

## ACE CHAMPIONSHIP Season 2 (Dota 2) FORMAT

1. 4 stages of ACE Championship Season 2 (Dota 2):

a. **Inter Uni Qual**

i. **Internal Uni Qualifiers**

- All teams will first be divided according to their UNI.
- Teams will be competing in a **Single-elimination format of Bo1**, if there is an odd number in the total registration. The **First Team** that registered will straight go through the **second round of the Single Elimination**.
- **The top team will represent the Uni and qualify to the Qualifiers for the Regional.**
- **The qualifiers will be played online.**

b. **Regional Qualifiers**

- Each region will comprise of the top team of each Uni.
- It will be a best of 1 format in Round Robin in grouping.
- Top 4 teams from each region will advance** to the Regional Final.
- The Regional Final will be played on online.**
- If there are too many teams in a region, swiss format will be used for that region.

c. **Regional Final**

- Each region will comprise of 4 teams.
- Each series will be a best of 3 format.
- Top 1 team from each region will advance** to the Grand Final.
- The Regional Final will be played online.**

d. **Grand Final**

- 4 teams (top 1 of each region) will be competing in a single elimination

best of 3 format.

ii. **The Grand Final will be played offline location. (Kuala Lumpur)**

## **ACE CHAMPIONSHIP Season 2 RULES & REGULATIONS**

### **1. Player Requirements**

- i. Players are not allowed to join more than 1 team.
- ii. Players must be from their own stated University or College.
- iii. The act of registering for this Championship implies full acceptance of all terms, conditions, rules and regulations stated, in its entirety.
- vi. Players who advanced to **Grand Final MUST** bring their **Student ID**
- v. Only **Full Time Students** are allowed to enter as the player, **Part Time Students** who are taking short courses are not eligible to join for ACE Championship.
- vi. Players must be **enrolled** into a program registered in the **MQR** (Malaysian Qualifications Register).
- vii. All programmes offered by Private Higher Education Institutions which has been accredited by MQA (or previously by National Accreditation Board (NAB) will be registered in the MQR.
- viii. For Public Higher Education Institutions, programmes already recognised by the Public Service Department or professional bodies will be listed in the MQR.
- viii. The organizer has the reserves the right to request for proof of 1 year course

### **2. Team Requirements**

- i. A team must consist of the following members:
  - i. 5 main players & 1 Min. to 2 Max. reserve players

(Necessary)

- ii. 2 reserve players (Optional)
- iii. 1 manager (Optional)
- ii. All players must be from the same University/College (Players from different Campus will not be accepted). For example, INTI KL cannot form a team with INTI Penang or INTI Nilai

### **3. Team Names, Team Tags, and Player Names**

- i. Teams will be permitted 1 tag for Team Names (consisting of maximum 3 characters) in front of each player's In Game Name (IGN) throughout the Championship. These tags must be upper-case letters or numbers 0-9 only.
- ii. In Game Names may include upper-case letters, lower-case letters, numbers 0-9, underscores, or single spaces between words only. In Game Names must not exceed 12 characters including spaces. If special characters are used, the Organiser reserves the right to simplify them for use during the Championship. In Game Names and Team Names may not contain: vulgarities or obscenities; Dota 2 hero derivatives or other similar character names; or derivatives of products or services that may create confusion.
- iii. All Team Tags, Team Names, and In Game Names must be approved by the Organiser in advance of use in play. Name changes are not allowed except under certain extenuating circumstances but must be approved by the Organiser prior to being used in a Championship game. Any cosmetic changes to logos, team names, etc. must be made 72 hours in advance of the first Championship game of the week. The Organiser can deny a Team Name if it does not reflect the professional standards sought by the Organiser and the team will be required to change their name.

iv. In Game Name must only be [University Name.In Game Name] and the sponsor's name cannot be included. The following options may be considered by team and sponsor:

1. Team needs to discuss with the sponsor if the sponsor is willing to agree with the rules and regulation of ACE Championship Season 2 : Dota 2

2. If the sponsor is not willing to agree with the rules and regulation, the team cannot be joined for ACE Championship Season 2 : Dota 2

#### **4. Sponsorships**

i. Teams can acquire sponsors throughout the Championship. Sponsorship acquisition is unrestricted but will be subject to the Organiser's approval. If the sponsor falls under the list of limited categories, then the sponsorship may not be displayed by the players during the use or play of ACE, adjacent to Dota 2 related material, by the Organiser, or any Astro SDN BHD-affiliated events. The Organiser can update the category list at any time. The following is a non-exclusive list of limited sponsor categories:

i. Gambling websites: defined as any website that aids or abets the wagering of funds on a sport/esports event and/or allows for the wagering of funds in casino games including poker.

ii. Non- "over-the-counter" drugs

iii. Account sharing/skin selling websites

iv. Firearms, handguns, or ammunition providers

v. Websites displaying or related to pornographic imagery or products

vi. Products or services from direct competitors of MLBB or Astro.

vii. Tobacco products

ii. Teams that got offered sponsorship from a sponsor which has a conflict of interest with the organizer's sponsors will not be able to participate the

tournament

- iii. Sponsor owned teams (with conflict of interest with organizer's sponsor) are eligible to participate provided that the official contract between both parties stating the team is owned by the sponsor is presented to the organizer

## **5. League Schedules and Rules**

- i. Teams must check-in 30 minutes before the team's scheduled match starts.
- ii. The Championship brackets will be available on the ACE website.
- iii. Teams are expected to be in the in-game lobby at the designated time.  
There is a maximum 5 minutes waiting time.
- iv. If any team is not ready during the designated time, their opponent can take a default win by contacting a Championship marshal and having him/her check the lobby.
- v. If both teams agree, they can delay for a maximum of 10 minutes. After 10 minutes, whoever has the most players in their team will take a default win and must report to a marshal and have him/her check the lobby.
- vi. Teams may not wait for more than 10 minutes, otherwise both teams will be disqualified.
- vii. Teams may not remake after the 1st creep wave has spawned.
- viii. All results must be reported to the respective marshals right after the games/series.

