

Predator League 2020 Dota 2 Rules

This document includes tournament rules for Predator League 2020. Players are expected to be well versed with the details written here. The organizer reserves the right to amend tournament rules based on circumstances without prior notice and player consent.

1. Player Eligibility Requirements

1.1. Minimum Age Requirements

Players under the age of 18 years old can participate in Predator League 2020 **with a written consent/letter from parents/guardian.**

Download it here : <http://bit.ly/ParentalPL2020Dota2>

1.2. Player Eligibility

All players must have an eligible Dota 2 account which register under Steam platform made with the player's own name and are able to provide their identification when participating in the qualifiers.

1.3. Player Registration

TEAM can register up to six (6) members with one (1) optional substitute member. A team must have a minimum of four (4) Malaysians in the core roster.

1.4. No Restriction & No Fees

The tournament is FREE of charge. (if any parties that enforce a registration fee, please inform the tournament admins via discord or email)

2. Team Rules and Roster

2.1. Roster Registration

Each team must submit a participating list of five (5) players to six (6) players. Only the player registered in the roster can participate in the tournament and must have a proof of a Malaysian citizenship for a Malaysian player.

You must provide at least one of the following to prove that you are either a citizen or a legal resident:

- Malaysian Identification Card
- Driver's license, or
- documentary evidence of Malaysian legal resident status

Qualified teams must provide requested information which includes player's name, date of birth, steam account, steam account number, in-game nickname, phone number, etc. Submitted roster is valid until the end date of the tournament.

2.2. Active Roster

Each team must participate with the five (5) members registered in the roster in a match. Exceptions to the roster change will not be allowed and if a player cannot participate in the tournament due to a personal reason.

Active roster within the registered roster can be changed during the match between rounds.

2.3. Team Name, Logo and IGN

Team name and Player IGN may not contain any special symbols such as abusive or profane words that goes against or harm to any customs, words and phrases that may go against the broadcasting regulations may not be used. This includes team logo as well.

Organizers must confirm the player IGNs before using in tournament and may not change it during the tournament. However, Organizers, under reasonable circumstances, may change the IGN after review. In addition, Organizers may request for an IGN change whenever at will.

2.3.1. Team Logo

All qualified teams to the finals of "Dota 2 Predator League 2020" must submit a team logo before the due date. Team without a logo may be restricted from participating in the tournament.

2.3.2. Team Name

Team name must be sent to the organizers with a full name.

2.3.3. Player IGN

Player IGN must be created through a form designated by Genysis

* Qualified teams to finals ONLY

2.4. Changing Players

Teams may change players by submitting to the organizers in discord. (Full details of replacement player and full details of the player they wish to change). Please inform the organizers any changes within 3 days after registration. (Last minute changes will not be entertained)

Discord Link: <https://discord.gg/bWqJTnW>

2.5. Team Sponsorships

Each team is not limited to any brand sponsors and there are no limitations to the number of sponsors. However, any sponsor or product/services harmful to or detrimental to the youth, harmful to any traditional custom, or ill-suited for broadcast review and reception will not be allowed for any team participating in “Predator League 2020” events. The organizers will have the final decisions about allowing sponsors or the products / services. The following is a list of examples that cannot be exposed as a sponsor product/service in “Predator League 2020”

- Gambling, items that are banned for manufacturing and distribution in Malaysia, such as drugs
- All illegal drugs other than normal medicines
- Adult products websites such as pornography
- Firearm, Alcohol and Tobacco

3. Player Equipment

3.1. Equipment Provided by the Organizer

Organizers will provide the electronics listed below for all participating players and players may only use the provided devices below

3.1.1. Laptop/PC & Monitor / Table & Chairs / Voice System

Organizers will select and determine all provided electronics with their sole discretion.

3.1.2. Peripherals

Organizers will provide basic equipment such as Keyboard, Mouse, Mousepad and Headset. Players are allowed to bring in their own equipment to be used for the tournament.

