



PVP Community 2019

General Rules

- The PVP Community League tournament organizers (referred to as 'tournament organizers' in the remainder of this document) have the right to decide outside or even against the rulebook in special cases to guarantee fair play.
- All players must comply with the rules set by the tournament organizer. Failure to do so can result in disqualification and/or ban from future tournaments run by the organizer.
- Every participant has to behave respectfully towards the representatives of the PVP Community League, press, viewers, partners and other players. This applies to behaviour in-game and also in chats, messengers, comments and other media.
- Every match of this competition must be played according to the rules until all games are completed and the results of these games published by the organizer.
- Any attempt to deceive tournament organizers or other players with wrong or fake statements, information or data can result in disqualification and/or ban from future tournaments run by the organizer.
- All forms of cheating in PVP Community League matches are prohibited and will be penalized by the tournament organizers.
- Any players participating in the PVP Community League must use the same account(s) they registered with to play in the tournaments and the name of the account must not be changed. The tournament organizers reserve the right to ask the players for identification documents at any time.
- Team names must comply with the Overall League Rules (e.g. no vulgar names) and the tournament organizer reserves the right to change any names deemed unfit for the PVP Community League.
- Any changes to player roster or team names must be reported within 3 days of the competition. Any unreported changes can result in disqualification and/or ban from future tournaments run the organizer.

PVP Corporate League

- All players must be full-time employees working within a company.
- Teams can register a minimum of 5 players and a maximum of up to 10 players. All players participating in the games must be players registered as part of the same team.
- 80% of the registering players (e.g. 4 out of 5) must be registered full-time employees from the same company. During all matches, 4 out of 5 participating players must be from the same company. Proof of identification (i.e. employee card) will be needed. All players need to be minimum 16 years old to join.
- Any player can only register once as part of any one team.
- A maximum of 4 teams can register from the same company on a first come first serve basis.
- The top 2 teams from each country from the Country Qualifiers and the top 2 teams from the Open Qualifiers will proceed to the Regional Qualifiers.
- All participating players are expected to turn up on time and be ready for their match at the scheduled time; any team that does not have all participating players be at the venue within 15 minutes of the allotted start time will have been considered to forfeit their game.
- The team captain's contact details 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.
- Please inform the organizers of any changes within 3 days after registration.
- Any players that have qualified to top 4 in a tournament that is of a regional or higher level cannot participate in this tournament, unless they are registering to compete in a different game title during PVP Corporate League.
- The tournament is FREE of charge. (if any parties enforces a registration fee, please inform the tournament admins via email: support@pvpsports.gg).



PVP Campus League

- All players must be students from tertiary schools residing and registered in Singapore.
- Teams can only register a minimum of 5 players and a maximum of up to 6 players. All players participating in the games must be players registered as part of the same team.
- All registered players on a Campus League team must be registered students from the same campus. Proof of identification (i.e. student card) will be needed. All players need to be minimum 16 years old to join.
- Any player can only register once.
- There is no maximum number of teams a school can register for their own Campus Qualifiers.
- The top 2 teams from each campus from the Campus Qualifiers and top 2 teams from the Open Qualifiers will go to the Inter-Campus Qualifiers.
- All participating players are expected to turn up on time and be ready for their match at the scheduled time; any team that does not have all participating players be at the venue within 15 minutes of the allotted start time will have been considered to forfeit their game.
- The team captain's contact details will be used to receive further instructions for the tournament.
- Any team can be disqualified without prior announcement or explanation from the organizers.
- Teams should not use team names that are vulgar or deemed unfit for use during the tournament.
- Please inform the organizers of any changes within 3 days after registration. (Last minute changes will not be entertained)
- Any players that have qualified to top 4 in a tournament that is of a regional or higher level cannot participate in this tournament, unless they are registering to compete in a different game title during PVP Corporate League.
- The tournament is FREE of charge. (if any parties enforces a registration fee, please inform the tournament admins via email: support@pvpsports.gg.)

1. Overall League Rules

1.1. General

The tournament organizers reserve the right to make decisions outside or even against the rulebook in special cases to guarantee fairness.

1.2. Code of Conduct

Every participant has to behave respectfully towards the representatives of PVP Community League, press, viewers, partners and other players. This applies to behaviour in-game and also in chats, messengers, comments and other media.

Participants must not engage in harassment or hate speech in any form. This includes, but is not limited to:

- Hate speech, offensive behaviour, or verbal abuse related to sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.
- Stalking or intimidation (physically or online).
- Spamming, raiding, hijacking, or inciting disruption of streams or social media.
- Posting or threatening to post other people's personal information.
- Unwelcome sexual attention. This includes, unwelcome sexualized comments, jokes, and sexual advances.
- Advocating for, or encouraging, any of the above behaviour.

