

## **Tournament Detailed Rules and Regulations**

### **1. Match System Explanation**

#### **1.1 Match Schedule**

1.1.1 Valor Cup will be divided into 3 stages: National Qualifiers, Wild Card, Valor Cup

1.1.2 The planned period for each stage is as following:

- April 21-22: PH Qualifier 1
- April 28-29: PH Qualifier 2
- May 5: PH National Finals
- May 12-13: Wild Card
- May 26: Road to AWC PH National Qualifiers
- May 27: Valor Cup S2 Grand Finals: Road to AWC

#### **1.2 Match Location**

1.2.1 The match will only be played at the officially assigned match location unless it is done via online

1.2.2 If the format of the tournament is Semi-Offline, all the members of the team must play at one location communicated with Garena Philippines, Garena will send one staff to the agreed upon location to marshal the game

1.2.3 Changes to the match location will be announced 4 days before the match date

## 2. Rewards and Allowance

### 2.1 Tournament Prize

2.1.1 Players will be required to fill up an authorisation letter provided by Garena Philippines, which will authorise Garena to send the prize money to the Team Captain

VCS2 PRIZE STRUCTURE (PHP)		
Stage	Ranking	Prize (PHP)
VCS2 GRAND FINALS: ROAD TO AWC	1st	Proceed to AWC
	2nd	400000
	3rd	150000
ROAD TO AWC PH NATIONAL QUALIFIERS	1st	Proceed to Road to AWC Regional Qualifiers
	2nd	70000
	3rd	45000
	4th	45000
WILD CARD	1st	Proceed to Road to AWC National Qualifiers
	2nd	30000
	3rd	20000
PH NATIONAL FINALS	1st	Proceed to Road to AWC National Qualifiers
	2nd	Proceed to Wild Card
	3rd	12500
	4th	12500
QUALIFIER 2	1st	Proceed to National Finals
	2nd	Proceed to National Finals
	3rd	7500
	4th	7500
	5th	5000
	6th	5000
	7th	5000
	8th	5000
QUALIFIER 1	1st	Proceed to National Finals
	2nd	Proceed to National Finals
	3rd	7500
	4th	7500
	5th	5000
	6th	5000
	7th	5000
	8th	5000

## **2.2 Team Player Care (PH National Finals, Road to AWC National Qualifiers, VCS2 Grand Finals: Road to AWC)**

2.2.1 Teams will be provided with food

2.2.2 Members of teams that are currently residing outside of Metro Manila will be provided with transportation and lodging

## **3. Team Rules**

### **3.1 Team Member List**

3.1.1 There must be a minimum of 5 team members (5 starting players) registered, and a maximum of 7 team members (2 substitute players) if additional substitute players are needed.

3.1.2 Teams consisting of 5 or 6 members may opt to add additional substitute player/s with the following conditions:

- Substitute player must have not participated in any of the Valor Cup S2 Online Qualifiers in the Philippines, Singapore, and Malaysia

### **3.2 Player Exit Rules**

3.2.1 If a player is required to leave the team, the team needs to submit a leave application form to Garena Philippines for verification

3.2.2 The team will be allowed to substitute the leaving player if the leaving player is subject to extenuating circumstances, including but not limited to:

- Severe illness that prevents the player from attending the tournament
- Family emergency, such as the death of a family member

3.2.3 The application form must be submitted at least 2 days before the next match day.

3.2.4 Garena Philippines reserves the right to determine whether the player's circumstance falls under the above criteria

### **3.3 Team Names, Team Abbreviated Names and Player In-Game Names (IGN)**

3.3.1 Team names in both full and abbreviated forms must be confirmed during registration, and cannot be changed during the tournament period, unless deemed necessary by the Organizer

3.3.2 Team names can only consist of English alphabets and Roman numerals

3.3.3 Team names cannot exceed 15 characters

3.3.4 Team abbreviated names must be made up of 2-3 characters

3.3.5 Player IGNs can only consist of letters from the English alphabet (including numbers), and must be within 3-11 characters in length

- 3.3.6 The account name used during the PH National Finals must be in the following format: “Abbreviated team name” + period + “Player’s IGN”. The length of the account name cannot exceed 11 characters.
- 3.3.7 Team name, abbreviated team name and Player’s IGN cannot be the same as that of any other teams or team members
- 3.3.8 Player IGNs cannot consist of the following elements:
- Vulgarities
  - Homophone for vulgarities
  - Hero names
  - Any name that might cause confusion

