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1. General Guidelines

1.1 These rules serve as the Official Rules of the PNXBET Invitionals SEA featuring DOTA 2.

1.1.1 The tournament is open only to citizens from the SEA Regions.

1.1.2 Players must be at least 15 years old or above to participate.

1.1.3 Players must not change their name once the tournament started.

1.2 All rules and regulations found in this document are final, however, League Operations of the tournament may alter or overrule any ruling to their jurisdiction to benefit the integrity of the event or how they see fit.

2. Administration and Announcements

2.1 Individuals who are authorized by WXC Co and PNXBET to administrate the competition based on its rules and regulations will be called “administrators” (admin for abbreviation purposes) or “League Operations” (LOPS for abbreviation purposes). Under LOPS, individuals who directly handle the tournament proper will be regarded as “Marshal.” Collectively the group of admins and league operations will be referred to as the Administration.

2.2 Discord/FB Messenger will be the main mode of communication between the participants and Administration during the entirety of the competition. Should any other means of communication for announcements, declarations, and other such information will be communicated to the participants as the tournament progresses, as necessary.

2.3 Participants have impliedly accepted the officially announced schedule of this tournament and have agreed to participate fully at any time during the dates provided as well as adjustments to the dates due to possible and unforeseen circumstances.

2.4 Rule Interpretation and Changes

- 2.4.1 Upon finishing the registration for this tournament, participants automatically consent to all the rules found within this document and are deemed cognizant of the definitions, jurisdiction, scope, and implications of the Operational Guidelines.
- 2.4.2 Official Announcements as well as Declarations and Statements of the Administration during the competition can ignore or overrule these the rules found within this document to preserve fair play and sportsmanship. Should there be a contradicting declaration, a formal declaration will be announced once the members of the Administration have aligned.
- 2.4.3 Should there be any differences between translations of the rules found within this document, the English version will always prevail.
- 2.4.4 Administrators reserve the right for final interpretation of the rules found in this document should a situation require further consensus and analysis, and the rules applicable are not necessarily easily executable.
- 2.4.5 Any and all decisions made by administrators and all its facets are final and cannot be contested. Repeal of ruling is, however, possible in the face of insurmountable factual evidence and is on a case to case basis.

2.5 Grant of Rights by Teams for Tournament Coverage

- 2.5.1 Each participant agrees to grant WXC Co its contractors, employees, and the administrators permission to live-stream or record their play of the game for this tournament. Each participant further grants to WXC Co a royalty-free, fully paid-up, worldwide right and license to copy, display, distribute, edit, host, store and otherwise use and display their Team’s full name and logo, their full name, photograph, likeness, image, avatar, voice, video, in-game persona, gameplay statistics, and biographical information, and create derivative works of the foregoing items, in any and all present and future media, on or in connection with:

- A. The streaming of any coverage of all or any part of the tournament
- B. The marketing and promotion of the tournament or part thereof

3. Nomenclature

3.1 Match – Entire matchup two (2) teams.

3.1.1 Consists of multiple *games*.

3.1.2 Best-of-one, Best-of-three, or Best-of-five formats.

3.2 Game – A single head-to-head bout between two (2) teams.

3.2.1 Winning a single engagement from lobby creation counts as a game.

4. Pre-tournament Communications & Team Compositions

4.1 Team Captains will receive an email or Direct Message on FB messenger within one (1) to three (3) business days after registration via their registered email address/FB account.

4.1.1 The email/DM will contain the next steps to finalize their registration.

A. Details on requirements for registration completion

4.1.2 The confirmation email/DM will only be sent out once all details have been fully validated by League Operations. Along with this confirmation will be a link to the Discord where the correspondences for the tournament will continue on forward.

4.1.3 A team roster is considered locked once the Team Captain submits their registration through the registration form.

A. If a team would like to change players, they will have to re-do the registration. Once they have submitted the new line-up, the previous submitted entry will be considered null and void. Any attempts to field a player with a different IGN and account by tournament day will be outright disqualified from the competition.

B. If a team would like to change only the IGNs of their players, they will be required to fill up another sheet to confirm their name changes before tournament day on Discord/FB messenger. Failure to have the same names in-game by tournament day will be outright disqualified from the competition.

C. If a team would like to change their team name, they will have to re-do the registration. The latest officially registered Team Name will be used for brackets, naming in Discord/FB messenger, and all intents and purposes for social media regarding this tournament.

4.1.4 Teams who submit multiple registrations will overwrite their current registration with their latest. League Operations will always acknowledge the latest registration.