Violation of this Code of Conduct can result in disqualification and/or a ban from entering future competitions run by the organizers, especially in the case of repeat or extreme violations.



1.2.1. Insults and offensive behaviour

All insults that happen during a match or during a PVP Community League competition, may be punished. This can include in-game chat of the corresponding games, messages on social media, or verbal insults between players.

Severe incidents including, but not limited to the following points, may be punished in other ways:

- Extremist statements
- Threat of violence
- Sexual harassment
- Stalking
- Pornographic links

Only the affected parties can appeal and appeals will be reviewed on a case-by-case basis by the tournament organizers.

1.3. Matches, competitions, meetings

Every match of this competition must be played according to the rules until all games are completed and the results of these games published by the organizer.

It is not allowed for participants to bet on matches in their own competition. Betting against yourself/your own team) will get you/your team) disqualified and the betting player banned from future tournaments by the organizer.

1.4. Game / client

In general, all programs which are not part of the original game, including custom-data and modifications, are not allowed in any PVP Community League game. External voice chat programs are allowed (e.g. Discord). Changes to the game's settings are allowed. Any program that can provide an advantage during game play or change the game itself are prohibited.

1.5. Game Coverage

The tournament organizers reserve exclusive right to the coverage of all PVP Community League matches. This includes all forms of transmission, including Twitch streams. The tournament organizers can assign the coverage rights of a match or of several matches to a third party or to the actual players themselves. In this case, terms and conditions would have to be arranged with the tournament organizers before the match.

In general, the tournament organizers will contact any player or team if they wish to broadcast one of their matches during the competition.

1.6. Internal Texts

All texts written in either protest or support tickets, or written by the tournament organizer to members of a certain league or tournament, cannot be published without the permission of the tournament organizers.

1.7. Language

The official language used in this tournament format is in English. At the Singapore, Open, and Regional Qualifiers, all announcements and communication with players will be in English.

Any need for translators should be arranged by the players and/or by the teams.



2. Fraud/deception

2.1. Deception

Any attempt to deceive tournament organizers or other players with wrong or fake statements, information or data can result in disqualification and/or ban from future tournaments run by the organizer.

2.2. Cheating

All forms of cheating in PVP Community League matches are prohibited and will be penalized by the tournament organizers. Players found cheating outside of the PVP Community League may result in immediate disqualification from the tournament and/or a ban from future tournaments run by the organizers.

If it becomes known to the tournament organizers that any form of cheating was used to the advantage of a player or a team during a match, the tournament organizers reserves the right to disqualify and/or ban them from future tournaments run by the organizer. Any player risks being barred or completely excluded from a specific league or from all leagues if they partake in cheating. This also includes their team.

2.2.1. Cheat Sharing

Contributing to the distribution of cheats in any way is not allowed in the PVP Community League. This includes but is not limited to referring to the name, website or logo of cheats.

Violating this rule can result in immediate disqualification from the tournament and/or a ban from future tournaments run by the organizers.

2.2.2. Examples of Cheating

- Screen Spying / Sniping: Looking at or trying to look at screen other than your own is prohibited (Includes other participants and public) and may result in disqualification.
- Deliberate Disconnection: Disconnecting from the game on purpose for improper or unclear reasons is prohibited and may result in disqualification.
- Glitch: Creating or exploiting games bug intentionally to gain advantage over your opponent is prohibited and may result in disqualification.
- Macro / Scripting: Binding multiple actions to a key is prohibited. Players are only allowed to modify or tweak their hotkeys. Any modifications made to the gameplay or tools apart from Steam and DOTA 2 is strictly prohibited and may result in disqualification.

2.3. Match-Fixing/betting fraud

Engaging in any action that improperly influences the outcome of a game or match by any means can result in immediate disqualification from the tournament and/or a ban from future tournaments run by the organizers.

2.4. Doping

Any kind of doping is prohibited and can result in immediate disqualification from the tournament and/or a ban from future tournaments run by the organizers.

2.4.1. Prescribed medication

If players have an active prescription, proof must be submitted to the tournament organizers before the tournament. They may still be subject to a doping test, but a positive result for the prescribed substance will be disregarded.



2.4.2. Doping Sanctions

Mild cases of doping will be punished with a warning. Severe cases (i.e. use of drugs containing performance enhancing substances such as Adderall) can result in immediate disqualification from the tournament and/or a ban from future tournaments run by the organizers.

2.5. Competition manipulation and bribery

Bribing or attempting to bribe a referee or organizer or trying to manipulate the competition can result in immediate disqualification from the tournament and/or a ban from future tournaments run by the organizers.

