

ARLINGTON
PGL
MAJOR

RULEBOOK



Welcome to Arlington Major!

Tournament information

The time has come when, after more than five years, another DOTA 2 major will be held in North America. PGL DOTA 2 MAJOR ARLINGTON will take place between August 4 and 14. The final three days of competition (August 12-14) will take place in front of an audience at Esports Stadium Arlington, North America's largest eSports venue.

The top 18 teams in the world will converge on Arlington to battle it out for a prize pool of \$500,000 and decisive points towards the most important DOTA 2 tournament of the season - The International.

Prize-pool and DPC Points Distribution

1st Place	\$ 200, 000	820 Points
2nd Place	\$ 100, 000	740 Points
3rd Place	\$ 75, 000	670 Points
4th Place	\$ 50, 000	590 Points
5th/6th Place	\$ 25, 000	515 Points
7th/8th Place	\$ 12, 500	360 Points

Dates & Duration

Arrival date: August, 2

Media day: August, 3

Group Stage: August, 4-8

Play-offs (Hotel): August, 9-11

Play-offs (Venue): August, 12-14

Departure date: August, 15

Locations

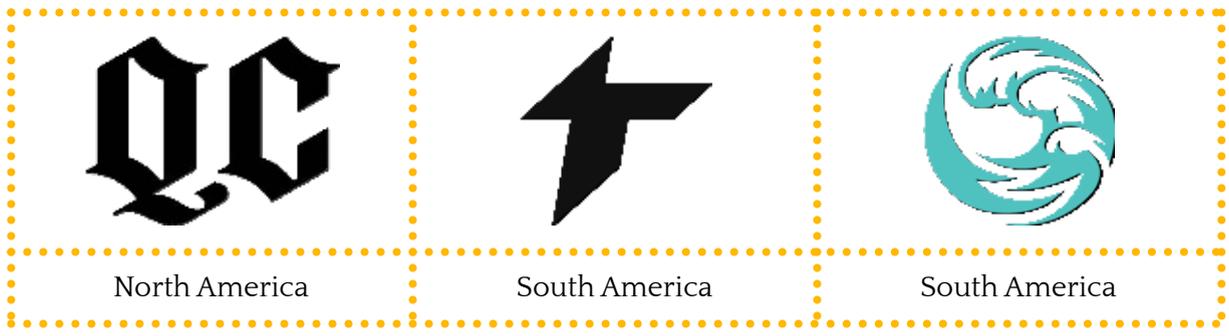
Hotel: Crowne Plaza Suites Arlington - Ballpark - Stadium, an IHG Hotel;
700 Avenue H E, Arlington, TX 76011, United States

Venue: Esports Stadium Arlington;
1200 Ballpark Way, Arlington, TX 76011



Participating Teams

		
Western Europe	Western Europe	Western Europe
		
Western Europe	China	China
		
China	China	Southeast Asia
		
Southeast Asia	Southeast Asia	Eastern Europe
		
Eastern Europe	Eastern Europe	North America



Format

Major tournaments are elimination-style tournaments with two different stages.

First stage (Group stage)

- ↳ Two round-robin groups featuring nine teams;
- ↳ Matches are played in a best-of-two format;
- ↳ The 1st to 4th place teams in each group advance to the upper bracket of the second stage;
- ↳ The 5th and 6th places advance to the lower bracket of the second stage;
- ↳ All other teams are eliminated from the main tournament.

Seeding:

1. Divide the regional pairs by means of a coin between the A and B teams
 - ⇒ 1st pair: WEU/CN
 - ⇒ 2nd pair: SEA/EEU
 - ⇒ 3rd pair: NA/SA
2. Again shuffle the following regions between C and D
 - ⇒ WEU/CN
 - ⇒ SEA/EEU
3. Seeding results (by place in DPC regional league tournament):

Group A	Group B
1st A1	1st B1
1st A2	1st B2
1st A3	1st B3
2nd B1	2nd A1
2nd B2	2nd A2
2nd B3	2nd A3
3rd C1	3rd D1
3rd C2	3rd D2



Second stage (Play-offs)

- ↳ **12 teams** with double elimination bracket;
- ↳ **Eight teams** start in the Upper Bracket and **four teams** start in the Lower Bracket;
- ↳ The matches are played in a best-of-three format, except for the Grand Final, which is played in a best-of-five format.

Seeding:

Upper Bracket	
Match A	Group A's 1st place vs Group B's 4th place
Match B	Group B's 2nd place vs Group A's 3rd place
Match C	Group A's 2nd place vs Group B's 3rd place
Match D	Group B's 1st place vs Group A's 4th place
Lower Bracket	
Match E	Loser of Match D vs Group B's 6th place
Match F	Loser of Match C vs Group A's 5th place
Match J	Loser of Match B vs Group B's 5th place
Match H	Loser of Match A vs Group A's 6th place

Tiebreaker Rules

If there is a tie along:

- ↳ The Lower bracket and elimination divider;
- ↳ The Upper and Lower Bracket;

an additional set of matches will be played:

- ⇒ In case of a tie between the **two teams**, the tie will be resolved by a best-of-three match;
- ⇒ In the event of **three or more teams** being tied, the tie will be resolved by a round-robin best-of-one group.
- ↳ The other ties will be resolved as follows, in descending order of importance:
 - ⇒ Head to head result between the tied teams;
 - ⇒ Results against lower seeded teams (from directly below till last place);
 - ⇒ If a tie can be broken along the way, the process is restarted (back to head-to-head result);
 - ⇒ Coin toss.



