

MSI Gaming Arena 2024 (MGA 2024)

DOTA 2

RULES AND REGULATIONS

This document includes tournament rules for MGA 2024. Players are expected to understand and comply with the details written here. The organiser reserves the right to amend tournament rules based on circumstances without prior notice and player consent.



1.0 INTRODUCTION AND PURPOSE

These official rules of the *MGA 2024* apply to each of the Teams who have qualified to play in the *MGA 2024*'s **DOTA 2** for Qualifiers, Playoffs as well as the for the Grand Finals. These rules also apply to the Teams' Team Coaches, Managers, Owners, Starting Lineup, Substitutions (collectively "Team Members) and other employees. *MGA 2024* has qualifiers, and playoffs.

This rule only applies to the official *MGA 2024*. It does not apply to any other competitions, tournaments or any other activities organised by **DOTA 2**.

These rules have been enacted to ensure the maintained stability of a complete **DOTA 2** tournament system, and the fairness of competition between professional teams. Standardised rules benefit all parties who are involved in the professional play of **DOTA 2**, including the teams, players and Team Managers.

These rules shall not restrict the competitive performance of Players. The articles of any Player or Team's agreement will be determined by each Team and Player themselves.

This rule will be published and constantly updated on the official website of *MGA 2024* for all the players to view.

The documents and files pointed by the Event Organizer are also part of official rules, which all the participating teams also need to follow.

2.0 TOURNAMENT STRUCTURE, SCHEDULE AND PRIZE

2.1 DEFINITION OF TERMS

2.1.1 Game. An instance of competition on the map designated by *MGA 2024* that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the final objective (destruction of a base), (b) Team Surrender, or (c) Team Disqualified, (d) Official announce win

2.1.2 Match. A set of Games that is played until one Team wins a majority of the total Games (e.g., winning two Games out of three ("BO3"); winning three Games out of five ("BO5")). The winning Team will either receive a win tally in a league format or advance to the next round in a tournament format.

2.1.3 Season. There will be 3 phases during this tournament:

- Qualifier
- Playoffs
- Grand Finals

2.2 FORMAT AND PHASE DETAILS

2.2.1 Competitive Format

2.2.1.1 Regional Qualifiers

9 Qualifier Regions (32 Teams Each)

Single Elimination (Top teams will proceed to next round based on Countries)

Best of 1

Qualifying Slots Based on Countries

Singapore - 1 Slot in SEA Playoffs

Vietnam - 2 Slot in SEA Playoffs

Indonesia - 2 Slot in SEA Playoffs

Philippines - 2 Slots in SEA Playoffs

Malaysia - 1 Slot in SEA Playoffs

Thailand - 1 Slot Straight to Grand Finals (Hosts)

India - 2 Slots to SA Playoffs

Sri Lanka - 1 Slot to SA Playoffs

Bangladesh - 1 Slot to SA Playoffs

2.2.1.2 South East Asia Playoffs (SEA Playoffs)

8 Teams Total (Slots based on **2.2.1.1**)

Single Elimination

First Round is Best of 1

Qualifying round is Best of 3

Top 2 Proceed to Grand Finals

2.2.1.3 South Asia Playoffs (SA Playoffs)

4 Teams Total (Slots based on **2.2.1.1**)

Single Elimination

First Round is Best of 1

Qualifying round is Best of 3

Top 1 Proceed to Grand Finals

2.2.1.4 Grand Finals

4 Teams total (2 from SEA, 1 from SA, 1 from Thai Qualifiers)

Single Elimination

Best of 3

Grand Final Best of 3

2.2.2 Tournament Schedule

All Timing is subject to change based on circumstances of the tournament, and will be changed by the sole discretion of the organiser and tournament operator.

2.2.2.1 Regional Qualifiers

25th Sept (GMT+8 unless stated otherwise)

8:00 PM First qualifying round

9:00 PM Second qualifying round

10:00 PM Quarter Finals

9:00 PM (GMT+6) BAN/SRI Semi Finals

27th Sept (GMT+8 unless stated otherwise)

9:00 PM Indonesia Qualifying Match 1

10:00 PM Indonesia Qualifying Match 2

28th Sept (GMT+8 unless stated otherwise)

8:00 PM Malaysia Semi Final 1

9:00 PM Malaysia Semi Final 2

10:00 PM Malaysia Grand Final

29th Sept (GMT+8 unless stated otherwise)

5:00 PM Philippines Qualifying Match 1

6:00 PM Philippines Qualifying Match 2

8:00 PM Singapore Semi Final 1

9:00 PM Singapore Semi Final 2

10:00 PM Singapore Grand Final

30th Sept (GMT+8 unless stated otherwise)

8:00 PM Vietnam Qualifying Match 1

9:00 PM Vietnam Qualifying Match 2

1st Oct (GMT+8 unless stated otherwise)

8:00 PM Thailand Semi Final 1

9:00 PM Thailand Semi Final 2

10:00 PM Thailand Grand Final

2nd Oct (GMT+6 unless stated otherwise)

6:30 PM Bangladesh Grand Final

7:30 PM Sri Lanka Grand Final

8:30 PM India Qualifying Match 1

9:30 PM India Qualifying Match 2

2.2.2.2 Regional Playoffs

5 Oct (GMT+8 unless stated otherwise)

2:00 PM SEA Match 1

3:00 PM SEA Match 2

4:00 PM SEA Match 3

5:00 PM SEA Match 4

6:00 PM SA Match 1

7:00 PM SA Match 2

6 Oct (GMT+8 unless stated otherwise)

2:00 PM SEA Match 5

5:00 PM SEA Match 6

8:00 PM SA Match 3

2.2.2.4 Grand Finals

Will be offline at a venue at Thailand Game Show 2024 on October 19 and October 20.

Exact time will be announced in the near future.

2.3 PRIZE

2.3.1 Finals Prize.

Total Cash Prize Pool is USD 15,000

Total Prizes is worth USD 50,000

Teams shall have the opportunity to earn prize money based on their performance as outlined below:

DOTA 2 [GRAND FINALS]

1st	USD 7000.00
2nd	USD 4000.00
3rd	USD 2000.00
4th	USD 2000.00
Total	USD 15,000.00

2.3.2 Taxes.

Each Team shall respectively be responsible for its own applicable taxes that may be imposed with respect to the receipt of any award or prizes.

2.3.3 Payment.

The prizes for Playoffs shall be paid to the teams respectively within 90 days after the end of the tournament and the designated receiving accounts are to be provided by the teams (whichever is later).

3.0 TEAM MEMBER ELIGIBILITY

3.1 GENERAL RULES

3.1.1 Formation.

Each Team is required to maintain five Players across their starting lineup ("Starter") and up to one substitute Players ("Substitute") during the entirety of MGA 2024. Any failure to maintain such numbers shall be subject to penalties.

3.1.2 Player Agreement.

All MGA 2024 participating teams must obey and sign Player agreement that includes the application of this Rulebook.

