



## PVP Community 2019

### General Rules

This applies to the confirmed teams participating in all offline events which are held locally or overseas

Please come (ready online or at the event place) prepared on the time mentioned by the admins.

Failure to follow the scheduled timings, teams will be penalized in this order:

- 5 minutes : Penalty Level 1 for Ingame Draft (DOTA 2)
- 10 Minutes late : Penalty Level 2 for Ingame Draft DOTA 2)
- 15 Minutes late : Penalty Level 3 For Ingame Draft DOTA 2)
- 20 Minutes + : Disqualified from the match ( Free win to the opponent)

If no transport / Accommodation is provided, Please arrange for own transport and accommodation to the venue.

For offline events, please be reminded that teams attending must be following the dress codes for Professional Esports Athlete (Long Pants, Jersey / Non vulgar t-shirt / Polo -T and shoes / no slippers). Failure to do so might cause the player or the team to be disqualified.

Teams must follow any instructions from the admin on ground for any extra activities such as post-game interview or team intro rehearsals (please inform and discuss with us if there's anything that your team is not comfortable with)

These rules applies to the team management, friends, family and mutual relations partners accompanying the teams / players.

Please inform the admins at least 1 week before the tournament starts in case of emergencies that can affect the participant attendance to the tournament venue or online matches. Teams also need to submit the latest player change / Team name changes / Logo changes and inform the admins via any method necessary at least 1 week before the event.

Failure to report to admins or player change/ team name change / logo change will be penalized in this order

- 1st Warning: Team will be asked to play with full handicap of Penalty Level 3 in-game draft
- 2nd Warning: Will be disqualified from the match
- 3rd Warning Team Changes: Will be disqualified from the league

If a game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics, or the external environmental conditions become untenable then a restart may occur. Officials must determine that the bug is critical and verifiable.

### General Conduct

- Players/ teams must be responsible of each member's actions. Any member within a team that violates the player conduct will be disqualified from entering further qualifiers and the current qualifier that the teams is participating at.



- Players must be able to commit to the time / schedule mentioned in the tournament page.
- Players may not use force outside the game to influence the outcome of the game. Severe punishments such as disqualification will be imposed and will also be banned from further tournaments run by the organizers.
- Betting is strictly forbidden between teams and will not be tolerated.
- Any matchfixing behavior will also be considered as a disqualification act if found out by the organizers.
- Teams are advised to be humble and to be strict with each other on enforcing these rules for smooth flow of the tournament.
- Any dispute may be directed to the tournament admins via email: [support@pvpesports.gg](mailto:support@pvpesports.gg)

### **Tournaments Streams**

- Tournament streams will be delayed approximately 2-5 minutes to avoid player sniping.
- Teams that are found to be abusing the tournament streams will be disqualified immediately and will be denied tournament winnings for this action or any action that is abusive.
- Unfair Gaming: Dishonesty, deception, unfair practices such as creating/exploiting bugs to gain unfair advantage, using any kind of device or program to cheat, or using any resembling means to cheats. (E.g. gestures or signals).
- Screen Spying / Sniping: Looking at or trying to look at screen other than your own is prohibited (Includes both participants and public).
- Deliberate Disconnection: Disconnecting from the game on purpose for improper or unclear reasons is prohibited and will be punished
- Unauthorized Communication: All cell phones, tablets and other voice-message enabled devices must be removed from the competition area before the competition begins. Competitors shall not send messages or emails, or use social media when in the competition area. Once the competition commence, players may only communicate with other members of their team.
- Discrimination and Slander: Players shall not make any discriminatory or slanderous comments or actions based on race, skin colour or ethnicity that offends the dignity of a country, individual or group.
- Harassment: All forms of harassment are strictly forbidden.
- Profane and Hostile Speech / Action: Participants shall not use obscene, offensive, vulgar, rude, threatening, abusive, libellous or defamatory language or actions to attack or offend others.

### **Disclaimer**

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 indirect, for example in case of a cancelled event, electrical failure or similar.

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

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

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



Any losses on ground 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.

## **PVP Corporate League Rules**

### Registration

- Teams must register a minimum of 5 players and maximum of 10 players. Any 5 can play at any match during the league period.
- All players must be from the same company, registered full-time employees of the company. Proof of identification (employee card) will be needed. All players need to be minimum 18 years old to join.
- Maximum of 4 teams can register from the same company, first come first serve.
- No-show during the scheduled time will result in match being forfeited
- Team captain's email will be used to receive further instructions for the tournament.
- Teams should not use team names that are vulgar or deemed unfit for use during the tournament. Teams will be disqualified without prior announcement or explanation from the organizers.
- Please inform the organizers of any changes within 3 days after registration. (Last minute changes will not be entertained)

The tournament is FREE of charge. (if any parties enforces a registration fee, please inform the tournament admins via email: [support@pvpsports.gg](mailto:support@pvpsports.gg)).