COVID-19 Guidelines

- It is the responsibility of the teams to comply with all rules on entry and stay in the country;
- More information can be found on the [Centers for Disease Control and Prevention](#) website;
- Wearing a mask is mandatory at all times. Except at meals and matches;
- Players, coaches and other team members who are found to have COVID-19 symptoms and test positive may not be able to continue participating in the tournament and may be subject to disqualification;
- If you or a member of your team has symptoms of COVID and would like to be tested, let us know and we will arrange for a potentially infected person to be tested;
- World conditions change rapidly, we may change some of these rules closer to the event. Or even during the event, depending on the COVID situation.

Player and Team responsibilities

- Players should obey DOTA 2 User Agreement and PGL Arlington Major 2022 regulations;
- Players and teams should set official player and team names and team logos in the game client;
- All players are prohibited from broadcasting any games they are playing;
- 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;
- Each team is responsible for having a second set of devices as a spare;
- Players are not allowed to leave the competition area without the admin's permission until the end of the match;
- After the start of a match, only players, coach and staff approved by the organisers are allowed in the competition area;
- During the draft only 5 players and the coach can have a presence in the competition area. The coaches have to leave the area once the draft is over. No managers or other persons are allowed.
- Cellular phones and other electronic devices such as smart watches are not allowed during matches. This includes any cameras or sound recording devices.
- Players should hand them over to an admin until the end of the match. The exception to this may be if it is necessary to use a phone to receive a Steam Guard code;
- Only hand-written or printed notes/stats are allowed. Using any electronic versions is prohibited;
- During LIVE matches players should keep the tables clear of food, drinks, trash, etc;
- This means that food items (defined as anything that is "edible") are forbidden on players' tables and drinks should only be placed on the floor;
- Players may only launch TeamSpeak, Steam, and DOTA 2 on tournament computers. All other applications are prohibited;
- All team apparel (including, without limitation, all types of headwear) should be approved by the tournament officials. PGL reserves the right to request the removal of unapproved clothing;
- All players and coaches are required to wear team apparel during matches;
- Players are not allowed to hang jackets and hoodies on the chairs. All unused articles of clothing, including backpacks, should be left backstage;



- Players are not allowed to access the restroom during a game until the end of it. Doing so will result in a LVL 2 penalty, taking away bonus time during the draft in the next game. An exception is a health threatening condition requiring emergency medical treatment;
- Teams are required to be available for photo and video shooting on a Media Day preceding the match day. Details of the Media Day schedule will be sent to the teams prior to their arrival;
- Persons banned from the tournament will not have access to team/staff-only areas;
- Players, coaches and other team members are expected to be respectful towards tournament officials, sponsors/partners, members of the press and members of other teams. They are not allowed (under any circumstances) to verbally abuse any representative of the above-mentioned entities;
- Players, coaches and other team representatives are not allowed to stand on the organisers' chairs, tables or other equipment and they should abide by all rules laid down by the organisers;
- Players, coaches and other team representatives are not allowed to break the furniture or other equipment of the organisers;
- 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.

NO DISPARAGEMENT OR MISAPPROPRIATION

AT NO TIME SHALL A PLAYER (I) MAKE ANY STATEMENTS, OR TAKE ANY OTHER ACTIONS WHATSOEVER TO DISPARAGE, DEFAME, SULLY OR COMPROMISE THE GOODWILL, NAME, BRAND OR REPUTATION OF PGL ESPORTS, THE EVENT OR ANY OF PGL ESPORTS' SPONSORS, PARTNERS OR AFFILIATES (WHETHER THROUGH SOCIAL NETWORK SERVICES, ONLINE FORUMS, BLOGS, VLOGS, WORD OF MOUTH, OR OTHERWISE), OR (II) COMMIT ANY OTHER ACTION THAT COULD LIKELY INJURE, HINDER OR INTERFERE WITH PGL ESPORTS' BUSINESS, OPERATIONS, RELATIONSHIPS, OR GOODWILL, OR (III) MAKE ANY POLITICAL OR RELIGIOUS STATEMENTS THAT INCITE VIOLENCE; INCITE FEELINGS OF ENMITY, HATRED, ILL-WILL OR HOSTILITY; AND INSULT THE POLITICAL VIEWS OR RELIGION OF ANOTHER TEAM OR PERSON



Substitutions and roster lock

- Teams are allowed to use 2 substitute for the the Major;
- Any team competing in the Major tournament with a substitute will be penalised 40% of the DPC points earned in that tournament;
- The use of substitutions is subject to the approval of the chief admin;
- A team is able to remove a player after securing a slot at a Major with a 20% penalty on DPC Points earned during the Major, in addition to the normal player-removal penalty;
- Rosters are unlocked at the conclusion of the Regional League's 3rd Tour;
- Player removals will lock at 11:59 am PT on the Tuesday after the Major, though players will still be allowed to be added to incomplete teams until 11:59am on the following Sunday;
- A team is allowed to make roster changes when they're not locked with a 15% penalty to all DPC Points earned at the time of removal. There is no penalty for adding a new player.