3.2 PLAYER ELIGIBILITY

3.2.1 Player Age.

No Player shall be considered eligible to participate in any MGA 2024 competitions before having lived 16 full years. Players must pass the age of 16, to participate in MGA 2024. The player's age will be counted according to the exact birthdate, not birth year. *In countries where the age of minors extend to 18 years of age, parental consent must*

be prepared by the teams, and be presented upon request by the Event Organisers.

3.2.2 Player Requirement.

3.2.2.1 Team Formation.

All players including substitute(s) of a team are required to be at least 16 years and above

3.2.3 Passport Availability

Due to the possibility of travel for qualified teams to the Grand Finals in Thailand. Registered players must possess a valid passport of their home country with more than 6 months of validity starting from this date: October 18 2024.

Failure to comply with these Eligibility rules may result in Disqualification and exclusion from Prize pool earnings.

3.3 TEAM MANAGER

Each Team is required to maintain, at all times, one designated Team staff member (the “Team representative”), who is responsible for administering Team commitments associated with weekly League activities including, but not limited to, content requests, Game schedule, on-site studio coordination and weekly update calls. This same person is responsible to travel with the Team to all events, domestic or international, to uphold the aforementioned duties.

4.0 TEAM NAMES, TEAM LOGOS AND PLAYER NAMES

4.1 TEAM NAMES AND TEAM LOGOS

4.1.1 Teams are not allowed to have the same or similar names and Team logos cannot be similar-looking and must be unique in design. Moreover, Team names and logos must only contain English characters, numbers, space, plus sign (+), minus sign (-), underline (_) and single quotes (").

4.1.2 When applying with the *MGA 2024* for the use of any Team names, the Team shall also provide a short name of the contemplated Team name, 2 to 4 characters including space, which must only contain English characters, numbers, space, plus sign (+), minus sign (-), underline (_) and single quotes ("). Unless otherwise specified by the Team, the

MGA 2024 is entitled to use, at its own discretion, the full Team name and/or the short Team name on any occasion.

4.1.3 The Event Organizer reserves the **final right to approve Team names and logos.**

4.1.4 Any applications regarding changes to all Teams (included Qualifier teams) names or logos must be submitted to the Event Organizer, upon the request of the event organiser, the new name or logo can only be used after obtaining approval. Except for the circumstances of name duplication or breaching the rules of naming, No Team are allowed to change the Team's name after roster lock date.

4.2 PLAYER NAME

4.2.1 Player name must only contain English characters, numbers, space, plus sign (+), minus sign (-), underline (_) and single quotes ("). The length should be 4 to 12 characters. Player Names cannot contain a sponsor's name, cannot be similar with any brand, also any players names that may cause misunderstanding is not allowed.

4.2.2 In case of duplicated names, the player should change the name after consulting the authority.

4.3 COMMON RESTRICTIONS

No additional special characters will be allowed for Team names, Logos or Player Names (including underscores, slashes, etc.). Team Names, Logos and Player Names may not contain: vulgarities or obscenities; names related to the hero characters in the Dota 2 or other similar characters; or other contents that may create confusion.

4.4 REVIEW

4.4.1 Approval.

All Team Names, Logos and Player Names must be approved by the Event Organizer in advance of use in tournaments.

4.4.2 Changes.

Changes to the Team Names, Logos and Player Names are not allowed except under certain extenuating circumstances, and must be approved by the Event Organizer prior to use in a *MGA 2024* Game. Any cosmetic change must be made before the designated date. The Event Organizer has the right to deny a Team name if it does not reflect the professional standards sought by the *MGA 2024*. The Event Organizer reserves the final right to approve names and logos.

5.0 ROSTER RULES

5.1 ACTIVE ROSTER

5.1.1 Formation. Starters and Substitutes form the "Active Roster". No individual may simultaneously hold two or more of the roles listed above.

5.1.2 Single Team Exclusivity.

A Player/Head Coach is only allowed to compete for the one Team that they have an agreement with. A Player/Head Coach will not be allowed to compete for more than one Team simultaneously and therefore cannot be listed on the Active Roster of more than one Team.

5.1.3 Disclosure.

The Active Roster may be displayed on the official website/social media of *MGA 2024* and be updated upon proper filing of documentation. Once a conclusion of the Player Services Agreement is confirmed, the updated Active Roster will be published. The Active Roster of the Teams will be considered the most up-to-date information that could be applied within a reasonable time.

5.2 SUBMISSION OF ACTIVE ROSTER

5.2.1 Time. At a time designated by the Event Organizer before the start of each split, each Team must submit their Active Roster to the Event Organizer, including five members of the Starters and at least one Substitutes. In the event that a Team Manager elects to modify the Active Roster, the Team Manager must submit requests in compliance with the Official Rules. In the event that a Team Manager selects to modify the starting lineup, the Team Manager must make a request to modify the starting lineup in compliance with the Official Rules. Any request to modify rosters shall be made in advance of any proposed effective date of any such change.

5.2.2 Late Request. If a request is submitted too late for the Event Organizer to make reasonable arrangements for a new Player to travel to a *MGA 2024* Match, the League may, at their discretion, hold the Team responsible for the incremental costs of such Player's travel, regardless of any other rules to the contrary.

5.2.3 Review. The Event Organizer reserves the right to approve or deny any request to modify Active Rosters, based upon the eligibility of the Players involved and the compliance with these Rules of such request.

5.2.4 No roster changes are to be allowed after roster lock date.

5.3 SUBSTITUTIONS

5.3.1 First Game. Requests to modify the starting lineup for the Team's first Game on a regular season week may not be submitted any later than **2 hours** prior to the start of that broadcast and/or webcast.

5.3.2 Substitutions during Match. A Team may substitute Players between Games of a Match. The Team must notify a *MGA 2024* referee and have the substitute approved no later than 5 minutes after the previous Game. For example, if a Team wishes to substitute a Player in for Game 2, then the Team Manager must notify and seek approval from a *MGA 2024* referee no later than 5 minutes following Game 1.

Substitution is not allowed in BO1.

5.3.3 Emergency. In the event of an emergency, a Team will be given certain time to find an immediate Substitute upon approval of the Event Organizer. In cases where a team is unable to find a substitute player within 2 hours of the competition commencement, the Team will forfeit. The Event Organiser will determine if an event qualifies as an emergency. A substitute player, who could be the chief coach or any other player who hasn't participated in such events may be allowed to participate. A substitute player should satisfy the requirements stipulated in Player Eligibility of Team Member Eligibility.

5.4 STAND-INS

Stand-ins are non roster players that can temporarily replace registered roster players. They can replace absent players due to emergencies and are subject to approval from the event organiser.

They cannot be a registered team member of another MGS 2024 team, and there can only be 1 stand-in within 1 match.

All stand ins must be approved and vetted by the event organiser before any announcement of the stand in will be made and can only be applied in extreme emergency situations.

