

General rules

1. DISCLAIMER

- 1.1. The organizer reserves the right to amend/modify the rules without prior notice.
- 1.2. Any decisions on provisions not covered by these rules will be at the admin's discretion.

2. PARTICIPANTS

2.1. INFORMATION

- 2.1.1. Participants are required to provide the following information accurately upon registration:

- Full Name (as per NRIC)
- NRIC number
- Steam account ID
- Email
- Contact Number

2.2. EQUIPMENT

- 2.2.1. Participants may provide their own peripherals and hardware
 - This includes (but is not limited to): Mouse, Mousepad, Mouse Bungee, Keyboard, Headphones, Headset and USB cables
 - Any external/additional monitors are not allowed.

2.3. SOFTWARE

- 2.3.1. The following software will be installed on the tournament PCs
 - Steam
 - Blizzard App
 - Teamspeak
 - Discord
 - Logitech Gaming Software
 - Steelseries Engine 3
 - Razer Synapse
- 2.3.2. Players may not use other third party applications, programs, or download any software onto tournament PCs without approval by an admin

2.4. DRESS CODE

- 2.4.1. There is no dress code, however participants are still expected to dress politely and appropriately.

2.5. CONDUCT

- 2.5.1. Participants must conduct themselves in a reasonable manner, maintaining a friendly and polite demeanour to spectators, opponents, members of the press, staffs, and to other individuals involved in the tournament.

- 2.5.2. Participants must remain quiet in the tournament area. Talking is allowed but must be kept at a reasonable level. Spectators are strictly forbidden to communicate with any players while they are competing.
- 2.5.3. Refrain from the use of vulgar language.
- 2.5.4. Players are expected to compete in a professional manner. Match throwing, halting play without reason, or any excessive behaviour will be construed as a violation of player conduct, hence resulting in a match forfeit and disqualification from the tournament.
- 2.5.5. The admin reserves the right to disqualify and dismiss any registered players at any stage of the tournament, for any reason and without prior warning.

3. TEAMS

3.1. ROSTER

- 3.1.1. All team members must be registered beforehand, including substitutes
- 3.1.2. Any changes to the roster must be confirmed by the admin and will only be accepted before the start of the tournament.
- 3.1.3. Any stand-ins require the admin's permission.
- 3.1.4. Substitution of players will only be allowed BEFORE the match starts. Substitutions between games are NOT allowed.

3.2. RESTRICTIONS

- 3.2.1. There are no restrictions regarding any participant's account level or matchmaking rating.

3.3. CONFIRMATION

- 3.3.1. Teams are only confirmed upon reception of the confirmation email or through announcement in the event page:
<https://web.facebook.com/events/176426346279013/>

3.4. CHECK-IN

- 3.4.1. Teams must check-in with the admin 30 minutes prior to the tournament start.
- 3.4.2. Team captains are responsible for ensuring all team members are present and ready to play upon check-in.

4. VENUE

4.1. ATTENDANCE

- 4.1.1. Players must be present at the tournament area 15 minutes prior to their scheduled match.
- 4.1.2. Players are not expected to stay at the venue outside of their scheduled matches. However they must remain contactable.
- 4.1.3. Competition hall is strictly for competing players only.
- 4.1.4. Tournament staffs reserve the right to deny anyone, even a competitor from entering the tournament area without a valid reason.

4.2. SETUP

- 4.2.1. Each team will be given around 15 minutes to set up their equipment and warm-up before the start of the match.

- 4.2.2. With two minutes of pre-game remaining a tournament official will notify the teams that the game will begin shortly and to be prepared to start.

5. BROADCASTING

5.1. OFFICIAL BROADCASTS

- 5.1.1. The organizers may broadcast any games at their own discretion.
- 5.1.2. Any third-party broadcasts of the same game are not allowed without the admin's approval.

5.2. PLAYER BROADCASTS

- 5.2.1. Players whose games are not broadcast may stream their own gameplay, however it is recommended to do so with a delay.
- 5.2.2. The organizers are not responsible for any occurrence of stream-sniping due to player streams.
- 5.2.3. Streaming during the main event is NOT allowed

6. COMMUNICATION

6.1. ANNOUNCEMENTS

- 6.1.1. Any announcements regarding the tournament will be made through our official discord group :<https://discord.gg/XVMKgUn>
- 6.1.2. Admins and marshalls can also be contacted via direct message through discord.
- 6.1.3. Any information not directly given by the officials are to be treated as invalid unless confirmed otherwise.

6.2. COMMUNICATION WITH THE ADMIN

- 6.2.1. The admin can be reached using the discord link above.
- 6.2.2. Any important communications from the admin will be sent to the team captain's registered email directly.

7. CONFLICT RESOLUTION

7.1. DISPUTES

- 7.1.1. Any and all disputes between teams must be settled through the admin.

7.2. ALLEGATIONS

- 7.2.1. Any allegations of misconduct, cheating or excessive behaviour will be treated seriously and thoroughly investigated by the officials.
- 7.2.2. The admin still reserves the right to ignore any allegations at their own discretion.

7.3. ADMIN DECISIONS

- 7.3.1. Any decisions made by the admin and officials are final.

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1. ROSTER

1.1. PLAYERS

- 1.1.1. 5 main players and up to 1 substitute player (optional)

2. PENALTIES

2.1. PUNCTUALITY

- 2.1.1. 5 minutes late: 1st round of bans forfeit
- 2.1.2. 10 minutes late: 1st round of picks forfeit
- 2.1.3. 15 minutes late: Match forfeit

3. GAME SPECIFIC RULES

3.1. GAME MODE

- 3.1.1. 5v5 Captains Mode

3.2. TOURNAMENT FORMAT

- 3.2.1. Group Stage: Swiss Style Best-of-One
 - Max 32 Teams
 - 2 rounds (+1 extra if needed)
- 3.2.2. Playoffs: Single Elimination Best-of-One
 - Semi-finalists qualify to the main event
 - Bronze match included

3.3. STARTING SIDE

- 3.3.1. Starting sides are decided by an in-lobby coin flip

3.4. VICTORY CONDITIONS

- 3.4.1. Destruction of the opposing team's Ancient
- 3.4.2. Opposing team forfeits the match
- 3.4.3. All players on a team intentionally disconnects without reconnecting

4. RESTRICTIONS

4.1. ITEM SHARING

- 4.1.1. The sharing of basic regeneration items, consumables, and gems are allowed. Items shared may not be kept or used for any other purposes (eg. Reselling).

4.2. BACKDOOR

- 4.2.1. Backdoor is allowed.

4.3. UNFAIR ADVANTAGE

- 4.3.1. Any cheats, hacks, and bug exploits are strictly prohibited.
- 4.3.2. Any use of third party scripts, programs or specialized hardware that leads to an unfair advantage is not allowed.

5. GAME INTERRUPTIONS

5.1. PAUSING

- 5.1.1. Pausing at the start of the game to adjust in-game configurations are allowed.
- 5.1.2. Pausing due to technical issues (disconnections, game crashing etc.) are allowed.
- 5.1.3. Tactical pausing (pausing without any apparent technical issues) are NOT allowed
- 5.1.4. Players must provide a valid reason to the officials if a pause is called.
- 5.1.5. Any teams judged by the officials to have abused the pause function will be disqualified with immediate effect.

5.2. EXTERNAL INTERRUPTIONS

5.2.1. Any external interruptions (server crash, internet downtime, electrical outage) resulting in a loss of all match data will result in a remake of the game.

- The hero draft and starting side must remain the same as prior to the interruption.
- If a significant amount of game time has been incurred prior to the interruption, a sudden death round may be played at the discretion of the admin.