3. Registration

3.1. Player

Any players participating in the PVP Community League must use the same account they registered with to play in the tournaments and the name of the account should not be changed. Any representative reserve the right to ask the players for identification documents at any time. Please inform the organizers of any change of players within 3 days after registration. (Last minute changes will not be entertained)

3.1.1. Multi-Accounts

Even if a player has multiple accounts in any participating game, they must use the account that has been registered. Switching to another account in between games or matches can result in immediate disqualification from the tournament and/or a ban from future tournaments run by the organizers.

3.1.2. Nicknames, Team Names and URL Aliases

The tournament organizers reserve the right to edit nicknames, if they fail to comply with the tournament rules. Any nicknames/team names/aliases that are purely commercial (e.g. product names), defamatory, pejorative, offensive, vulgar, obscene, anti-Semitic, inciting hatred, or offending against good manners are forbidden. Using alternative spelling, gibberish or wrong spelling in order to avoid the requirements mentioned above is illegal. The tournament organizers reserve the right to change the name where necessary.

3.1.4. Country

A player's country must be set to their country of residence. Deliberately faking the country of residence is punishable.

3.1.5. Nationality

A player's nationality must be set to their nationality that is proven by a current passport. Deliberately faking nationality can result in immediate disqualification from the tournament and/or a ban from future tournaments run by the organizers.

3.2. Teams

A team's name has to be unique and will be at a first come first serve basis, but the PVP Community League reserves the right to refuse teams with names that are too similar to established e-sports teams (e.g. a team registers with the name SKT T2 or Team Fanatic).

The team logo must represent the team and have some reference to the team's name or to the team's short handle. Copyrighted logos, or logos which are offensive in any manner will not be accepted.

3.2.1. Team names

A team can change their name at any time, however, the changes must be communicated to the tournament organizer before the team takes part in any official PVP Community League match.



Changing a team's name in order to fool other teams is prohibited. Extremely long names, or consistent changing of team names is prohibited and can result in punishment.

3.2.2. Players in team

A player may only register once in the Campus or Corporate League. Any player will not be allowed to compete in both campus or corporate team once and an open qualifiers team. Proof of identification such as an employee or student card will be needed. All players need to be minimum 16 years old to join.

3.2.3. Punctuality

If any team is not ready within 15 minutes of the designated time, their opponent can take a default win by contacting the tournament organizer.

4. DOTA 2 Rules and Regulation

4.1. Player Eligibility

Any players banned by VALVE are not allowed to participate in the tournament. Each player must use their own DOTA 2 account.

Changing of dates for any matches is strictly forbidden unless agreed by both teams and approval is given by the tournament organizer.

4.2. Equipment

All players are provided a computer along with accompanying peripherals. Players can also bring and use any peripherals, if necessary. The PC application to be used is DOTA 2 that is developed by Valve Corporation.

The tournament organizer will not take responsibility for any teams who are not able to set up their peripherals before the allocated tournament start time and will penalize the teams as per rules set for the PVP Community League.

4.3. Tournament Format

Game Mode: 5v5 Captain Mode.

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 IDs 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

Players must be available for tournament dates. By registering, it is implied the player accepts the terms and conditions set by the tournament organizer.



4.4. Technical Issues

In the event of any issue encountered, three pauses at 1 minute maximum are allowed for each team.

In the event of server crash, a replay will be done.

The tournament organizer will not bear any responsibility for any losses that is the result of lag on the player's end. Please do check if the network is stable before the start of the game.

4.5. Result Reporting

For online games, winning screen shot must be submitted via email by winning team.

Any disputes in score should be submitted to tournament organizer via email in 10 minutes.

5. MLBB Rules and Regulation

5.1. Player Eligibility

Each player must have a minimum Level 8 Mobile Legends: Bang Bang account and owns 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, it is implied the player accepts the terms and conditions set by the tournament organizer.

5.2. Equipment

Teams and players should bring and use their own mobile device and mobile data. In the case of any technical failures, standard mobile devices can be provided by the tournament organizer. The mobile application to be used is Mobile Legends: Bang Bang, developed by Moonton.

5.3. 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 campus qualifier 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

5.4. Technical Issues

Game continues if player disconnect.

In the event of server crash, a replay will be done (Same line-up).

The tournament organizer will not bear any responsibility for any losses that is the result of lag on the player's end. Please do check if the network is stable before the start of the game.



5.5. Result Reporting

For online games, winning screen shot must be submitted via email by winning team.

Any disputes in score should be submitted to tournament organizer via email in 10 minutes.



Disclaimer

Participation is at your own risk. All participants must follow the rules and is responsible for the participant's own health. Organizers are not liable for any losses in relation to the event, directly or indirectly.

Each participation is a binding contract to abide by the rules or the organizer will reserve the right to ban the participant, along with the right to use the information provided to contact the participants regarding current or future events relating to PVP Community League.

Each participants 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 and the organizers are not responsible for such losses at any given time or venue.