Stand-ins must adhere to the rules of registration eligibility of the teams in MGA 2024.

Stand-Ins are only applicable to the Offline Grand Finals.

6.0 MATCH PROCESS

6.1 CHANGES TO SCHEDULE

The Event Organiser may, at its sole discretion, re-order the schedule of Matches within a given day and/or change the date of the *MGA 2024*. Match to a different date or otherwise modify the schedule of Matches. In the event that the Event Organizer modifies a Match schedule, it will notify all Teams at the earliest convenience.

6.2 READY FOR MATCH

Members of a Team's Active Roster who are participating in a League Event must get ready for the match at least 1 hour before their team match schedule. And prepared to be invited into the tournament lobby one hour before their match schedule for the testing match.

6.3.1 Players Pre Match setup – Pilot issue

To ensure fairness of online tournament

- All Teams/Players **MUST** conduct a video call with the *MGA 2024* Officials through third-party video call software(Discord) while the matches are live.
- Players who fail to join the video call **MUST** provide a reasonable excuse to the *MGA 2024* Officials at its sole discretion and must submit a video recording of the player playing each game to the *MGA 2024* Officials right after the series has ended. The video recording must be able to show the player's face clearly playing the matches.
- Any dispute will have to be done **AFTER** the series is over and within 3 hours, the *MGA 2024* Officials would provide a response within 24 hours and all decisions will be made by the *MGA 2024* Officials. Any dispute submitted after the mention period will not be entertained.
- Any video recording submission would provide the team/player a strong stance as evidence. Failing in providing the evidence will affect the decision made by the *MGA 2024* Officials.

6.4 REFEREES/MARSHALLS

6.4.1 Referee Comportment.

At all times, Referees shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any

Player, Team, Team Manager, Head Coach, Owner, or other individuals.

6.4.2 Appeal.

Any appeal made to the Referee by Team Members during a Game must be communicated to and confirmed with the Event Organizer at first before commencing with arbitration, Referees are not allowed to consent to any demands made by Team Members of their own accord. The Event Organizer will judge appeals of errors of judgments made by Referees, if the Referee is deemed to have made a mistake, the Event Organizer will penalise them in accordance with the nature of their error. The Event Organiser can assess any decisions made during or after a Game in order to confirm whether the correct procedures have been implemented. If the correct procedures haven't been abided by, the Event Organizer reserves the right to overrule the Referee's decision. The Event Organizer maintains the right to make the final decision on all decisions throughout the duration of the Tournament.

6.4.3 Final Interpretation.

The Event Organizer reserves the final right of interpretation of these operation standards and protocols, any unsettled matters will be settled according to the Event Organizer's interpretation of the matter.

6.4.4 Responsibilities.

Referees designated by the Event Organizer are responsible for making judgments on every Match-related issue, question and situation which occurs before, during, and immediately following Match play. Their oversight includes, but is not limited to:

6.4.4.1 Before Match Start

- Checking whether the Team's starting lineup matches with the one that was submitted
- Checking and ensuring that all player peripherals are normal, items to be checked include:
 - The communication between Team managers and Referees is smooth and stable. The communication between team managers and players is smooth and stable.
 - Invite all Team Members participating in the Match to enter the game room through an Observer Account and ensure that all

members are in their correct teams, once each member has confirmed that they are ready, notify the OB of starting the Match.

- Under the circumstances of substituting players in BO3, Matches, the Team should inform the judge of the information of the player substitution within 5 minutes.
- Confirming the Match Area does not have any unauthorised persons
- Checking and ensuring that Players have not brought any electric communications equipment
- Checking and ensuring that there is no food in the Match Area and all drinks conform to official requirements
- Checking and confirming all the players and coaches follow the rules about dressing and wearing team uniforms. Clothes or hats showing any other brands and that are not team uniforms are prohibited to be worn.
- Checking and ensuring that all the players and coaches don't show the tattoo while in the *MGA 2024* event.
- Teams must prepare for the Match one hour prior to its start and enter the Game fifteen minutes prior to the start of the Match and enter into the match room straight away upon announcement. If one side is not ready once the pre-appointed match time has been reached, then everyone will wait an extra ten minutes. After this extra ten minutes of waiting time has finished, if one Team has still not entered into the match room and prepared then the late Team will be considered to have lost the first Game of this Match, if the Team has still not entered into the match room and prepared after twenty minutes then the late Team will be considered to have lost two Games of this Match and so on, up until one side has claimed victory.
- If both Teams are late, then the Match will use the BO3 Match as reference. If both Teams are ten minutes late, then they will both be considered to have lost the first Game of this Match and the BO3 Match will be converted to a BO1 Match. If both Teams are twenty minutes late, then both Teams will be considered to have lost two Games of this Match. This provision is not applicable to Playoffs, and the Event Organizer has the discretion.

- If there are unexpected circumstances that may cause a Team to be late, the Team must notify the Event Organizer thirty minutes before the start of the Match, the Event Organizer will decide whether or not they agree to delay the Match depending on the situation. If the Event Organizer has not been notified thirty minutes prior to the start of the Match but the Team is late nonetheless, the Event Organizer will administer extra penalties to the Team according to the Match result's importance.
- Late arrival caused by force majeure will be administered at the Event Organizer's discretion.

6.4.4.2 During the Match

- Once the Players of both parties are ready and all equipment is working properly, announce the start of the Match.
- During the ban/pick phase, the Head Coach can communicate with the Team and participate in the Team's ban/pick. Upon the end of the ban/pick phase, the Head Coach must leave the Match Area straight away and cannot communicate with their Team in any way.
- During the Match, the Referees must observe and walk around the Match Area to check that all members are competing according to requirements.
- If it is an online Match, Teams can ask their team managers to communicate with Referee and request for a pause, the Referee must pause the Game as soon as a team calls for a Game pause and ask for the reason for pausing if there is no team fights happening at that moment. If a team fight is happening during the request of pause, the Referee will only pause the match after the completion of the team fight. A team fight is defined when there are 2 players or more from each team engaged. But if the issue is caused by Game Bug or other problems from *MGA 2024* or Game side, there is no maximum pause time per Game. Tournament Organizer has the right to penalise the Team which called for the pause according to severity. Acceptable reasons include, but are not limited to: Lag, software malfunction such as a glitch phone hardware malfunction, the health of a Player, Event Organizer has the final right of interpretation for what is deemed an acceptable reason.
- If it is an offline Match, Teams can raise their hand to motion to the Referee and request for a pause, the Referee must pause the Match as

soon as a team calls for a Game pause and ask for the reason for pausing. There is no maximum pause time per Game for offline Matches, but if no good reason for pausing the Game can be given, the Event Organizer has the right to penalise the Team which called for the pause according to severity. Acceptable reasons include, but are not limited to: Lag, software malfunction such as a glitch, phone hardware malfunction, the health of a Player, the Event Organizer has the final right of interpretation for what is deemed an acceptable reason. Once the problem has been resolved, the Referee must ask all Players whether they are ready or not, once all the Players have agreed, the Referee can resume the Match.