Organising the matches

- All matches are created by the match admin, no later than **15 minutes** before the match starts;
- Players should be in the lobby **5 minutes** before the start of their **game** to determine the draft order and sides;
- During the tournament, players have a **total** 15-minute break between games. The countdown starts when the match ends;
- **10 minutes** after the start of the break, players should be back in their seats and join the lobby. If the time runs out before a team is ready, the admin will impose a **penalty**;
- There is a break of 15 minutes between series (e.g. between two BO2s);
- The lower bracket final and the grand final will see a **60-minute** break between them.
- Players should be ready when the potential last game (second game of BO2, second game of BO3) of the previous series starts;
- During the Play-offs at the venue, teams will wait in their waiting rooms. Admins will notify the team to come down when it is time to take the stage. Teams will wait about 2 minutes before taking the stage. They will wait those 2 minutes in their waiting area at the backstage;
- Playdays are held using the "follow by" system. The first match starts at a scheduled time. The following matches follow each other;
- Only official casters and observers approved by the organisers are allowed in the lobby. **Managers and players of other teams are not allowed in the lobby;**

Server and lobby settings

- Server: TBD
- Lobby password: Will be provided by an admin;
- Game Name: Arlington Major Group * *Group Letter** Line * *Line Letter**;
- Cheats: Off;
- Bots: Off;
- Series: BO2/BO3/BO5;



- Gamemode: Captains Mode;
- Starting Team: Automatic Coin Toss;
- Dota TV Delay: 15 mins.

Priority selection

- Selection priority will be based on the Automatic Coin Toss system in Dota 2;
- For best of two matches:
 - ⇒ The 1st map - A Coin toss. The Coin toss winner chooses a pick or side, an opponent chooses from the remaining options;
 - ⇒ The 2nd map - The Coin toss loser chooses a pick or side, an opponent chooses from the remaining options;
- For best of three matches:
 - ⇒ The 1st map - The 1st Coin toss. The 1st Coin toss winner chooses a pick or side, an opponent chooses from the remaining options;
 - ⇒ The 2nd map - The 1st Coin toss loser chooses a pick or side, an opponent chooses from the remaining options;
 - ⇒ The 3rd map - New coin toss. The Coin toss winner chooses a pick or side, an opponent chooses from the remaining options.
- For the best of five matches:
 - ⇒ The 1st map - The 1st Coin toss. The 1st Coin toss winner chooses a pick or side, an opponent chooses from the remaining options;
 - ⇒ The 2nd map - The 1st Coin toss loser chooses a pick or side, an opponent chooses from the remaining options;
 - ⇒ The 3rd map - The 1st Coin toss winner chooses a pick or side, an opponent chooses from the remaining options;
 - ⇒ The 4th map - The 1st Coin toss loser chooses a pick or side, an opponent chooses from the remaining options;
 - ⇒ The 5th map - New coin toss. Coin toss winner chooses a pick or side, an opponent chooses from the remaining options.

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 10 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. He 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

Lateness

If a team is unable to be in the lobby 5 minutes before game start the following punishments apply:

- For the BO3 match:
 - ⇒ **Time XX:XX is time when teams should be inside the lobby;**
 - ⇒ Time XX:XX + 3 min - Warning;
 - ⇒ Time XX:XX + 5 min - Draft penalty level 1;
 - ⇒ Time XX:XX +10 min - Draft penalty level 2;
 - ⇒ Time XX:XX + 15 min - Draft penalty level 3;
 - ⇒ Time XX:XX + 20 min - Lose the first game;
 - ⇒ Time XX:XX + 30 min - Lose the BO3 series with 0-2;
- For the BO5 match:
 - ⇒ **Time XX:XX is time when teams should be inside the lobby;**
 - ⇒ Time XX:XX + 3 min - Warning;
 - ⇒ Time XX:XX + 5 min - Draft penalty level 1;
 - ⇒ Time XX:XX +10 min - Draft penalty level 2;
 - ⇒ Time XX:XX + 15 min - Draft penalty level 3;
 - ⇒ Time XX:XX + 20 min - Lose the first game;
 - ⇒ Time XX:XX + 30 min - Lose the second game;
 - ⇒ Time XX:XX + 40 min - Lose the BO5 series with 0-3;

In some cases, these penalties may be waived if the delay is a result of forces outside of the team's control or matches in tournaments the admin team is coordinating with directly.

Pauses/Disconnects

- Pauses are not allowed, except for technical reasons. A team that pauses should immediately call an admin and explain the reason for the pause.
- 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, 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.

Smoking / Electronic Devices

Smoking Cigarettes , E-Cigarettes and Vapes are forbidden in the tournament areas, practice rooms and the hotel. Failure to comply will result in fines.

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

Good luck, have fun!