



# Corporate Clash: DOTA2 Tournament Rulebook

## 1. General Information

### 1.1. Tournament Overview

The Corporate Clash is a Dota 2 tournament held in Singapore on May 16th, 2023. This tournament is a custom lobby 5 vs 5 game mode.

The tournament is open to amateur players only, and no professional players are allowed.

### 1.2. Tournament Schedule

The tournament will be held on May 16th, 2023 from 10am to 5pm at Suntec Convention Centre. The exact time schedule will be communicated to the participating teams after the registration period.

### 1.3. Prize Pool

The prize pool for the tournament is \$3,000. The prize pool will be distributed among the top three teams as follows:

1st Place - TUF AX4200 worth \$249 x 10 units + \$1,000 worth in cash vouchers

2nd Place - Strix Go Core ML worth \$189 x 10 units  
3rd Place - FX HDD 2TB worth \$149 x 10 units

### 1.4 Communications

1.4.1. All tournament communications will be done in the Corporate Clash Discord channel (<https://discord.gg/yGVASfsvxm>).

1.4.2. Players must respond to admins when pinged in the Corporate Clash Discord.

1.4.3. Players can use their own discord channels for game communication.

1.4.4. Any questions regarding the upcoming and ongoing matches can be directed to the admin team in the Corporate Clash Discord.

### 1.5 Equipments On-Site

Players are not allowed to use their own equipment.

## **2. Team and Player Eligibility**

### **2.1. Team Composition**

Each team must consist of five players.

### **2.2. Player Eligibility**

- a. All players must be at least 16 years old on the day of the tournament. Players who have previously competed as professional players in any esports event are not allowed to participate.
- b. All players have to compete on their own main Steam Account. Playing on another player's Steam Account is not allowed.
- c. The total number of team members must not exceed 5 players.

### **2.3. Registration**

2.3.1 Each team is allowed five (5) main players and a max of 1 substitute player.

- Last call for registration is two days before the tournament, 1200 hrs or upon confirmation with admins. Late submissions will not be entertained.
- A player is allowed to represent only one (1) team's roster in the same tournament.
- Teams must consist of a minimum of 3 players from the same company.

## **3. Player Accounts**

- a. Players are allowed to register up to one (1) Steam account.
- b. Players with Valve bans on any accounts within two (2) years are not eligible to compete.
- c. Sharing of accounts is not allowed.
- d. If players have issues with their accounts, admins are to be contacted.

## **4. Game Rules**

### **4.1. Preparation Time**

The preparation time is the first fifteen (15) minutes before the start time (unless otherwise specified) and the five to ten (5-10) minutes between games. The teams should use this time to check whether they are optimally prepared. During this time, players must do the following:

- a. Log in to the Steam Client with their account and join or set up a game lobby and, if necessary, give the tournament organizers/casters the game name to the lobby.

- b. Join the designated Discord channel for the match.
- c. If a player is substituted during the tournament, the tournament organization must be informed immediately after the end of the game or before the start of the first game.
- d. Signal to the team leader, the opposing team and the tournament organizers that the game is ready to go.
- e. Players must be ready in the lobby and Discord server at least 5 minutes before the scheduled match start time.
- f. All players are responsible for their own hardware, software, power and internet connection.

#### 4.2. Side Selection

Selection priority is determined by the Lobby Setting - Automatic (Coin toss) / Alternates for game two. Coin toss is used again if there is a third game

#### 4.3. Game Formats

16 May DOTA Teams Check-in: 10AM

Group Stage - Best of 1

1030AM - 1130PM (4 Teams)

12PM - 1PM (4 Teams)

Semi Finals - Best of 1

130PM – 230PM (4 Teams)

Finals - Best of 3

3PM - 5PM (2 Teams)

Prize presentation can be held at 530PM earliest

#### 4.4. Match Disconnections

If a match is disconnected for any reason, the game will be restarted from the beginning.

#### 4.5. Pauses

Each team is allowed to pause the game for a maximum of 10 minutes per match. Any player can initiate a pause, but the reason for the pause must be communicated to the

opposing team and the tournament organizer.

## **5. CUSTOM SERVER SETUP**

5.1 All games must use the following setup in custom lobby creation:

Game Mode: Captains mode/Draft Mode

- Server: (Online) Games should be played on the closest possible official Steam server that is available to both participants. In case the lowest ping server is not shared, the games should be played on the server where both participants have the smallest amount of discrepancy between pings, as long as the ping is not over 100.

(Offline) The nearest online location servers will be used.

- Selection Priority: Automatic (Coin toss).

- Enable cheats: Disabled

- Fill empty slots with bots: Disabled

- Dota TV: 5 minutes

- All chat : Enabled (It can be used only in pause for information, chat wheels and tipping).

