

PGL Wallachia Season #4

Open Qualifiers Rulebook

Tournament information

Welcome to the highly anticipated PGL Wallachia Season 4. The journey to glory begins with the Open Qualifiers, starting from February 7. Gamers from five distinct regions will compete to secure their spot in the Closed Qualifiers.

Slots Distribution & Dates

The Open Qualifiers for all regions will take place from February 7th to February 10th.

PGL WALLACHIA SEASON #4 WEU OPEN QUALIFIERS - Start time : 18:00 CET

PGL WALLACHIA SEASON #4 EEU OPEN QUALIFIERS - Start time : 16:00 CET

PGL WALLACHIA SEASON #4 SEA OPEN QUALIFIERS - Start time : 18:00 SGT

PGL WALLACHIA SEASON #4 America OPEN QUALIFIERS - Start time : 14:00 PST

PGL WALLACHIA SEASON #4 CN OPEN QUALIFIERS - Start time : 11:00 GMT+8

EEU,CN, America: each region will have 2 Open Qualifiers with one team advancing from each.

SEA: Will have 2 Open Qualifiers. 2 teams will advance from each OQ.

WEU: Will have 1 team advancing from the 1st Open Qualifier and two teams advancing from 2nd Open Qualifier.

Definition of region

To determine the region a minimum of 3 players must be based in a country belonging to that region at the time of the match.

WEU Countries/Regions	America Countries/Regions
African countries	Anguilla
Angola	Antigua and Barbuda
Albania	Aruba
Algeria	Bahamas
Andorra	Barbados
Austria	Belize
Bahrain	Bermuda
Belgium	Bonaire
Bosnia and Herzegovina	British Virgin Islands
Bulgaria	Canada
Croatia	Cayman Islands
Czech Republic	Costa Rica
Denmark	Cuba
Egypt	Curaçao
Estonia	Dominica
Finland	Dominican Republic
France	El Salvador
Germany	Greenland
Greece	Grenada
Hungary	Guadeloupe
Iceland	Guatemala
Iran	Haiti
Iraq	Honduras
Ireland	Jamaica
Israel	Martinique
Italy	Mexico
Jordan	Montserrat
Kuwait	Nicaragua
Latvia	Panama
Lebanon	Puerto Rico
Liechtenstein	Saba
Lithuania	Saint Barthélemy
Luxembourg	Saint Kitts and Nevis
Malta	Saint Lucia
Moldova	Saint Martin
Morocco	Saint Pierre and Miquelon
Monaco	Saint Vincent and the Grenadines

Montenegro
Netherlands
Northern Macedonia
Norway
Oman
Palestinian Territory
Poland
Portugal
Qatar
Republic of Cyprus
Romania
San Marino
Saudi Arabia
Serbia
Slovakia
Slovenia
Somalia
Sudan
South Sudan
Spain
South Africa
Sweden
Switzerland
Syria
Turkey
U.A.E
United Kingdom
Yemen

Sint Eustatius
Sint Maarten
Trinidad and Tobago
Turks and Caicos Islands
United States of America
United States Virgin Islands
Antarctica
Argentina
Bolivia
Bouvet Island
Brazil
Chile
Colombia
Ecuador
Falkland Islands (Malvinas)
French Guiana
French Southern Territories
Guyana
Paraguay
Peru
South Georgia And Sandwich Islands
Suriname
Uruguay
Venezuela

EEU Countries/Regions

Armenia
Azerbaijan
Belarus
Georgia

SEA Countries/Regions

Afghanistan
American Samoa
Australia
Bangladesh

Kazakhstan
Kyrgyzstan
Russian Federation
Tajikistan
Turkmenistan
Ukraine
Uzbekistan

Bhutan
British Indian Ocean Territory
Brunei Darussalam
Cambodia
Christmas Island
Cocos (Keeling) Islands
Cook Islands
Fiji
French Polynesia
Guam
Heard Island & Mcdonald
Islands
Hong Kong
India
Indonesia
Japan
Kiribati
Korea
Korea (Democratic People's Republic)
Lao People's Democratic Republic
Malaysia
Maldives
Marshall Islands
Micronesia (Federated States Of)
Mongolia
Myanmar
Nauru
Nepal
New Caledonia
New Zealand
Niue
Norfolk Island
Northern Mariana Islands
Pakistan
Palau
Papua New Guinea
Philippines
Pitcairn
Samoa
Singapore
Solomon Islands
Sri Lanka
Taiwan