#### **3.4 Team Marketing**

- 3.4.1 Garena Philippines reserves the right to use player’s photos and information for tournament marketing material. The marketing material can be displayed on any of Garena Philippines’ marketing platforms, including but not limited to, websites, Facebook pages and Facebook groups
- 3.4.2 Garena Philippines has ownership over any production material made during the tournament, and reserves the right to use the production material in any way that it deems necessary

#### **4. Match Area Rules**

A match area is defined as the area in which the game will be played

##### **4.1 Player Devices**

- 4.1.1 Players will be required to use their own mobile phones during the Qualifiers and Quarterfinals
- 4.1.2 Players will be provided with mobile phones and head phones during the PH National Finals and Valor Cup Finals
- 4.1.3 Players are only allowed to use gaming equipment provided by Garena Philippines during the PH National Finals, Road to AWC PH National Qualifiers, and VCS2 Grand Finals: Road to AWC

##### **4.2 Device Instructions for Garena-owned Devices**

- 4.2.1 Mobile phones and head phones used during the PH National Finals are the property of Garena Philippines
- 4.2.2 Players are required to handle the devices with care, and will be held responsible for any damages to the device
- 4.2.3 Players are not allowed to install any applications on the devices provided

- 4.2.4 Players are not allowed to use any personal phone accessories on Garena-owned hand phones, including but not limited to, adaptors, phone covers and screen protectors

### **4.3 Food and Drinks**

- 4.3.1 Food is strictly prohibited in the match area, except during the Qualifiers
- 4.3.2 Only Garena approved drinks are allowed in the match area
- 4.3.3 Players are required to restore the match area to its original condition after using the match area

### **4.4 Device Replacement (PH National Finals and Valor Cup Finals only)**

- 4.4.1 Players can ask for a device replacement before or during the game if their devices are facing an issue
- 4.4.2 A referee or Garena staff will troubleshoot the problem and change the device if necessary

### **4.5 Miscellaneous Items**

- 4.5.1 Players are only allowed to bring papers to the match area during the Ban/Pick stage
- 4.5.2 Items that are unrelated to the match are not allowed into the match area

### **4.6 Tournament Account (PH National Finals, Wild Card, Road to AWC PH National Qualifiers, VCS2 Grand Finals: Road to AWC)**

- 4.6.1 Each team member will be given momentary access to a tournament account 2 days before the and Valor Cup Finals to prepare their account settings, such as their item builds and Arcanas
- 4.6.2 The account Player Name will be set to the name indicated by the player during the registration period
- 4.6.3 Players who abuse the account will be banned from the tournament. Account abuse includes but is not limited to:
  - Renting or loaning the account
  - Sending gifts to another account

### **4.7 Players Dress Code**

- 4.7.1 The following types of clothing are prohibited:
  - Informal clothing, such as slippers and pyjamas
  - Items that cover their face, such as sunglasses and masks, unless they are worn for medical reasons
- 4.7.2 Team uniforms need to be verified by Garena before it is brought to any matches
- 4.7.3 Garena has the right to enforce changes to the uniforms
- 4.7.4 Changes to the team uniform after verification from Garena must receive written consent from Garena before they can be made

## **5. Tournament Structure**

### **5.1 National Finals**

- 5.1.1 The Semi Finals and Finals will be held in Manila
- 5.1.2 The Semi-Finals will follow a Single Elimination BO3 format
- 5.1.3 The Finals will follow a Single Elimination BO5 format

### **5.2 Wild Card**

- 5.2.1 The Wild Card matches will be done Semi-Offline
- 5.2.2 The Wild Card matches will be done in Round Robin, BO3
- 5.2.3 Top 2 teams from the Wild Card Round Robin matches will compete Head-to-Head in a BO5 match, winning team will be awarded the slot to the team's country's Road to AWC National Qualifiers

### **5.3 Valor Cup S2 Grand Finals: Road to AWC**

- 5.3.1 The Semi Finals and Finals will be held in Manila
- 5.3.2 The semi-finals will follow a Single Elimination BO5 format
- 5.3.3 The finals will follow a Single Elimination BO7 format

## **6. Tournament Game Version and Tournament Flow**

### **6.1 Game Version**

- 6.1.1 The latest version of the game on the Valiant server will be used.
- 6.1.2 Lauriel will be restricted from use during the National Finals.