- If a Referee discovers a problem which greatly affects the Match, they can pause/resume the Match but a detailed explanation must be given afterwards and gain the Event Organizer's approval, otherwise the Referee will be penalised. If a Referee discovers a large problem but doesn't pause the Match, they will be penalised all the same.
- During the Match, participating Team Members must ensure that their cell phone is connected to the charging cable throughout the entire course of the Match and are not allowed to turn on Speed Mode, the cell phone's internet settings are not allowed to be changed without a Referee's notice.
- During the Match, the Referees must observe all the actions of the participating Team Members and warn them of any violations to the Match rules, if they have given out multiple warnings to no effect, the Referee can inform the Event Organiser at the end of the Match, if deemed necessary, the concerned member will incur a penalty.

6.4.4.3 After the Match

- Once the Offline Match has finished, the Referee must first confirm the end of the Match and its result and sign the Match result confirmation with the Team.
- Once the Online Match has finished, the Referee must first confirm the end of the Match and its result. Then the Team manager needs to reply to the official email about the match result and confirm the match result by email.

- Once the aforementioned work has finished, if it is the end of a Match, the Referee must give the order and tell members that they can proceed to the opponent's seating area and shake hands.

6.4.5 Finality of Judgment. If a Referee makes an incorrect judgement, the judgement can be subject to reversal. The Event Organizer at their discretion may evaluate the decision during or after the Match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, the Event Organizer reserves the right to potentially invalidate the Referee's decision. The Event Organiser will always maintain final say in all decisions set forth throughout the *MGA 2024*.

6.4.6 Referee Comportment. At all times, Referees shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any Player, Team, Team Manager, Head Coach, Owner, or other individuals.

6.4.7 Gambling Prohibition. All rules prohibiting gambling on DOTA 2, as provided in this Official Rules, shall apply to Referees without limitation.

6.5 Communication

All communication and management of teams by the organisers will be executed on Discord. All teams must join the official Discord Channel for MGA 2024 (<https://discord.gg/bpZqt4hWMY>).

Any missed information due to absence from the Discord server resulting in penalties are the responsibility of the team members themselves.

Teams may communicate with each other on the Discord server to organise Matches and submit results. Teams are required to be in their Respective voice channels when the match is ongoing.

Any non-Discord communication between teams is not the responsibility of the Event Organiser.

7.0 COMPETITIVE PATCH & MATCH SETTINGS

7.0.1 Lobby Settings

Game Name: MGA [Country] [Host Team] vs [Guest Team]

Game Mode: Captain's Mode

Lobby Password: [Determined by Host, make it unique for security and keep it appropriate]

Server Location: Depends on Region, use closes available server with agreement from both teams

Lobby Visibility: Public

Enable Cheats: Off

Immortal Draft: Off

Selection Priority: Automatic (Coin Toss)

Spectators: Enabled

DOTA TV Delay: 5 Minutes (minimum)

Pausing: Unlimited

Series Type: Best of 3 (For Bo3 Matches)

Fill Empty Slots with Bots: Off

Other settings are set to default unless determined otherwise by TO.

7.0.2 Patch Settings

All MGA 2024 matches must be played on the latest patch update of Dota 2 on Steam.

7.1 PRE-MATCH SETUP

7.1.1 Match Accounts. During the Match, in tournament mode, all Heroes and skins can be used for free. All teams need to ensure that all their players have already set their accounts into tournament mode before they reach the tournament venue. This includes but not limited to In-Game Nickname adjustment and Team name adjustment. *MGA 2024* matches will be conducted on a local tournament server or the official game server, Teams would need to ensure that they have both server ID ready. If *MGA 2024* officials discover that any players have not done the necessary preparation or made adjustments while on stage, the league would have to implement the penalty system set by the league.

7.1.2 Setup Time.

Players will have designated blocks of time prior to their Match time to ensure they are fully prepared. The Event Organiser will inform Players and Teams of their scheduled setup time and duration as part of their Match schedule. The Event Organiser may change the schedule at any time.

Should teams use any unreasonable reasons to delay the game (including delay in entering tournament lobby), the league penalty system will be implemented. For clarification, after receiving *MGA 2024* official instruction to start the match, If the teams give reason such as; require more time to discuss tactics, last minute request to use the

restroom, have forgot any equipment that needs to be brought to the match area etc. will all be deem as a violation of delaying the game

Setup time is considered to have begun once Players enter the Match Area, at which point they are not allowed to leave without permission of the on-site Referee. Setup is comprised of the following:

- Ensuring the quality of all *MGA 2024* provided equipment.
- Connecting and calibrating devices.
- Ensuring proper function of voice chat system.
- Adjusting in-game settings.
- Limited in-game warm-up.

7.1.3 Seating Order.

Players must sit in the seating order they submitted. This is only applicable to offline matches

7.1.4 Technical Failure of Equipment.

If a Player encounters any equipment problems during any phase of the setup process, Player must alert and notify a *MGA 2024* official immediately.

7.1.5 Technical Support.

The *MGA 2024* officials will be available to assist with the setup process and troubleshoot any problems encountered during the pre-Match set up period.

7.1.6 Timeliness of Match Start.

It is expected that Players will resolve any issues with the setup process within the allotted time and that Match will begin at the scheduled time. Delays due to setup problems may be permitted, at the sole discretion of the Event Organizer. Penalties for tardiness may be assessed at the discretion of the Event Organizer.

7.1.7 Acknowledgement of Pre-Match Testing.

Approximate 5 minutes before the Match is scheduled to begin, a Referee will confirm with each Player that their setup is complete.

7.1.8 Player Ready State.

Once all ten Players in a Match have confirmed completion of setup, Players may not alter their emblem pages or enter a warm-up Game.

7.1.9 Game Lobby Creation.

The Event Organiser will decide how the official game lobby will be created. Players will be directed by the Event Organizer to join a game lobby as soon as testing has been completed, in their seating order.

7.2 GAME SETUP

7.2.1. Start of Pick / Ban Process.

Once all ten Players have reported to the official game lobby, a Referee will request confirmation that both Teams are ready for the pick/ban phase (as defined and described below). Once both Teams confirm readiness, a Referee will instruct the OB to start the Game.

7.2.2. Recording of Pick/Ban Process.

Picks/bans will proceed through the client's Tournament Mode feature. If picks/bans are completed substantially in advance of game setup, at the instruction and discretion of the Event Organizer, the Event Organizer will record the official picks/bans and manually abort the game start.

7.3 PICK / BAN PHASE & SIDE SELECTION

7.3.1. Captain Mode. The OB will select Captain Mode. After Draft has started, the Starting Players of each Team can't be substituted. Players can use any Hero within the Team's Draft (Heroes prohibited by the *MGA 2024* can't be used).

