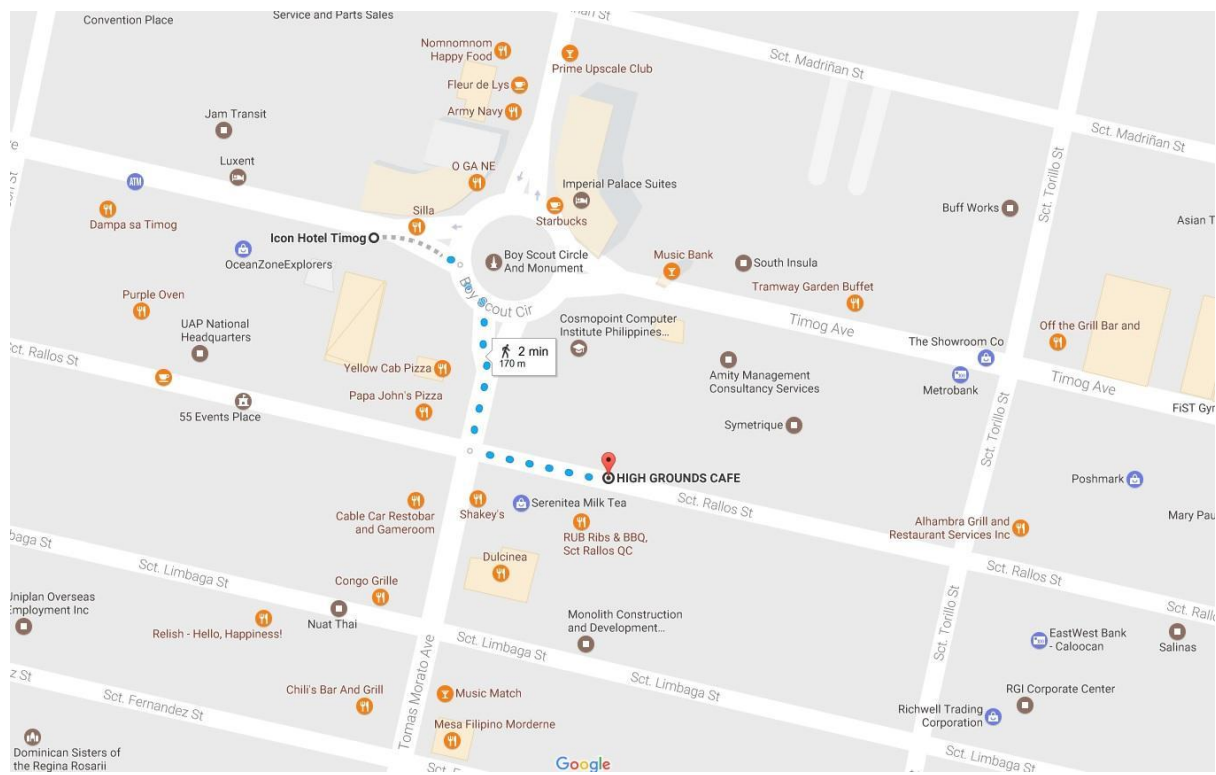


Transportation Guide

All you need to know about the transportation coverage of TNC eSports.

1. TNC eSports will not cover the transportation costs from each player's house to the airport or bus terminal (Provincial teams)
2. TNC eSports will cover the transportation cost of teams that will have to board a plane or a bus from their province to Manila and vice versa. (Provincial teams – Terminal to terminal/Airport to airport)
3. TNC eSports will not cover the transportation costs from the airport or bus terminal to the hotel.
4. TNC eSports will not cover the transportation costs from the hotel to the venue. (The venue is walking distance from the hotel so it shouldn't be an issue)
5. TNC eSports will not cover the transportation costs from the hotel to the airport or bus terminals.

Please refer to the map below for the route from the Hotel to the Venue:



Player Behaviour

Since your team will be competing in the culminating of our TNC Cup Dota 2 series, **it is imperative that all players and staff are at their best behaviour.** We are requesting all participants to behave in a manner that will reflect positivity in the Philippine eSports industry. Any misbehaviour towards marshals, fellow participants, sponsors, media or any other individual that the participants come in contact with during the event may be penalized with penalty points, and in severe cases disqualification of a player, or an entire team at the tournament officials' discretion.

During the entire event any consumption of drugs and/or alcohol is strictly forbidden.. We reserve the right to eject teams from the tournament in case these are violated.

Please keep in mind that we are promoting a positive image of eSports in our country.

Smoking and eating in the booths are strictly forbidden, but certain bottled beverages can be approved.

All players are required to be available for interviews prior and after matches. (if applicable)

All players must stay at the designated holding area if not in a match.

***All teams must be present during the pre-event briefing on Oct 20, 2017 2:00PM @ High Grounds Café. Penalties shall be given to teams that will arrive late for the briefing.**

*Teams that will be late will have to pay P1000. No questions asked

Event Passes

We will be giving out 6 (six) passes only for each team. It is important that you get your passes to the venue before the event starts. Our head marshal shall be the one to hand these over to you once you get to the hotel.

Stage Rules

Only players and the staff of TNC are allowed on stage.

Attire

All participating teams must comply with the dress code. We are strict with the attire of each team as it will reflect on the image of eSports in the country. Please show up in the

venue in team uniform (shirt) and in smart casual attire, no wearing of sandals and slippers. Players wearing slippers or sandals will not be permitted to play in the tournament

Player Meals

The hotel accommodation comes with free breakfast for 5 pax only, additional will be at the expense of the team. We would like it to be clear that TNC eSports will not be giving free meals to the competing teams for the entirety of the event. TNC eSports will be providing bottled water, coffee and some snacks for the participants.