4.2 Teams must have at least five (5) main players and up to two (2) substitute players.

4.2.1 Any changes to the player roster once the tournament has started will not be permitted.

4.2.2 Should a team enlist any member that does not satisfy the requirements of this tournament, whether knowingly or unknowingly, said team shall be disqualified from the tournament. The responsibility of ensuring that all members of a team satisfy the tournament requirements relies on the team itself and not from any

other sources. Any act of enlistment shall be considered as an act with intent to defraud the tournament organizers and other teams.

- 4.2.3 Only under extreme circumstances and up to the decision of League Operations may up to two (2) players be replaced before the Grand Final match.

5. Tournament Format

5.1 Open Qualifiers - All participating teams will be randomly seeded into a Single Elimination Bracket to play best of 1 until Semi-Finals. From the Semi-Finals onwards will be played on a Best of three format. The 2 teams who are going to proceed to the Finals will automatically advance to our Groupstages.

5.2 Groupstages - The 8 Invited teams and 2 Qualifier Teams will be randomly seeded into 2 groups consists of 5 teams each. The team will play a (1) Round of Round Robin in Best-of-2 format. Points will be tabulated, and top (1 and 2) will be entering the upper bracket and Top (3 and 4) will proceed to our Lower Bracket and bottom (2) teams will be eliminated from the tournament. Points system: 1win = 1pt while dominating a team with a 2-0 victory will be given 3pts

5.3 Playoffs(double elims) - All Upper Bracket games will be played in a best of 3 series. All lower bracket games will be play a best of 3. The Grand Final will play a best of 5 series.

5.4 Ties are broken by comparing the win rates of the tied teams only against each other. If there is still a tie (two or more), time rating will be used. So the task is to win as quickly as you can.

6. Match Obligations

6.1.1 Discord/FB messenger Representation

A. All team representatives are responsible to keep track of Discord/FB messenger messages at all times before, during, and after the tournament (if necessary) for updates and announcements that concern their team's well-being and good standing in the tournament. The Administration is not responsible for a team missing vital information due to a lack of attention to the information being provided in the communication platform of the tournament.

B. Please check section 8 for a further elaboration on communication platform responsibility.

6.1.2 Punctuality

A. Teams are expected to be prompt in attendance during tournament days and for their appointed match times to be divulged on Discord/FB messenger. Failure to appear on time may merit penalties such as game losses, match losses, or outright disqualifications. For further information, please check section 7.2 for Match Procedure.

6.1.3 Sportsmanship and Player Conduct

- A. All players playing in the tournament are expected to uphold the highest degree of professionalism and sportsmanship.
 - B. Players found to be rude, racist, offensive, or showing, exhibiting, or portraying any form of physical, verbal, or sexual violence will be immediately disqualified.
 - C. Players are highly encouraged to report any unsavory and bad behavior to tournament admins immediately.
 - a) Providing screenshots is highly recommended if not observed by any marshall
- 6.1.4 Tournament Integrity - All forms of cheating, hacking, bug or game exploitation, and bribery are strictly prohibited. Below is a standard list including, but not limited to, punishable offenses by game losses, match losses, outright disqualification, or even legal action:
 - A. Hacking – Any illegal modification to VALORANT.
 - B. Exploiting – Intentionally using any in-game bug to establish or seek an advantage during a game.
 - C. Ringing – Another player using another player’s account under all circumstances.
 - D. Ghosting – Gaining an advantage in a match by various means:
 - a) Stream-sniping
 - E. Collusion/Match Fixing – An agreement among two (2) or more players, to control the outcome or competitive standard of a match.
 - a) Gambling/Betting
- 6.1.5 Illegal Activities – All teams and participants cannot be involved in any illegal and illicit activities as defined by the applicable law of their governmental jurisdiction and any activities which WXC Co in its sole discretion, deems illegal or violates general moral standards. If a participant possesses civil or criminal liabilities which may, in the reasonable opinion of WXC Co.
- 6.1.6 Equipment
 - A. All technical issues such as hardware, software, and internet connection are the sole responsibility of each player.
 - B. League Operations at their discretion, may disqualify a team due to technical issues if they cannot be resolved immediately or cause severe delays to the tournament.
 - C. Any technical issues or disconnections during a match are at the sole responsibility of the player. Matches will not be paused unless there is direct control of a Marshal as a spectator and the match in question falls within the purview of the tournament’s playoffs.