- Version: Tournament

- Broadcasting & Observing: Enabled (Observers and broadcasters to manually set 6 minutes in-game delay and 4 minutes delay on the streaming software).

- Spectator: Enabled (Only for broadcast & observer(s))

- Coaches: Disallowed

## **6. REMAKES**

6.1 If the problem happens before GOR, there will be a new game made with the same draft and will be allowed to bring back the original player or replace him with a substitute. If the problem happens after GOR, the game or series will continue.

If a team loses more than 1 player, the current game will be a forfeit win for the opponent and if there are more games in the match series, the countdown will start for the next game. If a player fails to select an agent during 'Agent Selection', game lobby will be remade.

6.1.1 This remake is only allowed to happen once, no further remakes from the same player and/or team will be tolerated. Any evidence of foul play will result in penalisation of the team.

6.2 If a match starts before both teams have acknowledged they are ready, players reserve the right to call for a remake before the in-game prep phase timer of Round 1 reaches 0.

6.2.1 This remake is only allowed to happen once. Teams must clearly state their intentions in game chat to prevent miscommunication between all involved parties.

6.3 If any players are not connected to the game before the in-game buy phase timer of Round 1 reaches 0, teams are allowed to ask for a remake of lobby.

6.3.1 This remake is only allowed to happen once. Players must ensure that their own devices are at the most optimal performance to prevent any lags, frame spikes or ping spikes.

6.4 If a player disconnects after the buy phase, the game must continue until the next buy phase before a pause is allowed to be called. The round will not be remade.

6.4.1 If the disconnect occurs during buy phase, the affected team must call for a pause in game before the buy phase timer reaches 0.

## 6.2 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 and with a new draft. Examples of conditions which establish GOR:

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

Line-of-sight is established between players on opposing teams.

Setting foot, establishing vision or targeting a skillshot ability in the opponent’s jungle. Countdown timer reaches zero (0:00)

## 7. PAUSES AND CRASHES

7.1 Players have the option to pause the game. There are different types of breaks:

a. Tournament Referee Pause: Tournament officials may pause a game at any time at their sole discretion.

b. Team Timeout: Each team shall be allowed a total of ten (10) minutes timeout per map for the following reasons:

1. Accidental disconnection.

2. A malfunction of the hardware or software (e.g., monitor failures, problems with peripheral devices, errors in the game itself, ...).
3. Physical impairment of a player (e.g., broken chair).

In exceptional circumstances, players may ask the tournament referees to extend the ten (10) minute break. In this case, the team must inform a referee and continue playing until the referee has decided whether to allow the break to be extended. It is up to the referee to grant the break. If he or she decides that the problem cannot be corrected in a reasonable time, the affected team must continue playing. If the game is interrupted, the opposing team must be informed immediately of the reasons for the Interruption.

The pausing team may not resume the game until the opposing team or tournament official gives permission. If a team is unable to continue the match before the game becomes a GOR (e.g., because a player has been permanently disconnected), a referee may schedule a new game with the same drafts. In such a case, both teams must field the same players again, except for the player experiencing the problem who has to be substituted (the final decision rests with the tournament referee). If the player cannot be substituted, the team automatically loses the game.

c. Illegal Pause: If a player/team arbitrarily interrupts or continues a game, or does not resume play after a regular pause, the player/team will receive a warning, which will result in an escalating penalty for repeated occurrences.

Players are allowed to communicate with the coach only before - including the drafting phase - and after the match. Failure to comply with these rules will result in a warning for the team, which will result in an escalating penalty for repeated violations.

7.2 It is forbidden to pause a game for no reason. After you pause a game you must say in all chat the reason for the pause. In the same game, the total pause time can't be longer than 10 minutes (if a team pauses the game for 3 minutes and later pauses it again for 7, they can't pause anymore).

To unpause a game is only allowed if both teams agree to it in all chat and no further

agreements were made.

In case of disconnect, if the pause time has exceeded 10 minutes, and 4 players are connected, the game will resume 4v5 without further delay.

In case 3 or less players are connected to the match after the pause time was exceeded, the referee will rule the map as a forfeit.

## **8. POST MATCH**

8.1. Team captain of the winning team must send in screenshots of their post-match screen, and clearly state the results of the match.

e.g. Team A (Win) vs Team B [1-0]

8.2. Teams that have won must be contactable via admins and make preparations to play in the next round.

## **9. CHEATING**

9.1. It is forbidden to cheat, modify the game files, exploit bugs, and/or use any third-party application which would give an unfair advantage against other users.

9.2. All cheats are completely forbidden to use under any circumstance. Using any cheat will result in bans and disqualifications. This includes, but are not limited to: macros, changes in game files, usage of third-party software providing an unfair advantage, hardware cheats, collusion or any other means to gain an unfair advantage. Any participant found using cheats during the tournament will be immediately disqualified and banned from participating in tournaments.

