

## **1. General**

### **1.1 Administration & Announcements**

1.1.1 Everybody who is authorized by **Livescape & Beatnation** to administrate the competition based on its rules and regulations will be called an "admin" or "referee" in the following, the collectively of all admins will be called the "administration".

1.1.2 Any news article posted themajorleague.asia and/or the official competition website serves as an official announcement for the competition.

1.1.3 Official announcements as well as statements of referees at any place (e.g. competition website, support ticket reply, skype, steam) can ignore or overrule the following rules in order to make the competition as fair as possible. In case of contradicting declarations, the most recent announcement or admin statement counts.

### **1.2 Participants & Teams**

Every real person - unless officially banned - with a valid steam account is allowed to participate in the competition and will be called "participant" in the following. Participants joining a team in order to fulfil the minimum required amount of team members will be called a "team" in the following.

### **1.3 Commitments**

1.3.1 By attending the competition participants acknowledge without limitation to comply with the rules and regulations, official announcement, and with the statements and decisions made by the referees.

1.3.2 Every participant acknowledges the right for the administration to modify the rules and regulations for adjustments at any time without notice.

1.3.3 Every participant has to show the needed respect towards referees and other participants. Insults and unfair or disrespectful behaviour towards anyone are not tolerated and will be punished.

1.3.4 Every participant must always have the newest version of Steam and Dota 2 installed and has to check for updates in time before each match. Unless a new version comes out right before the match, patching is not a valid reason to delay it.

1.3.5 Every team accepts the official schedule of the competition and declares its ability to be available during these times.

1.3.6 Every team and participant has to try to win every game at every stage of the competition. Purposefully losing for any reason is strictly forbidden.

1.3.7 Every team and participant that joins any part of TML (The Major League Championed by Celcom) qualifiers has to be made available on the **14<sup>th</sup> & 15<sup>th</sup> of 20<sup>th</sup>-22<sup>nd</sup> October** to join the TML (The Major League Championed by Celcom) **qualifier finals** in AOES (Academy of Esports), Iskandar Puteri, Johor, should your team win all level of qualifiers and join The Major League Championed by Celcom Grand Final.

1.3.8 Winning qualifier stage 1 teams will be able to **claim up to RM 1,500 per team to travel to Johor for the Final Round of 'The Major League championed By Celcom Qualifiers'**. The process for reimbursement and the rules and regulations of this will be presented in an email to all qualifying teams.

1.3.9 Competing teams will be allowed to sign up for any and all qualifiers consecutively. However, once a team has progressed to the grand finals in Johor, that team will have to withdraw from all following qualifying tournaments. Sign up fees will be reimbursed.

1.4.0 Personal details such as "First Name, Last name, Date of birth, Gender, Nationality, Email, contact" AS WELL AS all other information required for the tournament sign up.

1.4.1 The winning team of TML ( The Major League championed by Celcom) qualifiers grand finals will be subjected to sign a second contract for TML ( The Major League championed by Celcom) hospitality & requirements . This team will be sponsored by Celcom in the finals and will be subject to branding opportunities as well as media appearances.

## **2. Teams & Players**

### **2.1 Team Size**

A Team has to consist of at least five participants. Those persons will be called "team members" or "members" of the team in the following.

Note: The administration highly recommends a line up of at least 6 or 7 players. Unexpected issues for one single player are not a valid reason to postpone matches.

## **2.2 Line up Info**

2.2.1 All teams have to provide the administration the following information upon request:

1. First name & Last names of all members
2. Date of birth of all members
3. Gender of all members
4. steam accounts of all members
5. primary nicknames of all members
6. nationality of all members
7. contact number of all members
8. email of all members
9. identity of the captain and optionally of the manager
10. clan logo (100x100px or bigger) – optional
11. team name

2.2.2 The team's official line up for the competition is with the appointed team that is responsible for the Cyber Café organization and can be found in their team database

## **2.3 Line up Changes**

2.3.1 Team members can be removed anytime as long as at least five members are left. To request a removal, the captain or manager of the team or the affected member himself has to contact an admin about it.

2.3.2 A new member can only be added during the competition, if he hasn't played a game for another team inside the competition. To request an addition, the captain or manager of the team has to provide the administration all additional information to comply with rule 2.2

2.3.3 If any data about the team needs to be changed, the captain or manager of the team can request this towards an admin at any time. If any data of a specific team member needs to be changed, the participant or his captain or manager can request this towards an admin at any time.

2.3.4 If another team member than before should be declared captain or manager of a team, this has to be confirmed by either the current (old) captain/manager or at least four other members of the team.

