



RULES & REGULATIONS



TOURNAMENT - SERVER: DUBAI
DISCORD FOR TOURNAMENT COMMUNICATION
AGE ALLOWED: +13

1. GENERAL RULES

All games are to be played on Dubai servers by default unless stated otherwise.

Lobby Password	: Mandatory*
Game Name	: Optional*
Enable Cheats	: OFF
Version	: Tournament 5v5
Series Type	: Qualifiers Format: Best of 1, Round Robin / Single Elimination Finals Format : Best of 3, Double Elimination
Game Mode	: Captains Mode
Starting Team	: Random
Penalty-Radiant	: None
Penalty-Dire	: None

**Share the Lobby Password with the opposing team to allow them to find your game.
All games are to be played on Dubai servers by default unless stated otherwise.*

OTHER GENERAL RULES

- A team must consist of a minimum of 5 players and maximum 6 players (1 substitute).
- In case of any dispute regarding any issue, the final decision will be made by the admin.
 - Game Admin has the power to refute any rule depending on the situation at hand.

2. IMPORTANT RULES

- Team Captains of both teams should take a screenshot of the picks and bans, incase of a remake.
- If anything happens with the server, making it so the game can't continue, the team Captains must contact the official tournament Admins right away.
- Team Captains are expected to read and understand all of the rules and inform their players about the rules.
- Show good sportsmanship (Gentleman's Rules)
- Admins are above the rules and will have the last say in any issue that may occur.

3. REMAKES

- If an admin says the game should be remake, it will be remade.
 - If a remake occurs, the game settings will be Blind pick, and all the players must pick the same champions as were picked before the remake.
- The game will be remade if any of these issues should occur:
 - Game crashes
 - Game hangs
 - Server spikes
 - Stream goes offline
 - Technical issues
 - Medical issues

4. TEAMS

- All of the players participating, must be registered on the official homepage of the tournament
- Every sub-account and nickname change must be registered on the tournament's official homepage if they are going to be used in the tournament.
- A player can't play for two(2) teams. If this occurs, both teams will be disqualified.

5. GAMES

- Admins decide when the games will be played
Every team must meet up 30 minutes before the game is scheduled to start, and the game must be started before or at the starting time.
- If you are participating in the main tournament, you have to meet in the platform 30 minutes before game starts

5.1 ABUSE & EXPLOITATION

- Bug exploitation: Exploiting known or newly discovered bugs during the game will result in disqualification of the exploiting team.
- Definition of bugs:
 - Anything that will give one of the teams an unfair advantage
 - Anything that makes the game crash or stop

5.2 PUNISHMENT

- Warning: After one(1) warning has been given, the game will continue. If a team receives more than one(1) warning during a game, the team will be disqualified from the tournament
- Game loss: if a team receives any punishment for a minor offense, they will get a loss by default, no matter the result of the game.
- Disqualification: A team that gets disqualified will be thrown out of the tournament. They will not get to compete in any more tournament games.
- Point reduction: A team may get a reduction in points for minor offenses.

5.3 DISCONNECT/CONNECTION ISSUES:

- In case of any disconnects, both teams will need to pause the game until the player has reconnected.
- Any player that has disconnected from the client without reconnecting, with the intention to get a remake of the game, will get his/her team a loss by default.

5.4 GENTLEMAN RULES

- The gathering game crew advices everyone to follow these rules, even though it is not imposed.
- Disconnected players shall not be attacked
- No typing in all-chat, trash talking or unnecessary chat.
- You must be involved in any kind of intimidating behavior, either in or out of the game
- Be a good winner and a good loser.