7.3.2. Restrictions on Gameplay Elements.

Restrictions may be added at any time before or during a Match, if there are known bugs with any items, Heroes, skins, or for any other reason as determined at the discretion of the Event Organizer.

7.3.3. Side Selection.

7.3.3.1. All matches will use the default setting of Automatic Coin Flip for all games

7.3.3.2. If there is a case where the Automatic Coin Flip isn't available, Organisers will resort to the following procedure:

1. Best of Three (Bo3) Series:
 - 1st Match: Coin Toss winner chooses pick/side; opponent chooses from remaining options.
 - 2nd Match: Coin Toss loser chooses pick/side; opponent chooses from remaining options.
 - 3rd Match: Coin Toss winner chooses pick/side; opponent chooses from remaining options.
2. Best of Five (Bo5) Series:
 - 1st Match: Coin Toss winner chooses pick/side; opponent chooses from remaining options.
 - 2nd Match: Coin Toss loser chooses pick/side; opponent chooses from remaining options.
 - 3rd Match: Coin Toss winner chooses pick/side; opponent chooses from remaining options.
 - 4th Match: Coin Toss loser chooses pick/side; opponent chooses from remaining options.
 - 5th Match: New Coin Toss. Coin Toss winner chooses pick/side; opponent chooses from remaining options

7.3.4. Selection Error.

In the event of an erroneously-selected Hero pick or ban caused by personal reason, the erroneous selection shall be deemed irrevocable. If it is caused by a technical reason or malfunction of the Game, the Team in error must notify a referee immediately, the referee and the Event Organiser will then communicate and confirm with one another before deciding whether or not the Player can reselect.

7.3.5. Trading Heroes.

Teams must complete all Heroes trades before the countdown ends during the Trading Phase, otherwise will be subject to any disadvantages or consequences arising therefrom.

7.3.6. Game Start After Pick/Ban.

A Game will start immediately after the pick/ban process is complete, unless otherwise stated by a tournament official. At this point, *MGA 2024* will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a Game during the time between the completion of picks/bans and game launch, also known as “Free Time”

7.3.7. Controlled Game Start.

In the event of an error in game start or a decision by *MGA 2024* to separate the pick/ban process from game start, an *MGA 2024* official may start the Game in a controlled manner and all Players will select Heroes in Custom - Classic Mode. All Players will select Heroes in accordance with the previous valid completed pick/ban process.

7.3.8. Slow Client Load.

If a Bug, disconnect, or any other failure occurs which interrupts the loading process and prevents a Player from joining a Game upon game start, the Game must be immediately paused until all ten Players are connected to the Game.

7.4 Lateness

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

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 first game;

Time XX:XX + 30 min - Lose series;

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 Administration is coordinating with directly.

7.5 Pauses/Disconnects

In online matches, players are responsible for securing their internet connections and preparing a backup solution in case of a technical outage;

Each team is allowed **10 minutes** of in-game pause time per game. After this time has elapsed, the game must be unpaused and the team without remaining time may not pause again. In cases where a game crashes or needs to be restarted, the Administration will exercise its best judgement to decide the correct course of action;

In general, 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;

In case a game crashes after the horn, an CM Mode remake with **new** picks / bans will be used; In all cases, the tournament administration has ultimate discretion as to how to address a game that has crashed or needs to be restarted.

7.6 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).

7.7 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.

7.8 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.

7.9 Betting, inside information, match fixing and cheating

No league participants may be involved in betting or gambling, associate with betters or gamblers, or provide anyone with any information that may be helpful for betting or gambling, either directly or indirectly, for any of the league matches or the league in general. Any betting or gambling against your own team will lead to an immediate disqualification

8.0 GAME RULES

8.1 Definition of Terms

8.1.1 Unintentional Disconnection.

A Player losing connection to the Game due to problems or issues with the game client, PC, network or other devices.

8.1.2 Intentional Disconnection.

A Player losing connection to the Game due to Player's actions (i.e. quitting the Game). Any actions of a Player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the Player.

8.1.3. Server Crash.

All Players losing connection to a Game due to an issue with a game server, Match Server, or venue internet instability.

8.1.4 BUG.

Bugs could lead to incorrect or abnormal results of the game, or even could cause faults, flaws, malfunction or defects of game data or hardware equipment.

8.1.5 Prompt Reporting.

Defined as a bug that is noticed by any players (inclusive of hardware malfunction) would require the player to pause the game and inform the Event Organizer official immediately.

8.2 Game of Record

A game of record ("GOR") refers to a Game where all ten Players have loaded and which has progressed to a point of meaningful interaction between opposing Teams. Once a Game attains GOR status, the period ends in which incidental restarts may be permitted and a Game will be considered as "official" from that point onward. After the establishment of GOR, Game restarts will be allowed only under limited conditions. Examples of conditions which establish GOR:

8.2.1 Any attack or ability is landed on creeps, jungle creeps, structures, or enemy heroes.

8.2.2 Line-of-sight is established between Players on opposing Teams.

8.2.3 Setting foot, establishing vision or targeting skillshot ability in an opponent's jungle by either Team, which includes either leaving the river or entering an area connected to enemy jungle.

8.2.4 Game timer reaches two minutes (00:02:00).

8.3 Stoppage of Play

If a Player intentionally disconnects without notifying any of the *MGA 2024* officials or pausing, a *MGA 2024* official is not required to enforce a stoppage. During any pause or stoppage, Players may not leave the Match Area unless authorised by a *MGA 2024* official.

8.3.1 Directed Pause.

The Event Organiser may order the pause of a Match or execute a pause command on any player station at the sole discretion of the Event Organizer, at any time.

8.3.2 Player Pause.

Players may only pause a Match immediately following any of the events described below, but must signal a *MGA 2024* official immediately after the pause and identify the reason.

Acceptable reasons include:

- An Unintentional Disconnection or Sever Delay Caused by Network Fluctuation.
- A hardware or software malfunction (e.g. peripheral disability or game glitch).
- Physical interference with a Player (e.g., fan gank or broken chair or table).

Player illness, injury, or disability is not an acceptable reason for a player pause. In such a situation, the Team must alert an *MGA 2024* official, who may in his/her sole discretion, grant a pause in order to evaluate the identified Player to determine whether Player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the *MGA 2024* official, but not to exceed a few minutes. If the *MGA 2024* official determines that the identified Player is not able to continue playing within such a reasonable period of time, then the identified Player's Team shall forfeit the Game unless a *MGA 2024* official, in his/her discretion, determines that the Game is subject to a Rematch or Postponement.