3.2. Player / Team Equipment

Player or team can use his/her own devices within the tournament arena. However, the Organizers is not obliged to provide the following devices to the player, the player or the team must prepare the devices on his/her own. If a player or a team may not participate in the tournament because one fails to prepare the devices needed, Organizers will provide the devices, but any conditions or problems caused from the devices given will be player’s responsibility.

- Keyboard
- Mouse
- Mouse pad
- Earphone and headset (3.5mm jack or USB type)

Devices that Organizers are of the opinion will provide an unfair disadvantage to other players may not be used in the tournament. In addition, any devices that Organizers are of the opinion hinder the security, safety or operational efficiency will be prohibited at the Organizers' discretion. Organizers shall notice the changes to all the teams and players should understand and willing to cooperate with the Organizers.

3.3. Change of Equipment

Player can request for a technical checks whenever a player thinks there is a technical problem with his/her device at any time. From the request, the referee can check, confirm and fix the problem by replacing the device. All decisions regarding the replacing of the device will be solely on the discretion of the referee.

However, if a problem is found with a device during the match, it will be considered that the player had enough time to set up the equipment but did not check the equipment during that time. The round will continue with the current device and will be allowed to change for the next round. However, if the player must change the personal device from having difficulty playing the game, any death, hits or disadvantage that may happen during the time will not be compensated.

3.4. Player Attire

All players must wear an official uniform before, during and after the match and interviews and not any other clothes at those times. When designing your own uniform, you must submit the sample design to the Organizers for approval.

All players of each team may not wear any type of uniform that may damage, harm the dignity of the tournament, players and the team. Players are not permitted to wear work clothes, costumes, sportswear, pajamas, slippers, etc. unless it was pre-approved from the Organizers, also players may not wear a hat, sunglasses or accessories that may covering player's face. **Players are required to wear full pants/long skirt and shoes.** No trekking pants are allowed. Organizers will call the judgments about the appropriateness of attire for the players and both teams and players must accept the changes needed followed by the judgment. Only in special circumstances, a player may request the needs to the Organizers and the Organizers will determine with reasonable discretion.

If you have received the prior approval from the Organizers, you can display the logo and brand of the Sponsor or Sponsor's products and services in uniform but may be restricted from broadcasting regulations. Change of uniform due to changing or addition of sponsor must be pre-approved by the Organizers and the change should not harm the tradition and identity of the team. However, if your team does not have a team uniform, you may request the uniform from the Organizers before the tournament starts and Organizers will provide the uniforms.

*** If you violate the dress code above, you will be given a warning.**

3.5. Use of Software

Players are restricted to install any programs or applications in the tournament PC. Only the pre-installed programs can be used.

3.5.1. Voice Chat

Players can use the voice chat programs provided by the Organizers, any other programs are prohibited. However, when there is a problem in the provided voice chat system, by the judgment of referees, other programs may be used and Organizers can monitor the voice chat of all team.

3.5.2. Use of Voice Chat

Organizers is allowed to record Team's voice chat during the tournament and can be used for reasoning a problem and must understand and agree on making another broadcasting programs based on team's voice chat.

3.5.3. Unnecessary Programs

Players can only use authorized programs which includes "Dota 2" and "STEAM" from the tournament PC and may not use any other programs. However, the programs that is allowed by the organizer may be installed and applied with the agreement from the referee and the organizers.

3.5.4. Social Media and Network

Posting confidential internal information and photos on the site, into any social media network or internet websites such as the followings using tournament PC is prohibited. This includes all social media (Facebook, Twitter, Instagram, etc.), online community posts, email and instant messages.

3.5.5. Unnecessary Devices

Players are prohibited from connecting any unnecessary devices such as cellphones, USB, or MP3 player to the tournament PC. In the event the players still do it, any issues occurring from this will not be organiser's responsibility.

3.6. Another Players' Equipment

After the match starts, a player is not allowed to touch or use another player's devices and the player must request aid from the referee.