## **2.4 Stand-ins**

2.4 Stand-ins are persons used by a team as a player during a match, without being an official team member.

2.4.1 A stand-in may not be member of another team or have played a game for another team within the same or a higher stage of the competition

Explanation: Some competitions are clearly split into multiple stages (e.g. open qualifier stage => main stage, or groupstage => playoffs) in the format section of the individual competition rules. The later stage counts as the "higher" one, meaning members from teams invited to the higher stage, may not help out in the previous stage; meanwhile players from teams that were defeated in a previous stage are legal stand-ins later on. If a competition is not clearly split into multiple stages or divisions, the whole competition counts as one stage, not allowing any stand-ins from within the competition at all.

2.4.3 The maximum of stand-ins used by a team within one game is 2

2.4.4 Further limitations to the usage of stand-ins may be declared in the individual rules of the competition.

## **2.5 Ingame Names**

Facebook.com/themajorleague or relevant cyber café information portals

## **3. Schedule & Punctuality**

### **3.1 Game times**

3.1.1 The official schedule of the competition will be announced on joinDOTA.com and/or on the competition's website. The teams will also be informed about it via Discord or Facebook by relevant parties. This schedule includes the time of each match which represents the start time of game 1 of the match.

3.1.2 If a delayed end of a previous match prohibits a match to start on schedule (due to either one of the involved teams still playing or the official broadcaster still streaming the previous match within the same tournament), the match time is changed to 5 minutes after the end of the previous match.

3.1.3 In a match consisting of more than one game, the official start time of each following game is set to 5 minutes after the end of the previous game.

### **3.2 Rescheduling**

The change of a match time is only possible under exceptional circumstances and has to be confirmed by the administration.

### **3.3 Punctuality**

3.3.1 If a team is not ready to start a game in time, the following punishments will be applied by the referee:

5 minutes late => Level 1 Draft Penalty

10 minutes late => Level 2 Draft Penalty

15 minutes late => Level 3 Draft Penalty

20 minutes late => Forfeit of the game (not the whole match)

X minutes late means that the team is not ready to start until X minutes after the official start time of the game.

3.3.2 If a team is partly present, but decided to run the draft without full lineup (followed by an AP remake), the following is done:

Short version: The time late of the team is set to the delay of draft start plus 5 minutes (the estimated cost of the remake), and the draft penalty is set accordingly. If the remake turns out to cost more than 5 minutes, the draft penalty might afterwards be raised to a forfeit loss, or a draft penalty for the next game might be added (depending on the overall delay).

3.3.3 In case of extraordinary circumstances, the referee may decide to abstain from the punishment

## **4. Hosting & Settings**

### **4.1 Lobby Hosting**

4.1.1 Every game gets hosted by a referee. The teams receive the password from 15 minutes before the match time in discord or any other chosen platforms (remember to make discord rooms). At least one member of each team has to be present at that time to communicate with the opponents and administration.

4.1.2 Participants are not allowed to pass the password on to anyone but the other members of his team and the stand-in(s) for the match.

### **4.2 Spectators**

Only referees, official broadcasters, Beatnation & Livescape staff members, anyone authorized by a referee, and the ten players are allowed to be inside the game. Team managers may join the lobby, but have to leave before the game starts. Everyone else has no permission to enter.

### **4.3 Server Location**

The server location (Singapore) is chosen by a referee based on the server policy of the competition. The server policy is specified in the competition's individual rules.

## **4.4 Sides & Drafting Order**

4.4.1 Selection priority for the first game of a match is decided by a coin toss done by the match admin. If there is a second game, the other team will get selection priority. The same process is repeated with a new coin toss for game 3 (if existing) and so forth.

4.4.2 Before each game, the team with selection priority may either select a side or a draft order. The opposing team can choose the remaining factor.

## **4.5 Game Settings**

The referee has to put the following settings to the lobby:

GAME MODE - Captains Mode, unless stated otherwise by the individual competition rules

LOBBY PASSWORD - see 4.1

SERVER LOCATION - see 4.3

STARTING TEAM - see 4.4

PENALTY-RADIANT - chosen by the referee

PENALTY-DIRE - chosen by the referee

SERIES TYPE - chosen by the referee

Enable cheats - No

Fill empty slots with bots - No

All Chat - No

BOT DIFFICULTY - free choice

VERSION - Tournament, unless chosen otherwise by the referee

SPECTATORS - YES

DOTA TV DELAY - 2 minutes, unless chosen otherwise by the referee

## **5. During a game**

### **5.1 Picks & Bans**

The hero pool always consists of all heroes the game mode allows and might therefore change several times during the competition. The game must not be paused during the draft, unless a drafter disconnects.