## **6. General Conduct**

- i. Players will conduct themselves in a reasonable manner, maintaining a

- friendly and polite demeanor to spectators, competitors, members of the press, Championship staff, and to other participants of the tournament.
- ii. Players will refrain from the use of vulgar language during the entire competition. All rules of conduct also apply to chatting through the game console.
  - iii. Players are expected to compete in a professional manner. Throwing a match, halting play without cause, or showing a flagrant lack of effort will be construed as a violation of player conduct, and will result in match penalties, forfeiture and disqualification from the Championship.
  - iv. The Organiser has the right to apply penalties (see General Section 9), disqualify and dismiss any registered player from the Championship, at their discretion, at any stage of the Championship, for any reason, with no prior warning to the players.

## 7. In Game Rules

- i. The mobile application to be used is Dota 2 (Publisher: Valve)
- ii. The server is SEA Server (Singapore).
- iii. The game mode used is **Captains Mode: Lobby**.
- iv. The Pick/Ban Priority and Side Selection will be decided by a coin toss.
- v. You are not allowed to use bugs or glitches in the game you're your advantage.
- vi. Each team is responsible to know about bugs that may affect the game.  
You can read more about bugs on the official bug forum [dev.dota2.com](http://dev.dota2.com)
- vii. The first team to destroy the opposing team's Ancient wins.
- viii. If any player disconnects during a match, they can request a Championship marshal to pause the game for the player to reconnect.  
Once all players are ready, as indicated by both Team Captains, the Championship marshal will resume the game.

- ix. In the case of a server crash, the game can be continued from a new draft.
- x. 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.
- xi. Total pause of the game will be **10 minutes per game**.

## **8. Penalties**

- i. Upon discovery of any Team Member committing any violations of the rules listed above, the officials may, without limitation of its authority under General Section 6.4, assess all offenses cumulatively starting from the Regional Final to decide the intensity of the penalty and issue either a Warning, Yellow Card or Red Card, which entails one or more of the following penalties:
  - i. Verbal Warning(s)
  - ii. Yellow Card penalties include one or more of the followings:
    - 1. Loss of a Ban during the drafting phase for Current or Future Game(s)
  - iii. Red Card penalties include one or more of the followings:
    - 1. Cash Fine(s)
      - a. First offence: RM 50
      - b. Second offence: RM 100
      - c. Third offence: RM 150
      - d. After which, the fines will be refreshed.
    - 2. Game Forfeiture(s)

3. Series Forfeiture(s)
4. Suspension(s)
5. Disqualification(s)
6. Prize Forfeiture(s)

## **9. Organiser Rights**

- i. The Organiser may overrule any of the rules mentioned above based on the situation on a case by case basis, at their discretion. The Organiser's decisions are final after the appeal process.

## **10. Cash Prize**

- i. All cash prizes and subsidies will be distributed to the teams according to the details provided in the registration form, unless otherwise communicated through email.
- ii. Captains or managers are required to provide sufficient details for the Organiser to proceed with the bank transfer process of the various cash prizes.

## **11. Prize Pool Breakdown**

1. 4 Regional Finals
  - i. 1<sup>st</sup> Runner up – RM 600
  - ii. 2<sup>nd</sup> Runner up – RM 300
2. Grand Finals
  - i. Champion – RM 7,000
  - ii. 1<sup>st</sup> Runner up – RM 4,800
  - iii. 2<sup>nd</sup> Runner up – RM 2,800
  - iv. 3<sup>rd</sup> Runner up – RM 1,800

## **12. ACE CHAMPIONSHIP Season 2 Grand Finals Rules**

- i. The top one teams in the Regional Final in each group will enter the

## Grand Final

- ii. The competition will adopt a single eliminated format. The competition will adopt a single eliminated format. The top 4 teams in each region will compete with other regions after drawing lots.
- iii. At the Playoffs Final, the competition lobby will be hosted by the Organiser, and all games will be played in **Captains Mode**.
- iv. During the Playoffs Final, each squad will only have 1 chance to call for a Time-Out (by raising a hand to the referee) only once per game, and the reason for this must be fully justified, otherwise the squad will be punished accordingly. Specific penalties will be determined by the Organiser. If there are network problems, or any other external factors disrupt the competition during a game, the Championship marshal has the right to suspend the game at any time. Such suspensions do not count towards the number of squad time-outs.
- v. During a best of 3 series, each squad has only one chance to change players, and must apply for permission from the marshals before doing so, otherwise the marshals shall have the right to refuse. The consequences will be borne by the squad members themselves.
- vi. The two participating squads should arrive at the venue's preparation area 30 mins before the match, and should not leave without permission, otherwise they will be punished by the Organiser.
- vii. Shorts and slippers/flip-flops are not allowed, and players who wear these will be banned from the stage and may be punished by the Organiser.
- viii. All professional squad members should treat each game seriously, are not allowed to throw matches, stage fake matches, or quit the game angrily, otherwise they will be severely punished by the Organiser.
- ix. The Organiser can revise these rules at any time. Changes or additions will be made to ensure the fairness and integrity of this competition.
- x. The final right of interpretation for the Dota 2 ACE Championship

Season 2 Finals Rules belongs entirely to the Organiser