Thailand
Timor-Leste
Tokelau
Tonga
Tuvalu
Vanuatu
Vietnam
Wallis And Futuna

Format

- Single elimination bracket;
- For regions with one qualifying team: All matches are Bo1, except for semifinals and final -BO3. For regions with two teams qualifying: All matches are BO1, except for the quarterfinals and semifinals - BO3;
- Finals to be played to determine seeding - BO1;
- Duration 2 days;
- Day 1 is played up to the semifinals. Day 2 begins with the semifinal round;
- All matches of the day follow each other. The start time of the first match is fixed;

Rosters

- Teams with five (5) players who have registered and checked in a full roster on esportal are allowed to participate in the open qualifiers.
- Teams are not allowed to change their roster during open qualifiers;
- A team that earned a slot to Closed Qualifier cannot adjust their roster between the Open Qualifiers and the Closed Qualifier.
- Substitution of players is not allowed during Open Qualifiers.

Nicknames

- All players required to participate under their original nicknames or nicknames by which they are commonly known.
- Official registered players should use the tag of the team they are registered to.

Player and Team responsibilities

- Players should obey DOTA 2 User Agreement and PGL WALLACHIA SEASON 4 Open Qualifiers Rulebook;
- Players and teams should set official player and team names and team logos in the game client;
- All players are allowed to broadcast their matches with a minimum of a 6 min delay.

- All players are prohibited from watching any broadcasts while they are currently competing in an official match. This includes broadcasts of both their own match(s) and the broadcasts of other matches taking place at the same time as they are taking part in the competition;
- Players, coaches and other team members are expected to be respectful towards tournament officials, sponsors/partners and members of other teams. They are not allowed (under any circumstances) to verbally abuse any representative of the above-mentioned entities;
- A team may be cautioned and receive a warning if one of its players commits any of the following offences:
 - ⇒ Refuses to follow the instructions of the tournament officials;
 - ⇒ Arrives late at the scheduled time;
 - ⇒ Uses abusive language and/or gestures;
 - ⇒ Is guilty of unsporting behaviour.
- A team may be sanctioned if one of its players commits any of the following offences:
 - ⇒ Is guilty of violent behaviour;
 - ⇒ Uses any unlawful or dishonest proceedings;
 - ⇒ Misleads or deceives any tournament official.
- In all cases, depending on the seriousness of the behaviour in question, tournament officials will set the final rules and may apply stiffer penalties if necessary;
- Verbal offence includes, but is not limited to, vulgar language, use of offensive words or gestures and excessive arguments with tournament officials;
- Players are not allowed to use the in-game chat to advertise companies, sponsors, products or services. Only game-related chat is permitted during the game
- As coaches are not allowed to be in a game lobby they also are not allowed to communicate with a team during the game or be around. The only communication periods are during a draft stage and a break

Servers

WEU	Europe West
EEU	Stockholm
AMER	<p>If both teams are from NA, the designated server will be US East. For matches between two SA teams, the server will be determined based on the majority location of the players:</p> <ul style="list-style-type: none"> Matches involving teams with a majority of players from Peru will be played on the Peru server. Matches involving teams with a majority of players from Brazil will be played on the Brazil server. Matches involving teams, one with a majority of players from

	<p>Peru and the other from Brazil will be played on the Argentinian server.</p> <p>For matches between <u>SA</u> team and <u>NA</u> team, the server locations will be determined based on the following rule:</p> <p>Best-of-One (BO1) Series: US East</p> <p>Best-of-Three (BO3) Series:</p> <p>Map 1: US East</p> <p>Map 2: Peru</p> <p>Map 3: Determined by a coin toss</p>
SEA	Singapore
CN	Zhejiang/Guangdong

The server can be changed if both teams agree to play on a different server.

Game end

- The game lasts until the winner is known;
- The game is over when either team's Ancient Fortress is destroyed or when "GG" is called in all-chat;
- When "GG" is typed intentionally, it's a final surrender of the game.

Refereeing and controversial situations

- The scheduling and refereeing of each individual match is done by an admin team;
- The admin team will make decisions in accordance with this rulebook and inform the teams;
- In emergencies or in situations that are not described here, the chief admin will make the decision, and its decision is definitive;
- On the teams' side, only one team representative (captain, manager or coach) may report any issues or controversial situations;
- If within 15 minutes after the end of the match no queries are received from team representatives regarding a disputed situation, the result is considered to be confirmed;
- Only the team representative (captain, manager or coach) has the right to raise a protest. They should provide all necessary information within 15 minutes after the end of the match, otherwise the result is considered confirmed and is not subject to discussion;
- Decisions on controversial situations can only be made by the chief admin;
- Admins' decisions are final and non-negotiable;

- If two teams have already played a match, it cannot be replayed under any circumstances.