## **DOTA 2 Rules & Regulations**

### Player Eligibility

- All players except for VALVE banned players are allowed to participate in the tournament.
- Each player must use their own DOTA 2 account.
- Players must be available for tournament dates. By registering implies the acceptance to the terms and conditions of the tournament.
- Players are not allowed to join more than 1 team.
- Teams and players can bring and use their own mouse and keyboards, all peripherals will be provided.
- The pc application to be used is DOTA 2 (Developer: Valve Corporation)
- Starting the matches on time: If any team is not ready during the designated time, their opponent can take a default win by contacting the game officials

### Tournament Format

- 5v5 Captain's Pick. Teams will do a coin toss to decide if they are either Radiant or Dire.
- Qualifier format, which might vary in different countries, will be explained in details on the website tournament page after the registration closed.
- Bracket shuffle will be done after registration is closed. Team captains will be notified via email.
- Game can only start when the full squad checks in. Game ID and name will be checked.
- Top 2 winners of each country qualifiers will proceed to the regional qualifiers as stated in the tournament schedule.
- Top 2 teams from the regional qualifiers will proceed to the grand finals in Singapore



- Teams that do not have passport in time to fly for the qualifier finals will be disqualified from advancing to the finals and the slot will be given to the teams that comes closest to qualifying based on circumstances.

#### In-game

- In the event of any issue encountered, 3 x 1 min pauses maximum are allowed from each team.
- In the event of server crash, a replay will be done.
- Players must bear full responsibility for a loss resulting from lag on the player's end. Before the match start, please ensure your network has no issues.
- For online games, winning screen shot must be submitted to discord by winning team.
- Any disputes in score should be submitted to admin in discord in 10 minutes.

### **MLBB Rules & Regulations**

#### Player Eligibility

- Each player must have a minimum Level 8 account and at least 5 heroes.
- Each player must be able to join and partake in a 5v5 custom match.
- Players must be available for tournament dates. By registering implies the acceptance to the terms and conditions of the tournament.
- Players are not allowed to join more than 1 team.
- Teams and players can bring and use their own mobile device and mobile data, standard mobile devices will be provided.
- The mobile application to be used is Mobile Legends: Bang Bang (Developer: Montoon)
- Starting the matches on time: If any team is not ready during the designated time, their opponent can take a default win by contacting the game officials

#### Tournament Format

- 5v5 custom match (Draft). Teams will do a coin toss to decide if they are either Team A or Team B.
- Qualifier format, which might vary in different countries, will be explained in details on the website tournament page after the registration closed.
- Bracket shuffle will be done after registration is closed. Team captains will be notified via email.
- Game can only start when the full squad checks in. Game ID and name will be checked.
- Top 2 winners of each country qualifiers will proceed to the regional qualifiers as stated in the tournament schedule.
- Top 2 teams from the regional qualifiers will proceed to the grand finals in Singapore

#### In-game

- Game continues if player disconnect.
- In the event of server crash, a replay will be done.
- Players must bear full responsibility for a loss resulting from lag on the player's end. Before the match start, please ensure your network has no issues.
- For online games, winning screen shot must be submitted to discord by winning team.



- Any disputes in score should be submitted to admin in discord in 10 minutes.
- In the event of server crash, a replay will be done. (Same line up).

## PVP Campus League Rules

### Registration

- Teams must register a minimum of 5 players and maximum of 6 players. Any 5 can play at any match during the league period.
- Players must be students from tertiary schools residing and registered in Singapore.
- For campus qualifiers, all players must be from the same campus, registered full-time student. Proof of identification (student card) will be needed.
- For open qualifiers, players can come from different campus (mixed), registered full-time student. Proof of identification (student card) will be needed.
- All players need to be minimum 16 years old to join.
- No-show during the scheduled time will result in match being forfeited
- Team captain's email will be used to receive further instructions for the tournament.
- Teams should not use team names that are vulgar or deemed unfit for use during the tournament. Teams will be disqualified without prior announcement or explanation from the organizers.
- Please inform the organizers of any changes within 3 days after registration. (Last minute changes will not be entertained)

The tournament is FREE of charge. (if any parties enforces a registration fee, please inform the tournament admins via email: [support@pvpsports.gg](mailto:support@pvpsports.gg)).

## MLBB Rules & Regulations

### Player Eligibility

- Each player must have a minimum Level 8 account and at least 5 heroes.
- Each player must be able to join and partake in a 5v5 custom match.
- Players must be available for tournament dates. By registering implies the acceptance to the terms and conditions of the tournament.
- Players are not allowed to join more than 1 team.
- Teams and players can bring and use their own mobile device and mobile data, standard mobile devices will be provided.

### Tournament Format

- 5v5 custom match (Draft). Teams will do a coin toss to decide if they are either Team A or Team B.
- Qualifier format, will be explained in details on the website tournament page after the registration closed.
- Bracket shuffle will be done after registration is closed. Team captains will be notified via email.
- Game can only start when the full squad checks in. Game ID and name will be checked.
- Top 2 winners of each campus qualifier and top 4 winners from Open Qualifiers will proceed to the Campus League as stated in the tournament schedule.



- Top 2 teams from the Campus League will proceed to the grand finals in Singapore

#### In-game

- Game continues if player disconnect.
- In the event of server crash, a replay will be done.
- Players must bear full responsibility for a loss resulting from lag on the player's end. Before the match start, please ensure your network has no issues.
- For online games, winning screen shot must be submitted to discord by winning team.
- Any disputes in score should be submitted to admin in discord in 10 minutes.
- In the event of server crash, a replay will be done. (Same line up).