4. Tournament Structure

4.1 Tournament Format

Teams will play through LAN / online qualifiers to qualify to the LAN Playoff Finals

Qualifiers/Playoff	Date	Teams Advance	Max Number of Teams	Format
Mineski Infinity, Setiawangsa, Kuala Lumpur	19th October	3	16	Double Elimination Best of 1
Gizmo Arena, Kuching, Sarawak	20th October	3	16	Double Elimination Best of 1
Mineski Esport Arena, Kajang, Selangor	26th October	3	16	Double Elimination Best of 1
Eternity Esport, Penang	27th October	3	16	Double Elimination Best of 1
Online Qualifier	2nd November	1	64	Double Elimination Best of 1
Online Qualifier	3rd November	1	64	Double Elimination Best of 1
Grand Final	9th - 10th November	1	16	Double Elimination Best of 1 Grand Final Best of 3

4.2. Lobby

4.2.1 Lobby Details

All matches are created by the admins, no later than 10 minutes before the series starts. For the online qualifiers, players prepare their own lobbies. Passwords to the lobby will be shared with teams.

Lobby settings:

Game Mode: Captains Mode

Server Location: Singapore
Lobby Visibility: Public
Starting Team: Check rule 4.3 below
Enable Cheats: OFF
All Chat: ON
Fill Empty Slots with Bots: OFF
Spectators: Enable
Dota TV Delay: 5 minutes

4.2.2 Check In

Teams and players must be in the lobby 5 minutes before start to decide sides/first pick.

4.2.3 Choosing Side and Pick

Choosing Side or Pick is made by **Automatic coin toss**.
(If the automatic coin toss doesn't work, we will manually pick it)

Best of One

Coin Toss Winner chooses pick or side / opponent chooses from the remaining options.

Best of Three

1st map - Coin toss winner chooses pick or side / opponent chooses from the remaining options.

2nd map - Coin toss loser chooses pick or side / opponent chooses from the remaining options.

3rd map - New coin toss; winner chooses pick or side / opponent chooses from the remaining options.

4.3. Prize Pool

The prize pool for Predator League 2020 Dota 2 is as below:

Grand Final

Placement	Prize
Champion	RM 25,000 + Predator Aethon 300 Gaming Keyboard
1st Runner Up	RM 10,000 + Predator Galea 350 Gaming Headset
2nd Runner Up	RM 5,000 + Acer E300 True Harmony Earphone

4th Place	RM 2,300 + Acer E300 True Harmony Earphone
5th - 6th Place	RM 1,000 + Acer E300 True Harmony Earphone
7th - 8th Place	RM 500 + Predator M size mouse pad
9th - 16th Place	RM 300 + Predator Waterproof bag

The physical units listed for each prize amounts to 5 units per team.

Each Qualifier

Placement	Prize
4th Place	RM 200
5th Place	RM 100
6th Place	RM 100
7th Place	RM 100
8th Place	RM 100

**** FOR ONLINE QUALIFIER NO PRIZES WILL BE GIVEN OUT ****

5. Match Procedure

5.1. Schedule Changes

The Organizers, in its sole discretion with reasonable grounds, can change the schedule of the matches and the match of the day. Organizers will notify the affected teams as quickly as possible regarding the change of schedules.

5.2. Online Qualifier

Online Qualifiers will be held through an official Discord server for Predator League 2020. It shall be the main medium of communication for the organisers and the players.

The captain (or manager) must enter the Discord channel after receiving the confirmation email and follow the steps outlined to confirm their participation. The other players of the team must also enter the official Discord server for them to be assigned specific roles.

5.2.1. Check-In

Participating teams are required to check in through the official Discord channel specific for this in the time period set by the organiser. Failure to do so will cause the team to be automatically disqualified.

5.2.2. Communication

Discord is the main medium of communication between the organisers and the players.

5.2.3. Game Settings Before Match

5.2.3.1. Setting Time

In order to be ready for the match, players will have the time needed to finish their settings (further "Setting Time") before the match starts. Players are assumed to have already ensured that everything is ready, such as:

- Game version is updated.
- Peripherals and computer are all running smoothly.
- Internet connection is smooth.
- In-game settings are correct.