## **5.2 Pauses**

Each team has the right to pause the game for an acceptable duration, if a player announces it at least three seconds in advance and calls a coherent reason (exception: not necessary, if someone disconnects). The game must not be resumed before both teams agree with it. When the number or the duration of breaks becomes too high or long, the administration may force the continuation of the game.

## **5.3 Disconnects & Reconnects**

If a player disconnects, the game is to be paused instantly. Everyone has up to ten minutes to reconnect to the game (if the same person disconnects more than once, all times get added up). If this time is passed, the opposing team may continue the game, unless an admin demands the opposite. The affected player is in this case still allowed to rejoin later on.

## **5.4 Broadcasting**

5.4.1 Every authorized spectator (according to 4.2) inside the game is allowed to provide a video stream with a delay of at least two minutes.

5.4.2 Spectators from DotaTV are allowed to broadcast a match with any delay. Upon request from the administration or Beatnation management these streamers have to use proper overlays and possibly fulfil additional requirements.

5.4.3 The players are not allowed to watch or listen to any of these video streams or DotaTV at any time during their match. Furthermore, they are not allowed to provide a stream themselves, unless there is no official broadcaster inside the game.

## **5.5 Bugs**

If any serious bugs occur, the game has to be paused immediately and the administration decides how to continue. Knowingly abusing a bug is strictly forbidden.

## **5.6 Tools / Hacks**

The usage of any Dota-related tool aside from Steam and Dota 2 during a match is strictly forbidden.

## **5.7 Ending**

A game is finished, when an Ancient Fortress is destroyed, when the majority of a team leaves on purpose, or when the administration decides on it. (note: A game is not forfeited, when a player types "gg" or "ff". Always wait for the ancient to be destroyed!)

## **6. Rule Violation & Punishment**

6.1 Breaking of the rules or ignoring the order of an admin may result in a punishment for a whole team or a specific player. Type and amount is chosen by a referee.

### **6.2. Possible Team Punishments**

Default Loss for one game

Default Loss for the whole match

Time Penalty for the next draft

Score Reduction (during a group stage)

Prize Money Reduction

Temporary or permanent ban from the competition

Ban from other future The Major League competitions

### **6.3. Possible Player Punishments**

Temporary ban from the competition

Permanent ban from the competition

Ban from other future The Major League competitions

#### **6.4 Rule violations in other tournaments**

Heavy rule violations on external Dota 2 leagues or tournaments may also result in punishments for Tier 2 competitions.

### **7. Prize Money Distribution**

All prize money transfers are handled via bank transfer. Under certain circumstances a transfer via Western Union is also possible but needs the approval of a Tournament Supervisor. Other payment methods are not accepted. The prize money will only be transferred to the team leader. The team leader has to make sure every member of his team will get his adequate percentage of the prize money. The prize money will be distributed to the relevant Cyber Café's to be further distributed to the winners.

### **8. Legal Process**

**8.1** Legal proceedings are not permitted.

**8.2** The Organiser reserves the right to use names/photographs of participants as materials for the purposes of advertising, trade and publicity without any prior notice to the participants. Participants will not be entitled to claim ownership or other forms of compensation on such uses.

**8.3** The participants hereby confirm that all his/her personal information stated in the contest form is true and complete. The participants hereby irrevocably consent and authorize Organiser (AOES) to process any of his/her information and to release the same to any related existing or future business partners or strategic alliance and/or any other third party as Organiser may in its absolute discretion deem necessary or expedient for the purpose of marketing and promotion of products and services. The Participants hereby confirm that no further permission or consent from him/her is necessary or required in relation thereto and this shall constitute the consent required under the Personal Data Protection Act 2010 or any other contractual consent for such disclosures of information.

**8.4** The participants hereby confirm that all his/her personal data stated in the contest form is true and complete and that he/she has read these terms and the Privacy Policy ("[Privacy Policy](#)"). By clicking the electronic consent box or submitting any personal data, the participants irrevocably consent and agree to the processing of his/her personal data in accordance with these terms and the Privacy Policy. The participants authorize the Organiser (AOES) to process any of his/her personal

data and information and to disclose the same to any related existing or future business partners or strategic alliance and/or any other third party as the Organiser (AOES) may in its absolute discretion deem necessary or expedient for the purpose of the Event or marketing and promotion of products and services. The Participants hereby confirm that no further permission or consent from him/her is necessary or required in relation thereto and this shall constitute the consent required under the Personal Data Protection Act 2010 or any other contractual consent for such disclosures of information

## **9 ADMIN RIGHTS**

9.1 Admin may over rules all rules based on the situation. Admin decision is final after the appeal process.