9.3. The tournament admins reserve the right to monitor any player, for any reason, during the tournament.

## **10. BETTING, GAMBLING, MATCH-FIXING, AND TEAMING**

10.1. Players, team staff, team owners as well as hosts and staff are prohibited from gambling or betting on any matches in any matches.

10.2. All sorts of match-fixing and/or teaming are strictly forbidden and will be punished.

This may include temporary or permanent bans.

## 11. RULING AND PUNISHMENTS

11.1. The below list is not exclusive. Any rulings that are not stated will be reviewed by admins and judged on a case-by-case basis.

<u>Rule violation</u>	<u>Punishment</u>
Using a non-registered player	Disqualification
Playing with the wrong game account	Disqualification
Usage of a glitch/bug	Case-by-case
Stream Sniping	Case-by-case
Inappropriate/disruptive behaviour	Case-by-case
Multi-Account usage	Case-by-case
Match-fixing/teaming	Disqualification
Account sharing	Disqualification
Cheating	Disqualification
Knowingly playing with a cheater	Disqualification

11.2. Tournament admins reserve the right to:

- make any decisions final
- override, and/or remove, and/or add any rules stated above to guarantee fair play, under special circumstances

## 12. BEHAVIOUR AND SPORTSMANSHIP

12.1. Show respect to everyone involved in the tournament. This includes but is not limited to players and staff.

12.2. Treat everyone the same way as you would like to be treated yourself.

12.3. Always show integrity while playing in every tournament, be honest and play fair.

12.4. Do not use any discriminatory language. This includes, but are not limited to any language regarding ethnicity, nationality, race, gender, religion, sexual orientation or personal beliefs.

12.5. Do not use any extreme foul language, including but not limited to excessive profanity or language that is graphically sexual, grotesque, or violent.

12.6. Do not make threats of real-world violence or other intended harm to anyone involved in the tournament.



12.7. Do not harass, stalk, or purposely do things to make someone else feel uncomfortable or threatened.

12.8. Do not share personal information about yourself or other individuals. Do not engage in, request, arrange, or offer illegal activities or materials.

12.9. Do not impersonate other individuals.

12.10. Do not spam in voice channels or text channels.

12.11. Do not grant access to your account to anyone else, and do not access anyone else's account, even with their permission.

### **13. PRIZE POOL**

13.1. Team captains will be privately contacted to confirm the details on the receipt of prizes.

13.2. If no details are confirmed within one (1) week from the end of the tournament, the prizes are considered forfeited.

### **14. Change of Rules**

a. This regulation applies to the Corporate Clash Tournament and may be altered in the following cases:

1. Rules are subject to change after the release of new patches.
2. Upon discovery of other reasonable factors.
3. Official head referee decision.
4. Additional rules added by the official local organizer.

b. The referees may also judge any cases not specifically covered in this book and their authority extends to cover the tournament as a whole in addition to this rulebook. Any changes made shall be in effect from the moment such changes were communicated to the participants.

— end of rulebook —



# Corporate Clash: Valorant Tournament Rulebook

## 1. General Information

### 1.1. Tournament Overview

The Corporate Clash is a Valorant tournament held in Singapore on May 17th, 2023. This tournament is a custom lobby 5 vs 5 game mode.

The tournament is open to amateur players only, and no professional players are allowed.

### 1.2. Tournament Schedule

The tournament will be held on May 17th, 2023 from 10am to 5pm at Suntec Convention Centre. The exact time schedule will be communicated to the participating teams after the registration period.

### 1.3. Prize Pool

The prize pool for the tournament is \$3,000. The prize pool will be distributed among the top three teams as follows:

1st Place - TUF AX4200 worth \$249 x 10 units + \$1,000 worth in cash vouchers

2nd Place - Strix Go Core ML worth \$189 x 10 units  
3rd Place - FX HDD 2TB worth \$149 x 10 units

### 1.4 Communications

1.4.1. All tournament communications will be done in the Corporate Clash Discord channel (<https://discord.gg/yGVASfsvxm>).

1.4.2. Players must respond to admins when pinged in the Corporate Clash Discord.

1.4.3. Players can use their own discord channels for game communication.

1.4.4. Any questions regarding the upcoming and ongoing matches can be directed to the admin team in the Corporate Clash Discord.

### 1.5 Equipments On-Site

Players are not allowed to use their own equipment.

## **2. Team and Player Eligibility**

### **2.1. Team Composition**

Each team must consist of five players. No substitutions are allowed during the tournament.

### **2.2. Player Eligibility**

All players must be at least 16 years old on the day of the tournament. Players who have previously competed as professional players in any esports event are not allowed to participate.