### **6.2 Tournament Game Mode**

- 6.2.1 The tournament will use the 5v5 tournament mode
- 6.2.2 Players are first required to set up their Arcana
- 6.2.3 Players who leave their games to set up their Arcana will be awarded a loss, unless there are Arcana or hero picking bugs
- 6.2.4 After the players set up their Arcana, the players will enter a ban phase, during which each team can ban hero
- 6.2.5 After the ban phase, the players will enter a pick phase, during which each teams will pick their heroes
- 6.2.6 After the ban/pick phase, teams will be given some time to swap their heroes. No remakes will be given if heroes are swapped accidentally
- 6.2.7 After the hero swapping phase, the match will start
- 6.2.8 Garena Philippines has the right to ban heroes that are deemed to be unbalanced

### **6.3 Disruptions During Tournament**

- 6.3.1 The possible tournament disruptions include, but are not limited to:
  - Unintentional Disconnection

- Visible lag
  - Software issues such as game bugs or server issues
  - Hardware Issues
- 6.3.2 During an event that warrants a pause, the referee should be notified
- 6.3.3 The game only be paused and unpaused after the instruction has been given by the referee
- 6.3.4 The referee has the right to allow players to rest and leave the match area if the pausing time is too long
- 6.3.5 If the game is disrupted within 5 minutes of gameplay, and none of the players are able to reconnect, a remake is allowed with the same heroes and settings.
- 6.3.6 If the game is disrupted after 5 minutes of gameplay, and none of the players are able to reconnect, the referee can pick a winner
- 6.3.7 If a disruption occurs and some of the players are able to reconnect, but it takes longer than 15 minutes for the remaining players to reconnect, the referee can decide to remake the game with the same heroes and settings or pick a winner
- 6.3.8 The following criteria can be used to determine the winner:
- If tower difference between the teams is 5 or more than 5, the team with more remaining towers wins
  - If tower difference between the teams is 3 or more than 3, the inner and outer towers for 2 lanes has been destroyed, and gold difference between both teams is greater than 10,000, the team with more tower and gold wins
  - Any other reasons that result in a clear advantage for one of the teams
- 6.3.9 If a player faces an emergency, such as an illness, and has to leave the match area, the referee will pause the game and guide the players out of the match area
- 6.3.10 If the emergency occurs for the second time during a match, the player affected can leave the match area, but would not be allowed to return. The game will continue without the presence of the affected player.
- 6.3.11 After a match, players will be given a chance to substitute the player. If the team does not want to substitute the player, the player will not be allowed to go for an emergency break again

## **7. Match Area (PH National Finals onwards only)**

### **7.1 Match Area**

- 7.1.1 During the PH National Finals, players will play their games on a stage, while facing the audience

### **7.2 Team on Stage**

- 7.2.1 The team manager, team members and other authorised personnel are allowed to be on stage while preparing for a game
- 7.2.2 During the Pick/Ban phase, only a coach/analyst/substitute player is allowed to assist the team on stage
- 7.2.3 After the Pick/Ban phase, all personnel are required to leave the stage except for the players
- 7.2.4 Garena Philippines has the right to allow certain personnel to stay on the stage or enter the stage or enter under special circumstances
- 7.2.5 Participants who breach the rules the first time will get a warning by the referee, and will be disqualified if they breach the rules for the second time.

### **7.3 Use of Software and Hardware in the Match Area**

- 7.3.1 Participants are not allowed to use personal or unapproved software or hardware on stage
- 7.3.2 Participants are only allowed to use communication methods approved by Garena

### **7.4 Use of Rest Area**

- 7.4.1 Designated rest areas will be arranged for teams to rest before and after their matches
- 7.4.2 Teams must leave the rest area 10 minutes after their games are finished
- 7.4.3 The rest area is reserved for team players and other authorised personnel
- 7.4.4 The friends and family of the players are strictly not allowed to enter the rest area
- 7.4.5 Eating and drinking is allowed in the rest area
- 7.4.6 Players are responsible to restoring the area to its original condition before they leave

## **8. Team and Player Behaviour Guidelines**

### **8.1 Rendezvous Time**

- 8.1.1 Teams must adhere to rendezvous times, which have been determined by Garena Philippines
- 8.1.2 Teams that are late will be given a warning
- 8.1.3 Teams can be disqualified from the tournament if they continue to be late

### **8.2 Referee's Instruction**

- 8.2.1 Garena Philippines reserves the right to disqualify players or teams that do not follow the referee's instructions
- 8.2.2 Players are required to quickly leave or enter a match area when instructed by a referee
- 8.2.3 Players who do not enter or leave a match area 3 minutes after a referee has given the instruction can be disqualified
- 8.2.4 When facing unexpected circumstances, players are required to notify the referee immediately and follow any instructions given.