7. Communication Platform – PLACEHOLDER

7.1 General Overview

- 7.1.1 PNXBET and Luponwxc is the Organizer of this tournament. The organizer appoints the Tournament Admins and Staffs.

- 7.1.2 Participants must be available for all tournament dates they are involved in, including potential post-tournament interviews.
- 7.1.3 The act of confirming for this tournament implies full acceptance of all terms, conditions, rules and regulations stated, in its entirety.
- 7.1.4 The Organizer reserves the right to modify the rules and format without notice to protect the integrity and smooth flow of the tournament.

7.2 Match Procedure

- 7.2.1 **Match Mode: 5v5 Captains Mode**
- 7.2.2 **Best of 1. Selection Priority of the team will be determined via COIN TOSS each game**
- 7.2.3 **Best of 3. Selection Priority of the team will be determined via COIN TOSS each game**
- 7.2.4 **Best of 5. Selection Priority of the team will be determined via COIN TOSS each game**

7.3 Reporting Offenses

- 7.3.1 Team must report the results after each series to the tournament admins.
- 7.3.2 Both Teams are required to have screenshots of the end of match screens for verification purposes or if any disputes arise.

7.4 Stand In's

- 7.4.1 Stand-ins cannot come into play in a match that has already begun.
- 7.4.2 The register substitute player cannot be a part of any roster of other registered teams that are participating in the tournament.
- 7.4.3 Should such a substitute player be found, the registration of the substitute player will be considered void and will not be able to act as a substitute for the team.
- 7.4.4 Teams must notify tournament admins if they have used their stand-in player.

8. Minimum Game Standard

8.1 Game-Specific MGS

- 8.1.1 Minimum Game Standard (MGS) is the state in which a game has become official. This means that it counts towards the game tally of a match, indicating that there will be a clear winner and loser should the game end at any point after reaching the MGS Status. Achieving MGS requires all ten players to fully load the game and accomplish at least one of the situations listed below:
- 8.1.2 Any hero uses an ability or normal attack that damages any structure or NPC, whether intentional or not (enemy heroes , creeps, jungle creeps).
- 8.1.3 Establishing vision in an enemy's team territory, jungle or otherwise, via personally stepping it with their heroes, or using a skills to do so.
- 8.1.4 Two minutes (00:02:00) have elapsed since all ten players have loaded DOTA 2 Game proper

8.2 Remakes

- 8.2.1 Before MGS

- A. Games will only be remade in the direst of circumstances. Below is a list of foreseeable situations where a game may be remade to keep tournament integrity.
- 8.2.2 Before Minimum Game Standard (MGS)
 - A. Should there be an interface bug or glitch that causes players to lose their UI Settings, Skills, Heroes and other such things even though due diligence has been made to ensure the accuracy of their true status, the game will be remade.
 - B. Tournament admins reserves the right to remake the game for any other reason should the need arise.
- 8.2.3 After Minimum Standard (MGS)
 - A. Should a game suffer an unfortunate bug or glitch which alters the state of the game and gives one team an undue advantage or disadvantage, at the sole discretion of the Admins with tournament integrity in mind, a game remake shall be considered.
 - B. Should any Tournament admin determine a hazardous aspect within the play area (physical dangers that threaten life and limb), the game shall be remade.
 - C. Should an unforeseen circumstance of an extreme and/or unknown nature arise that would affect the game, broadcast or technical integrity, at the discretion of the administration, the game shall be remade, regardless of the status of the current game.

8.3 Pauses

- 8.3.1 Pause Time incurred by the Administration will not count as teams currently playing nor will it take away from a team's pause timer.
- 8.3.2 If the Administration pause is congruent right after a team pause, the reduction of the pause timer will be based solely on when the team in question calls to unpause the game.
- 8.3.3 The game may only be paused in the event that a player disconnects. Additionally, each player may only maintain a pause for a maximum of 3 minutes (to be counted by each team captain) so as to avoid delaying the games.

9. Penalties

9.1 Failure to adhere to the rules abovementioned in this document will subject the participants of a team to penalties. The nature and extent of penalties imposed will be determined by administrators on a case per case basis. All decisions of the administration regarding the issues of within the tournament are final but may have a repeal as presented in sec. 2.4.5. The following is a non-exhaustive list of penalties that may be enforced at the discretion of the administration.

- 9.1.1 Verbal Warnings
- 9.1.2 Loss of Side or Pick Priority
- 9.1.3 Game Loss

- 9.1.4 Match Loss
- 9.1.5 Prize Forfeiture
- 9.1.6 Full Disqualification