5.2.3.2. Technical Problem

Any technical issues occurring regarding the player's own equipment will be solely on player's responsibility to solve. Organizers will only be assisting for issues that came from organiser/third party issue, such as:

- Discord is down.
- Steam is down.
- Dota 2 maintenance.

5.2.3.3. Comply with Starting Time

Unless specifically mentioned to the Organizers, all players must be done with settings before the match starts and the match must start at the scheduled time. The referee can delay the match from starting if there is a setting problem. Organizers can impose a

penalty to the team for any delays caused by player or team's irresponsible action.

5.2.3.4. Game Setting and Confirmation

Referee will check if all players have completed their settings at least five (5) minutes before the match. Any problem that happens after the initial check, will be solely responsible or the player. But, problems caused by the negligence of Organizers will be an exception.

5.2.3.5. Custom Match

Players will create the custom match lobby. Players must inform opponent team to join into the custom match as soon as the settings are finished followed by the referee's instructions.

5.3. LAN Qualifier / Final

5.3.1. Player Behaviour

Participating teams must arrive at the venue before the time noticed by the organizers. After the arrival, players must sit in their assigned seats by the referee and may not leave his seat until the match is over. Violating this rule may result in penalties on the player or the team at the discretion of the organizers and the referee. In addition, when a player from the roster does not arrive by the match starting time, the game will begin and teams need to proceed with the player count that they have in the lobby. If a team fails to have at least three (3) players from the squad at the arena, the team's match result for the day will be recorded as a forfeit. The match will carry out even if all the player setting is not finished because the player failed to meet the set time.

5.3.2. Game Settings Before Match

5.3.2.1. Setting Time

In order to be ready for the match, players will have the time needed to finish their settings (further "Setting Time") before the match starts, before the first round and will have given time to play a test game. Player must be ready and finish the setting of the keyboard, mouse, headset, etc. before the match starts. Unless otherwise mentioned, the setting time will be given up to 30 minutes. Players must complete the settings during the allocated time and confirm it with the referee. The Organizers can always change the time with fair reasoning, and the setting time will start the moment when the players enter the booth. Players may not leave the booth after entering without permission from the referee. The following are allowed during setup:

- Checking and ensuring the quality of the Organizers' provided devices.
- Connecting and calibrating player devices.
- Installing peripheral-related software.
- Verify and adjusting the voice chat system.
- In-game settings (Including the language).
- Detailed in-game settings.

5.3.2.2. Seating

All players must sit in their designated spot assigned by the organizer.

5.3.2.3. Technical Problems

When the player finds out a technical problem of any device, player must notify the referee immediately.

5.3.2.4. Technical Support

The referee must be in the booth for any needed technical support during the Setting time.

5.3.2.5. Comply with Match Starting Time

Unless specifically mentioned to the Organizers, all players must be done with settings before the match starts and the match must start at the scheduled time. The referee can delay the match from starting if there is a setting problem. Organizers can impose a penalty to the team for any delays caused by player or team's irresponsible action.

5.3.2.6. Game Settings and Confirmation

Referee will check if all players have completed their settings at least five (5) minutes before the match. Any problem that happens after the initial check, will be solely responsible or the player. But, problems caused by the negligence of Organizers will be an exception.

5.3.2.7. Custom Match

Qualifiers

Players will create the custom match lobby. Players must inform opponent team to join into the custom match as soon as the settings are finished followed by the referee's instructions.

Grand Final

Organizers will create the custom match lobby. Players must join into the custom match as soon as the settings are finished followed by the referee's instructions.