### **8.3 Intentional Disconnection**

8.3.1 Players who intentionally disconnect from a game without a clear and valid reason will be disqualified.

### **8.4 Unnecessary Communication and Body Language**

8.4.1 Unnecessary or inappropriate body language or communication is prohibited during a match. This includes:

- Using inappropriate languages or foul language inside or outside the game
- Unsportsmanlike behaviour
- Losing the game on purpose
- Planning to exhibit inappropriate behaviour during the match with the opponent team

### **8.5 Sponsorship**

8.5.1 If a team has sponsors, they need to inform Garena through written communication 30 days before a tournament

8.5.2 Teams are not allowed to be sponsored by the following companies:

- Other MOBA games
- Illegal drug manufacturing companies
- Weapons manufacturing companies
- Pornographic websites and companies
- Cigarette/alcohol companies
- Gambling websites and companies
- Companies that sell in-game accounts
- Companies that are involved in elo boosting

8.5.3 Players are not allowed to participate in other eSports tournament during match days

## **9. Inappropriate Behaviour**

Behaviour listed in this section will lead to disqualification

### **9.1 Private Agreements**

9.1.1 This includes:

- Agreeing to produce specific match results
- Agreeing to lose the game

### **9.2 Abusing Bugs and Hacking**

9.2.1 This includes behaviour that makes use of in-game bugs such as:

- Bugged items
- Bugged jungle creeps
- Bugged hero skills

9.2.2 Players are responsible for informing Garena Philippines of the referee if there are any bugs

9.2.3 Attempts to make changes or to attack the AOV client or server to create bugs are also considered an offense

### **9.3 Cheating**

9.3.1 This includes using devices that allow a player to gain a significant advantage

### **9.4 Intentional Disconnection**

9.4.1 This includes deliberately disconnecting without a clear and valid reason

### **9.5 Inappropriate Expressions**

9.5.1 This includes expressions that are obscene, vulgar, insulting, threatening, offensive, racist or any type of expression which Garena Philippines considers as inappropriate

### **9.6 Unauthorized Communication**

9.6.1 Communications through personal devices such as hand phones, PCs or other electronic devices are not allowed in the match area

### **9.7 Screen Peeping**

9.7.1 This involves attempting to look at the spectator's or opponent's screen to gain an unfair advantage is

### **9.8 Account Sharing**

9.8.1 It is prohibited to use other player's accounts during the tournament

## **10. Unprofessional Behaviour**

The following unprofessional behaviour will result in disqualification

### **10.1 Harassment**

10.1.1 Harassment is defined as a behaviour that is disruptive and irritating to others

### **10.2 Sexual Harassment**

10.2.1 Sexual harassment is defined as unwelcome sexual advances or remarks

### **10.3 Discrimination and Slander**

10.3.1 Players are prohibited from using offensive expressions or inappropriate actions targeted at a specific race, skin colour, nationality, gender, sexual orientation, language, religion, political inclination, disability, financial status and etc.

### **10.4 Civil Liability**

10.4.1 If a player has civil or criminal liabilities, Garena Philippines reserves the right to decide whether the player can continue participating in the tournament.

### **10.5 Illegal Activities**

10.5.1 Players cannot be involved in any illegal activities defined by the country's law

### **10.6 Other Activities**

10.6.1 Players cannot be involved in activities which Garena considers illegal or violates general moral standards

**10.7 Leaking**

10.7.1 Players and team staff are not allowed to leak information which Garena considers confidential

**10.8 Gifting**

10.8.1 Players or team staff are not allowed to gift and receive gifts

**10.9 Gambling**

10.9.1 Player or team staff are not allowed to be directly or indirectly involved in gambling activities related to the tournament

**10.10 Publishing Rights**

10.10.1 Garena has the right to publicise player punishment and its reasons

**11. Last Rule**

11.1 Garena has the right to change the rules