Disciplinary punishments and fines

Pauses/Disconnects

- In online matches, players are responsible for securing their internet connections and preparing a backup solution in case of a technical outage;
- Each team is allowed **10 minutes** of in-game pause time per game. After this time has elapsed, the game must be unpaused and the team without remaining time may not pause again. A team reserves the right to lend their pause time to the opposing team if they are willing to.
- In cases where a game crashes or needs to be restarted, the chief admin will exercise its best judgement to decide the correct course of action;
- For games crashes before the horn, an CM Mode remake with all picks / bans remaining the same will be used;
 - ⇒ If players had already purchased items, placed wards, secured a level 1 Roshan, or entered the lanes, the same actions must be taken for the remake. Changing lanes for a game which was remade after the laning phase began is only permitted after heroes / creeps have met in the lanes;
- For games crashes after the horn but before committing the first blood, an CM Mode remake with all picks / bans remaining the same will be used;
 - ⇒ If players had already purchased items, placed wards, secured a level 1 Roshan, or entered the lanes, the same actions must be taken for the remake. Changing lanes for a game which was remade after the laning phase began is only permitted after heroes / creeps have met in the lanes;
- In case a game crashes after the horn and after committing the first blood, an CM Mode remake with new picks / bans will be used;
- In all cases, the chief admin has ultimate discretion as to how to address a game that has crashed or needs to be restarted.

Cheating or using unauthorised programs

- Teams found to be engaging in cheating, unethical behaviour, obtaining any form of unfair competitive advantage, or otherwise using unauthorised programs will forfeit all affected matches;
- The Administration will have total discretion and final say over what counts as cheating;

- In extreme cases, and at the sole discretion of the Administration, cheating may result in a team being immediately disqualified from the Tournament or even being barred from future Valve Tournaments;
- Macro scripts are expressly forbidden (including any DOTA 2 configuration file, third party program, or other script which allows multiple keystrokes to be input into the game client through a single keypress or no human input whatsoever).

Stream viewing

- Players are expressly prohibited from viewing broadcasts of their games during an ongoing match. This rule takes effect from the moment the lobby begins to load into game, includes any pauses in the midst of gameplay, and extends until the game officially ends and the game end score screen is displayed;
- Broadcasts as defined for our purposes include live video streams, DotaTV feeds, stream chat rooms (including but not limited to Twitch chat), and text-based live report threads (such as those on Liquiddota.com);
- While we recognize that players may not have intention of cheating when viewing streams, there is no way for an administrator to determine definitively what a player's intentions were when viewing a broadcast of an ongoing game;
- Therefore, any players found in violation of this rule will be punished; the severity of the punishment will be up to the administration's discretion.

Bets and match fixing

Players, managers, coaches are prohibited to make any kind of bets on these tournament matches. If it is proven that a player/coach/manager had made a bet or had purposely tried to achieve a certain result in a game), then the team will be punished up to disqualification and ban from future PGL events.

Bugs and Glitches

- Teams who abuse gameplay bugs may be assigned a forfeit loss;
- If a team discovers a game-affecting bug (or potential exploit clearly outside of the developers' intended game design) during a game, they are expected to pause the game and immediately inform their opponent as well as the match referee in all chat;
- The Administration will evaluate all alleged bug abuses and has full discretion to award a forfeit loss to any team found guilty of abusing a critical bug or exploit that affected the outcome of the match;
- In all cases, the tournament administration has ultimate discretion as to how to address a game that has crashed or needs to be restarted.

Special Notes

- If the rules do not cover a particular situation or string of events, PGL and the tournament staff will have the final word on the matter. Decisions on all disputes are final and not open to further appeal
 - Rulings will always be made in the spirit of the regulations
 - PGL and the tournament staff will always try, to the extent allowed by the rulebook and the situation itself, to resolve an issue in a fair way for all parties involved
 - If needed to preserve the fair play and integrity of the tournament, the rules can be amended, modified or supplemented. Teams will be informed immediately when such a modification occurs
 - PGL will have the final ruling on all tournament matters