5.4. Referee's Behaviour

5.4.1. Referee's Responsibility

Referee is a member or the Organizers who is responsible for making decisions on all game related issues, questions and situations that occur before, after or in the middle of a game. The referee makes decisions based on this regulation and it will have an absolute effect. The referee has the responsibility of all decisions made. The following includes the role of the referee:

- Check team roster for every match.
- Check tournament PC and monitor the surroundings.
- Check of team's arrival to the arena and to the booth.
- Check teams to be ready.
- Declaring the start of a game.
- Handing out penalties due to violations of tournament regulation.
- Calling the end of the match and confirming the results.
- Receive objections and response.

5.4.2. Referee's Behaviour

The referee must always solemn act and make fair ruling at any time. Referee may not favor or have prejudice towards any player, team, coach or staff.

5.4.3. Final Decision of a Judgement

When a referee declares a wrong decision on his judgment, the team can make an objection to turn over the original judgment. In addition, the Organizers can, with reasonable grounds, check and look over the referee's procedure of his judgment for the fairness of the teams. If the referee made a judgment without following the procedures, the Organizers can invalidate and reverse the decision of the referee and may impose a sanction against the referee. During the tournament, the Organizers have the power to make all final decisions.

5.4.4. Discipline of Referee

If a referee declares an unfair judgment, misconduct, unsportsmanlike conduct, commit acts that may cause social issues inside / outside or the arena, the Organizers may take disciplinary action against the referee at their sole discretion to:

- Fine;
- Salary Reduction; or
- Suspension

6. Tournament Rules

6.1. Game Screen

From the moment the match starts, player may not change their window (Alt + Tab, Ctrl + ESC, etc) to another screen and if this causes any sorts of issues, players may be given a suspension.

6.2. Operating Programs

Players must install and run all the programs that are necessary for the tournament operation and broadcasting by the organizers. Programs running in the background may not be terminated and if the program becomes an issue during gameplay, the organizer will decide about closing the program.

- Voice chat programs, etc.
- Other source programs that the organizers use.

6.3. Disconnection

When there is an unintentional player disconnecting from the game, the players are allowed to reconnect to the game with the referee's supervision. If a player intentionally disconnects from the game, the player and the team of that specific player will be given a warning or forfeited from the match depending on the judgment from the Organizers.

6.4. Rematch

6.4.1. In Case of In-Game Bugs

6.4.2. Rematch Conditions

The following are the cases where a rematch can be established due to a problem The Organizers may order a rematch if the following occurs:

- Situation where the referee thinks that there is an unfair gaming environment.
- Situation where the referee decides that the game can't be continued normally due to a technical difficulty. Exceptions include player's personal mistake and carelessness.
- Situation where the game stops or freezes in the loading screen not being able to move.
- Situation where the lobby settings is not following the tournament settings (Please see Rule 4.0).

Additionally, when there is a disconnection like the situations below, there may be a rematch decided by the organizers after at least three (3) times of reconnect tries.

- Situation where there is a problem with the devices (PC or broadcasting devices) provided by the organizer
- Situation where it is impossible to connect due to a problem with game server or studio network service.
- In case of a fire, power outage or an accidental disaster.

6.5. Post-Match Procedure

This applies to Playoff Finals only.

6.5.1. Result

All participating teams must allow the referee to check and record with a screenshot after all of the team members has fallen in game after taking hands off the keyboard and mouse.

6.5.2. Report Technical Problems

When the player finds a technical problem, report to the referee.

6.5.3. Waiting Time

Referee will notify the players before the time left until the next game. If a team member is missing by the match starting time. Missing player will be barred from playing for that round. If a team is missing two or more players, the team will be considered forfeit for that round.

6.5.4. Result of a Forfeit

When a team is being forfeited from a match, the team will score the lowest win point as the result.

6.5.5. Notice

Each team will be notified of their current rank and the next match schedule.

6.5.6. Post-Match Obligations

Players must faithfully carry out his post-match obligations as announced by the organizers, including media appearances, interviews and further discussion of the tournament.

7. Organizer's Authority

7.1. Final Decisions

The interpretation of these rules, eligible players, tournament schedule and all final decisions concerning the penalties for misconduct can be exercised in accordance with the judgment of the Organizers.