- Unauthorised Pause. If a Player pauses or unpauses a Game without permission from an *MGA 2024*, it will be considered unfair play and penalties will be applied at the discretion of the Event Organizer.
- During the pause duration, players are not allowed to communicate with each other or anyone that is not in the match. The only person that the players are allowed to communicate with would be the *MGA 2024* official but for the sole purpose of rectifying the issue of the pause only. Should the pause duration get extended, *MGA 2024* officials will hold the right to allow any communication between playing members of the match

only before the pause is unpaused. *MGA 2024* Officials retain the rights to the final interpretation of the situation. Should the team communicate before *MGA 2024* officials give the permission to communicate, the team in question will be subjected to a penalty relevant to the violation.

8.4 Remaking the Game

8.4.1 Under which conditions can a Game be reset is entirely decided by the Event Organizer. The following conditions are examples used to illustrate:

Remakes Before GOR. The following are examples of situations in which a Game may be remade if GOR has not been established:

- If a Player notices that GUI settings have not applied correctly due to a bug between the game lobby and Match, the Player can pause the Game to adjust these settings. If the settings cannot be correctly adjusted, then the Game may be restarted.
- If the Event Organizer determines that technical difficulties will not allow for the Game to resume as normal (including a Team's ability to be in proper position for certain game events)

8.4.2 Remakes After GOR.

The following are examples of situations in which a Game may be restarted after GOR has been established.

- If a game experiences a critical bug at any point during the Match which significantly alters game stats or gameplay mechanics.
- If a *MGA* official determines that there are environmental conditions which are unfair (e.g. excessive noise, fan gank, hostile weather, unacceptable safety risks).

8.4.3 Remakes Protocol.

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.

- Certain circumstances must be met before a restart may occur. The Event Organiser must determine that the bug is critical and verifiable. For the bug to be considered critical, the bug must significantly damage a Player's ability to

compete in the game situation. The determination of whether the bug has damaged a Player's ability to compete is up to the sole discretion of the Event Organizer. In order for a bug to be considered verifiable, the bug must be conclusively present and not possibly attributable to Player's error. The spectator must then be able to replay the instance in question and verify the bug.

- If a Player believes she/he has experienced a critical bug, s/he must pause the

Game and alert a referee in a timely fashion. If it is believed that a Player is attempting to delay reporting of a bug to wait for a possible restart at a more advantageous time, then a restart will no longer be granted.

- If the Event Organizer determines that the bug is critical and verifiable and that the Player followed the pause protocol, then the Team experiencing the bug will be presented with the option for a restart. If the Team accepts, officials will attempt to utilise the rules set in Section 8.5 to remake the Game.
- This section is applicable if the pause is directed as per Section 8.3.1 and does not limit the ability of a tournament official to institute a restart.

8.4.4 Controlled Environment.

Certain conditions may be preserved in the event of a restart of a Game that has not reached GOR, including, without limitation, picks/bans or battle spells. If, however, a Match has reached GOR then the Event Organiser shall not retain any settings.

8.4.5 Player Confirmation of Settings.

Each team captain shall verify that every Player on his/her Team has finalised their intended game settings before GOR is established. Any error in verification is not grounds for a game restart after GOR is established.

8.5 Postponement

In the event of a technical difficulty which leads the Event Organizer to declare a restart, the Event Organizer, in its sole discretion, may request for a rematch or postponement of the Game.

8.6 Post-Game Process

8.6.1 Results. The Event Organiser will confirm and record game results.

8.6.2 Tech Notes. Players will identify any tech issues with the Event Organizer.

8.6.3 Break Time.

The Event Organiser will inform Players of the remaining amount of time before the next Game's pick/ban phase begins. The pick/ban phase will start at the predetermined time whether all of the Team is in the Match Area or not. The Event Organiser can decide themselves whether or not to log in on a Player's account and enter into the game lobby. After pick/ban has started, any Player of a Team present in the Match Area can determine the Hero pick/ban for their Team. However, if there are no Players from a Team present in the Match Area when the pick/ban phase starts, this Team will be considered as abstaining from this Game's pick/ban.

For online matches, Break times will be set at 10 minutes maximum between games, if the match is not a Bo1. Penalties will apply based on 7.4 if the teams are late to draft start.

8.6.4 Results of Forfeiture.

Matches won by forfeit will be reported by the minimum score it would take for one Team to win the Match (e.g. 1-0 for BO1 Matches, 2-0 for BO3 Matches, 3-0 for BO5 Matches). No other statistics will be recorded for forfeited Matches.

8.7 Post-Match Process

8.7.1 Results.

The Event Organiser will confirm and record the match result. Teams are required to submit their match results in a screenshot of their game, and is to be submitted to a channel as instructed by the Referees/Organisers to be recorded as official.

8.7.2 Next Match.

Players will be informed of their current standing in the competition, including their next scheduled Match.

.

8.7.3 Obligation after Competition

- Players will be informed of any post-match obligations, including, but not limited to, media appearances, interviews, or further discussion of any match matters.
- Match participants must comply with the uniform arrangement of the *MGA 2024*, no Players can act independently without consent (for example, not following others on the bus, night out, changing rooms, etc.).

9.0 PLAYER EQUIPMENT

9.1 MGA 2024 Equipment

9.1.1 Except the equipment of the *MGA 2024* tournament, no other personal devices will be allowed in the tournament area. Exceptions are given for personal mouse and keyboards, but otherwise players will need to use the equipment provided.

All player-owned or team-owned equipment must be submitted to the organisers in advance for approval. Unapproved equipment or equipment that is suspected by *MGA 2024* officials of providing an unfair competitive advantage will not be permitted for use, and players will be required to use equipment that is provided by *MGA 2024* instead.

Within the match area and only during the draft pick, the coach is allowed to bring a notebook or papers. After the draft pick is over, the coach should take all the items listed above away. Players are not allowed to bring notebooks or papers to the competition area.

At their discretion, *MGA 2024* officials may disallow the use of any individual piece of equipment for reasons relating to tournament security, safety or operational efficiency or effectiveness.

No player-owned or team-owned hardware or equipment may be brought into the Match Area if it features or displays any name, likeness or logo of a company or brand which is a competitor of MSI.

9.2 Replacement of Equipment

If equipment or technical problems are suspected by *MGA 2024* officials at any time, a Player or *MGA 2024* officials may request a technical review of the situation. A *MGA 2024* technician will diagnose and troubleshoot problems, as needed. Technicians may request that *MGA 2024* order replacement of any equipment, at their discretion. Decisions regarding the replacement of any equipment are solely at the discretion of the *MGA 2024*. If a Player

wishes to use personal replacement equipment, the Player must use equipment which has been pre approved by *MGA 2024* otherwise they will be provided replacement equipment by the *MGA 2024*.

9.3 App/Softwares & Usage

Voice Chat. Voice chat will be provided only via the native system used in *MGA 2024* provided headsets. Use of third-party voice chat software (e.g., Skype) is not permitted, unless *MGA 2024* is determined to change the method of Voice Chat under special circumstances. The Event Organiser may monitor a Team's audio at the discretion of *MGA 2024*.