Schedule

Time	Match	Team	vs	Team
10:30AM	A(Stage)	MC3D - Fairview	vs	ComsVille-Sindalan
10:30AM	B	YoungMinds - Silang	vs	Skyville – Baliuag
12:10PM	C	Loser of A	vs	Loser of B
12:10PM	D(Stage)	Winner of A	Vs	Winner of B
5:10PM	E(Stage)	Winner of C	Vs	Loser of D
6:40PM	F(Stage)	Winner of D	Vs	Winner of E

Bracket



Round 1 will be BO1

Winner's Bracket Semi-Finals is BO3

Loser's Bracket Semi-Finals is BO1

Finals is BO3

Rules and Regulations – Dota 2

Grand Finals

1. General Provisions

- 1.1. All participants are expected to know and understand all of the rules indicated below. Unawareness of a specific rule will not be considered an acceptable reason for breaking the said rule. Ignorance is not an excuse.
- 1.2. Each team must have an appointed team captain/team representative. Only the captain/representative/manager is allowed to communicate with the organizers before, during or after the matches.
- 1.3. The tournament organizer may change without prior notice any of the rules and regulations which they seem necessary to ensure the success of the tournament. The tournament organizer's decision is final.

2. Match Setup and Lobby

- 2.1. Teams need to be at the venue 30 minutes prior to the designated match start time for setup.
- 2.2. The lobby will be created by the organizers. The password will be provided by the lobby creator to both teams.
- 2.3. To avoid delays in the program of the event, delays caused by players (showing up late, leaving the tournament area without a stated reason, last-minute smoke or toilet break) will lead to sanctions for the entire team.
 - 15 minutes and beyond – Game will be forfeited.
- 2.4. All teams must use their official logo and in-game name. Failure to do so will lead to disqualification.

3. Game Settings

- 3.1. Game used – DOTA 2
- 3.2. Competition method – Five (5) Vs. Five (5) (Team play, five players per team)
- 3.3. Game mode – Captain's Mode
- 3.4. Server Location – Singapore
- 3.5. Gameplay Rules – Version (Tournament)
- 3.6. Spectator – Disabled
- 3.7. Sides
 - Side or pick will be decided via TOSS COIN.
- 3.8. Victory Condition
 - The first team to destroy the other team's main building wins the game.

4. Player Conduct

- 4.1. All participants and team managers are required to uphold the highest standards of fair play and sportsmanship.
- 4.2. Players and team managers who are caught swearing or behaving in a hostile manner towards their opponents or event staff will be issued a warning upon the first infraction. Continued infractions may result in forfeiture of the match or worst, disqualification in the tournament.
- 4.3. All rules of conduct also apply to chatting through the game.

- 4.4. Players are not allowed to open any other programs in the tournament area aside from Dota 2 and communication programs including but not limited to, TeamSpeak, GameVox. Dotabuff, Gosugamers or other websites especially social media sites are not allowed to be opened.
- 4.5. All electronic devices (mobile phones, etc.) should be turned off before a pick/ban phase.
- 4.6. Non-players (including but not limited to managers and coaches) can't stay behind with team after game starts.
- 4.7. Referee has the final decision. These rules may be changed under extreme circumstances.
- 4.8. The tournament organizer 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.
- 4.9. All participants must have their own Discord accounts.

5. Results and Dispute

- 5.1. Disputes must be raised during the game and not after the game. The team with concern must call the attention of their respective marshal to address the issue. Disputes raised after the game will not be entertained.

6. Roster

- 6.1. Only the registered line-up will be allowed to play in the tournament.

- 6.2. A team is only allowed to have up to one (1) stand-in on their roster which must have been officially registered in their roster.
- 6.3. The stand-ins must not be currently playing for other teams that are also participating in TNC Esports Cup 2017 – Dota 2.
- 6.4. The stand-ins must not be currently playing as a stand-in for other teams that are also participating in TNC Esports Cup 2017 – Dota 2.

7. Stoppage of Play

- 7.1. In the case of a disconnection, the game will be paused until the player has reconnected. Pausing without justifiable reasons will be penalized.
- 7.2. Teams are only allowed a maximum of 10 minutes to pause for non-technical issues (5 minutes each team). After the 10-minute period, the game shall be continued regardless of the situation.
- 7.3. Should all the players from one team unintentionally disconnect, the opposing team is required to pause the game. Failure to do so may lead to disqualification, depending on the discretion of the marshal.
- 7.4. In the event of a server crash, the game can be reloaded on the latest save. The person who hosted the lobby will have the option (game setup option) to load a save file when they host again.

- 7.5. In the unlikely event that the reload does not work or players being unable to reconnect, 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.
- 7.6. Teams are not allowed to do bathroom/washroom breaks once the game has started. This can be done in between games during the break given to each team.

8. Breaks

- 8.1. Teams who want to have break must ask permission to their marshal first before doing so. Unauthorized breaks may result to disqualification.

9. Rule Violation Penalties and Punishment

- 9.1. Violation or not following any of the rules, regulations, terms and conditions will result to penalties or disqualifications. Tournament marshal may apply penalties according to their judgment and discretion.

- 9.2. Penalties that can be applied are the following:

- Warning.
- Default loss.
- Disqualification of a player/team from the entire tournament.
- Banned from future tournament organized by TNC e-Sports.

- 9.3. Disqualifications are applied by the tournament officials, be it admins or organizers, and will void all rights for the entire team to participate further in the tournament.

10. Admin/Organizer Rights

- 10.1. The admin/organizer may over rule all rules based on the situation. The organizer/admin's decision is ALWAYS final.

-Good luck to all teams and may the odds be in your favour-