7.2. Regulation Changes

Organizers may edit, change this regulation in order to keep the tournament clean and fair to all teams and notice the changes to all players and related personnel.

7.3. Penalty

Disciplinary punishments and fines.

7.3.1 For breaking the rules of these Regulations there are disciplinary punishments and fines.

7.3.2 5 minutes Late - warning + LVL1 draft penalty
10 minutes Late - warning + LVL2 draft penalty
15 minutes Late - warning + LVL3 draft penalty
20 minutes Late - Default loss in this certain game.

7.3.3 Breaks for participants between maps during the whole event are 10 minutes maximum, teams have to be ready to start the draft by that time.

7.3.4 Players, coaches, managers or any other team representatives are prohibited to make bets (using real or virtual money, even Dota 2 items or any other game skins).

- Default loss and disqualification.

7.3.5 Sabotaging the match, unauthorized quit.

- Default loss and disqualification.

7.3.6 Insulting opponents, provocation

- Warning
- Repeating the offense - Default loss.

7.3.7 Insulting administration

- Default loss.

7.3.8 Using side programs affecting game process

- Default loss and disqualification.

7.3.9. Launching any applications on tournament computers apart from those mentioned in 1.13

- Warning

- Repeating the offense - Default loss.

If a punishment is not described in the ruleset, the main admin may use any sanction or fine, depending on the situation and the regulations.

7.4. Recording of the Match

Organizers have the right to collect and use all the recorded data related to the match and players and coaching staff must be willing to cooperate with the request from the Organizers.

7.5. Team Name and Logo

Organizers may use the team's name, logo, brand, trademark, or symbol for all "Dota 2" related management, promotion, broadcast and for public information releases.

7.6. Personality Rights for Players and Coaching Staff

Organizers may use player names, aliases, nicknames, abbreviations, descriptions, images, photographs, animations, look, signature, speech, history, demographic information, etc. that are included in the relevant laws of the players for all "Dota 2" related management, promotion, broadcast and for public information releases.

7.7. Promotion Activity

Organizers may use player names, aliases, nicknames, abbreviations, descriptions, images, photographs, animations, look, signature, speech, history, demographic information, etc. that are included in the relevant laws of the players for all "Dota 2" related management, promotion, broadcast and for public information releases.

7.8. Response when a Team Drops Out

If one (1) or more team(s) drop out from "Predator League 2020" due to dissolution, release, withdrawal or disqualification, Organizers, with its own discretion, may change and apply the tournament regulation, format, and schedule

8. Copyright Rules

8.1. Scope of Copyright

All the copyright of "Predator League 2020" will be bound to the host ACER and this copyright includes the right to the following:

- All videos related with "Predator League 2020" (including 3 rd party videos made)
- The rights to use photos and images

- Personal rights of the participating/invited players during the tournament
- “Predator League 2020” trademarks

8.2. Copyright Claims and Disputes Related Matter

Even though players play the game, the player may not stream or edit the player video without the agreement of the Organizers through any internet related media. When violated, Organizers may take legal actions against the player. In addition, if there are legal proceedings due to not following the copyright rules or the regulation, the exclusive jurisdiction shall be the courts of Malaysia.

Disclaimer

1. Participation is at your own risk. PARTICIPANTS must follow the rules, use caution, and take care of PARTICIPANT'S own health. ORGANIZERS are not liable for any losses in relation to the event, directly or indirectly, for example in the case of a canceled event, electrical failure or similar. No person or persons shall hold Genysis All Evento liable.

2. Each participation is a binding contract to abide by the rules or the ORGANIZERS will reserve the right to ban the participant.

3. ORGANIZERS reserves the rights to without further notice to change the rules.

4. Each PARTICIPANT must follow the instructions from ORGANIZERS, and authorities, such as the security personnel, police, fire brigade, etc.

5. Any losses on grounds of personal items and such will not be redeemable by items of similar value or pinned the loss on the organizers at any given time or venue.