Social Media and Communication. It is prohibited to use cell phones to view or post on any social media or communication sites during the game. This includes, but is not limited to, Facebook, Twitter, and email.

Non-Essential Equipment. It is prohibited to connect non-essential equipment to cell phones for any reason during the game.

9.4 Audio Controls

Players will be required to maintain volume levels above minimum settings, which will be clearly marked on the controls. *MGA 2024* officials may require players to adjust their volume levels higher if the officials determine, at their sole discretion, that volume levels are too low.

Headphones must be placed directly on a player's ears, and must remain there for the duration of the game. Players are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the player's ears.

9.5 Equipment Tampering

Players may not touch or handle another teammate's owned or provided equipment after a Match has started. Players who require assistance with their equipment should ask assistance from a tournament official.

9.6 Player and Coach Apparel

Players must be in team uniforms or their respective team's attire during all *MGA 2024* matches and pre-match and post-match interviews by the *MGA 2024*. If no team requirement exists, players must wear pants and closed-toe shoes, as well as visible team-branded apparel, on their upper body, during the entirety of any *MGA 2024* event or appearance. All starting players must wear matching apparel during the game.

The matching apparel includes shirts, jerseys, and pants. For the avoidance of doubt, short pants, sweatpants, athletic pants, and/or pyjama pants will generally not be considered appropriate attire. Jerseys and all other apparel worn during such times are subject to the restrictions set forth in this Section, and are subject to the review and discretion of the Event Organizer.

The Event Organiser will have final approval over all apparel.

Coaches must wear business casual attire or team uniform while at the Match Area.

Players and Coaches must avoid hats, sunglasses, eye-catching necklaces and pendants while at the Match Area.

Players and coaches should not wear any clothes or ornaments with brands that are not approved by the Event Organizer. Food and/or beverages are not allowed to be brought to the stage.

Team Members may wear apparel with multiple logos, patches or promotional language. The Event Organizer reserves the right at all times to impose a ban on objectionable or offensive apparel:

- Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, that the Event Organizer, in its sole and absolute discretion, considers unethical.
- Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.
- Containing any material constituting or relating to any activities which are illegal in any *MGA 2024* region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling
- Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.

- Advertising any pornographic website or pornographic products.
- Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject *MGA 2024* or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
- Disparaging or libelling any opposing Team or Player or any other person, entity or product.
- The Event Organizer reserves the right to refuse entry or continued participation in the Match to any Team Member who does not comply with the aforementioned apparel rules.

10.0 SPONSORSHIP

10.1 Prohibited Sponsorship

Any Team/ Team Member, may not acquire sponsorships in the below listed categories:

- Casino or gambling websites;
- websites displaying or related to pornographic imagery or products;
- firearms, handguns, or ammunition providers;
- Alcohol;
- Drugs;
- tobacco or cigarettes, including e-cigarette and vaping products;
- other product or service that Tournament officials determines are detrimental to the *MGA 2024*

10.2 Sponsorship Approval

Teams are required to submit the information below when requested by the Event organisers to prevent interest conflicts with *MGA 2024*:

10.2.1 The sponsor's information, such as its name, logo, sponsor category, etc.;

10.2.2 The Team/ Team Member's way, manner, or pattern to advertise the sponsor (for instance, if the sponsor requires the display of the sponsor's logo on the Team

Members' T-shirts in the *MGA 2024*, the design of such T-shirt need to be provided in the request.); and

10.2.3 The sponsorship agreement between the Team/ Team Member and the sponsor.

10.3 Sponsorship Change Rules.

10.3.1 Changes to Sponsor must be submitted to the MGA for approval during the whole season of *MGA 2024*.

- **Period.** Whole *MGA 2024*
- **Frequency.** During the whole *MGA 2024*, each team has unlimited sponsorship change frequency.
- **Requirement.** New sponsors must meet all the requirements in the rules while they become *MGA 2024* teams sponsor
- **Approval.** Sponsorship change requests (Sponsorship declaration form) must be submitted to the event organiser by the Teams in advance, in writing, and approved by *MGA 2024* Officials, in writing, before becoming effective. The sponsorship change or add request approval process consists of tournament officials confirming that the change and add are occurring within the approved whole *MGA 2024* season and must meet all qualifications and other rules.

If Team Jersey design changed, Team also need to submit new Team Jersey Design to operating committee for get approval

Effective Date. Upon approval, the change will instantly take effect.

11.0 CODE OF CONDUCT

11.1 Competition Conduct

11.1.1 Unfair Play.

The following actions will be considered unfair play and will be subject to penalties at the discretion of the Event Organizer.

11.1.2 Collusion.

Collusion is defined as any agreement among two (2) or more Players, Head Coaches, Teams, and/or confederates to disadvantage opposing Players. Collusion includes, but is not limited to, acts such as:

- Soft play, which is defined as any agreement among two (2) or more Players to not damage, impede or otherwise play to a reasonable standard of competition in a Game.
- Pre-arranging to split prize money and/or any other form of compensation.
- Sending or receiving signals, electronic or otherwise, from a confederate to/from a Player.
- Deliberately losing a Game for prize money, or for any other reason, or attempting to induce another Player to do so.

11.1.3 Competitive Integrity.

Teams are expected to play at their best at all times within any *MGA 2024* Game, and to avoid any behaviour inconsistent with the principles of good sportsmanship, honesty, or fair play. For the sake of clarity, team composition and the pick/ban phase will not be considered when determining whether this rule has been violated.

11.1.4 Hacking.

Hacking is defined as any modification of the DOTA 2 game client by any Player, Team or person acting on behalf of a Player or a Team.

11.1.5 Exploiting.

Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in neutral creep interactions, glitches in Heroes ability performance, or any other game function that, in the sole determination of the Event Organizer, is not functioning as intended.

11.1.6 Spectator Monitors.

Players who are playing in a Game are not permitted to look or attempt to look at any screen or device that is displaying an observer level view of that Game (i.e., that is or is capable of showing a neutral view of the map).

11.1.7 Ringing.

Playing under another Player's account or soliciting, inducing, encouraging or directing someone else to play under another Player's account.

11.1.8 Cheating Methods.

The use of any kind of cheating device and/or cheat program, or any similar cheating method such as signalling devices, hand signals, etc.

11.1.9 Intentional Disconnection.

An intentional disconnection without a proper and explicitly-stated reason.

11.1.10 Event Organiser Discretion.

Any other further act, failure to act, or behaviour which, in the sole judgement of the Event Organizer, violates these Rules and/or the standards of integrity established by *MGA 2024* for competitive game play.

11.1.11 Profanity and Hate Speech. A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libellous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match Area, at any time. A Team Member may not use any facilities, services or equipment provided or made available by *MGA 2024* or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events such as streaming.

11.1.12 Insulting Behavior.

A Team Member may not take any action or perform any gesture directed at an opposing Team Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

11.1.13 Abusive Behaviour.

Abuse of the Event Organizer, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's cell phone, body or property will result in penalties. Team Members and their guests (if any) must treat all individuals attending a Match with respect.

11.1.14 Studio Interference.

No Team Member may touch or otherwise interfere with lights, cameras or other studio

equipment. Team Members may not stand on chairs, tables or other studio equipment. Team Members must follow all instructions of *MGA 2024's* studio personnel.

11.1.15 Unauthorised Communications.

All mobile phones, tablets and other voice-enabled and/or "ringing" electronic devices must be removed from the play area before the Game. Players may not text/email or use social media while in the Match Area. During the Match, communication by a Starter shall be limited to the Players on the Starter's Team.

11.1.16 Identity. A Player may not cover his or her face or attempt to conceal his or her identity from the Event Organizer. The Event Organiser must be able to distinguish the identity of each Player at all times and may instruct Players to remove any material that inhibits the identification of Players or is a distraction to other Players or the Event Organizer.

11.2 Unprofessional Behaviour

11.2.1 Responsibility under Code.

Unless expressly stated otherwise, offences and infringements of the Official Rules are punishable, whether or not they were committed

11.2.2. intentionally.

Attempts to commit such offences or infringements are also punishable.

11.2.3 Harassment.

Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracise a person and/or affect the dignity of the person.

11.2.4 Sexual Harassment.

Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favours.

11.2.5. Discrimination and Denigration.

Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin colour, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

11.2.6 Statements Regarding *MGA 2024*, MSI, and DOTA 2.

Team Members may not give, make, issue, authorise or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of *MGA 2024*, MSI or its affiliates, or DOTA 2, as determined in the sole and absolute discretion of the Event Organizer.

11.2.7 Releasing Information without Approval.

Teams will be asked to submit paperwork for approval or visibility throughout the *MGA 2024*. This paperwork is necessary for maintaining expectations throughout the *MGA 2024*. Early announcements can disrupt the competitive scouting a Team would use to create strategies for upcoming Matches. For this reason, if a Team Member has been told not to release information, as it may undermine the competitive process, and the Team Member proceeds to release said information, then the Team Member and/or Team will be subject to penalties.

11.2.8 Criminal Activity.

A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

11.2.9 Behavior contrary to morality.

Team members can't participate in any actions considered by the Event Organizer to be immoral, disgraceful or contrary to traditional morals and ethics.

11.2.10 Confidentiality.

A Team Member may not disclose any confidential information provided by Event Organizer, MSI or any affiliate of MSI, by any method of communication, including all

social media channels.

This includes all information and materials disclosed (whether in oral, written, or other tangible or intangible form) or otherwise provided or given by the event organisers.

11.2.11 Bribery.

No Team Member may offer any gift or reward to a Player, coach, manager, *MGA 2024* official, or person connected with or employed by another *MGA 2024* Team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Team.

11.2.12 No Poaching or Tampering.

No Team Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official coach or Player who is signed to any *MGA 2024* Team, nor encourage any such official coach or Player to breach or otherwise terminate a contract with said *MGA 2024* Team. An official coach or Player may not solicit a Team to violate this rule. Teams are also not allowed to adjust their roster unless given permission from *MGA* Organisers.

11.2.13 Gifts.

No Team Member may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the Game, including services related to defeating or attempting to defeat a competing Team or services designed to throw or fix a Match or Game. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Member by a Team's official sponsor or owner.

11.2.14 Non-Compliance.

No Team Member may refuse or fail to apply the reasonable instructions or decisions of the Event Organizer.

11.2.15 Match-Fixing.

No Team Member may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these Rules.

11.2.16 Document or Miscellaneous Requests.

Documentation or other reasonable items may be required at various times throughout the *MGA 2024* as requested by the Event Organizer. If the documentation is not completed to the standards set by the *MGA 2024* then a Team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.

11.2.17 No Smoking.

It is not permitted to smoke inside non-smoking areas or other actions which violate venue rules when in the venues provided by the officials.

11.2.18 Association with Gambling.

No Team Member or *MGA 2024* official may take part, either directly or indirectly, in betting or gambling on any results of any *MGA 2024* Game or Match.

12.0 COMPLIANCE WITH PENALTY RULES

12.1 Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that the Event Organizer believes, in their sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the Event Organizer.

12.2 Penalties

12.2.1 Upon discovery of any Team Member committing any violations of these Rules, the Event Organizer may, without limitation of its authority, issue the following penalties:

- Verbal or Written Warning(s)
- Loss of Side Selection for Current or Future Game(s)
- Fine(s)
- Loss of Game
- Suspension(s)
- Disqualification(s)
- Legal Action
- Any Other Punishment Deemed Fit by the Authority of *MGA 2024*.

- Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in *MGA 2024*. It should be noted that penalties may not always be imposed in a successive manner. The Event Organizer, in its sole discretion, for example, can disqualify a Player for a first offence if the action of said Player is deemed egregious enough to be worthy of disqualification by the Event Organizer.
- Penalties that state a listed amount of time for discipline will only apply to competition months. Competition months are defined as the months in which *MGA 2024* professional competitions are taking place.

12.3 Penalties for Policy Breach

If the Event Organizer determines that a Team or Team Member has violated the Official Rules, or other rules of *MGA 2024*, the Event Organizer may assign penalties at their sole discretion.

12.4 Player/ Team Behavior Investigation

If the Event Organizer determines that a Team or Team Member has violated the Code of Conduct, or other Official Rules, the Event Organizer may contact the Team or Team Member to discuss the investigation, the Team or Team Member is obligated to tell the truth. If a Team or Team Member withholds information or misleads the Event Organizer creating an obstruction of the investigation, then the Team and/or Team Member is subject to penalties.

12.5 Right to Publish

The Event Organiser shall have the right to publish a declaration stating that a Team and/ or a Team Member has been penalised. Any Team Members and/or Team which may be referenced in such declaration hereby waive any right of legal action against the *MGA 2024* , MSI, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

12.6 Appeal

In the event that a Team / Team Member who is subject to penalties has doubts about the Event Organizer's decisions for the penalties, the Team / Team Member may file an appeal against the decisions with the event organiser through email. The appeal will be reviewed by the event organiser.

13.0 SPIRIT OF THE RULES

13.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the *MGA 2024*, and penalties for misconduct, lie solely with *MGA 2024*, the decisions of which are final. *MGA 2024* decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

MGA 2024 Organisers reserves the right to publish and later retract any statements made publicly to ensure the fair interest of the *MGA 2024* branding and the Tournament.

13.2 Rule Changes

These Rules may be amended, modified or supplemented by *MGA 2024*, from time to time, in order to ensure fair play and the integrity of *MGA 2024*.

13.3 Best Interests of the *MGA 2024*

The Event Organiser at all times may act with the necessary authority to preserve the best interests of the *MGA 2024*. This power is not constrained by the lack of any specific language in this document. *MGA 2024* officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the *MGA 2024*.