### **2.3. Registration**

2.3.1 Each team is allowed five (5) main players and a max of 1 substitute player.

- Last call for registration is two days before the tournament, 1200 hrs or upon confirmation with admins. Late submissions will not be entertained.
- A player is allowed to represent only one (1) team's roster in the same tournament.
- Teams must consist of a minimum of 3 players from the same company.

## **3. Player Accounts**

- a. Players are allowed to register up to one (1) Valorant account.
- b. Players with Valorant bans on any accounts within two (2) years are not eligible to compete.
- c. Sharing of accounts is not allowed.
- d. If players have issues with their accounts, admins are to be contacted.

## **4. Game Rules**

### **4.1. Game Settings**

The game mode for the tournament is a custom lobby 5 vs 5 with the Best of 3 and Best of 1 Ban Pick format. All other game settings will be set to default.

### **4.2. Map Selection**

- a. Map pool (7): Ascent, Lotus, Fracture, Haven, Bind, Pearl, Split
- b. Team Captains of each team will have to choose maps and sides as described:

BO1:

- Team 1 bans a map from the map pool
- Team 2 bans a map from the map pool

- Team 1 bans a map from the map pool
- Team 2 bans a map from the map pool
- Team 1 bans a map from the map pool
- Team 2 bans a map from the map pool
- Map 7 is the remaining map
- Team 1 chooses the starting

side BO3 (If required):

- Team 1 bans a map from the map pool
- Team 2 bans a map from the map pool
- Team 1 bans a map from the map pool
- Team 2 bans a map from the map pool
- Team 1 chooses Map 1
- Team 2 chooses the starting side of Map 1
- Team 2 chooses Map 2
- Team 1 chooses the starting side of Map 2
- Map 7 will be the remaining map
- A coin flip will decide who chooses the starting side of Map 3

c. Team 1 and Team 2 will be decided based on a coin flip done by admins.

d. Team name stated on the upper side of the bracket will be “heads” while the team name stated on the other side will be “tails”.

e. Veto will either (a) be done in writing and sent to the admins where each team’s decisions are clearly stated, or (b) in the presence of an admin.

#### 4.3. Game Formats

17 May VALORANT Teams Check-in: 10AM

Group Stage - Best of 1

1030AM - 1130PM (4 Teams)

12PM - 1PM (4 Teams)

Semi Finals - Best of 1

130PM – 230PM (4 Teams)

Finals - Best of 3

3PM - 5PM (2 Teams)

Prize presentation can be held at 530PM earliest

#### 4.4. Match Disconnections

If a match is disconnected for any reason, the game will be restarted from the beginning.

#### 4.5. Pauses

Each team is allowed to pause the game for a maximum of 10 minutes per match.

Any player can initiate a pause, but the reason for the pause must be communicated to the opposing team and the tournament organizer.

## 5. CUSTOM SERVER SETUP

5.1 All games must use the following setup in custom lobby creation:

- Map: Decided after Map Veto
- Mode: Standard
- Allow Cheats: Off
- Tournament Mode: On
- Overtime: Win by Two: On

## 6. REMAKES

6.1 If a player fails to select an agent during 'Agent Selection', game lobby will be Remade.

6.1.1 This remake is only allowed to happen once, no further remakes from the same player and/or team will be tolerated. Any evidence of foul play will result in penalisation of the team.

6.2 If a match starts before both teams have acknowledged they are ready, players reserve the right to call for a remake before the in-game prep phase timer of Round 1 reaches 0.

6.2.1 This remake is only allowed to happen once. Teams must clearly state their intentions in game chat to prevent miscommunication between all involved parties.

6.3 If any players are not connected to the game before the in-game buy phase timer of

Round 1 reaches 0, teams are allowed to ask for a remake of the lobby.

6.3.1 This remake is only allowed to happen once. Players must ensure that their own devices are at the most optimal performance to prevent any lags, frame spikes or ping spikes.

6.4 If a player disconnects after the buy phase, the game must continue until the next buy phase before a pause is allowed to be called. The round will not be remade.

6.4.1 If the disconnect occurs during buy phase, the affected team must call for a pause in game before the buy phase timer reaches 0.

## **7. PAUSES AND CRASHES**

### **7.1 Tactical Timeouts**

7.1.1 Teams are allowed to call for one (1) Timeout of 1 minute duration per half of each game, up to two (2) Timeouts per map per team.

7.1.1.1. In the event of overtime, each team will be granted an additional Timeout.

7.1.2 To call a timeout, the team captain must request it in game under Settings. Please write in /all chat to notify the admin and opponent team that your team has queued a tactical pause for the upcoming round.

### **7.2 Technical Pauses**

7.2.1. If a player has a problem that prevents them from playing on, admins must be notified before requesting a technical pause.

7.2.2. The player must announce the reason before or immediately after they paused the match in /all chat.

7.2.3. Each team has a maximum of 15 minutes of technical pause time per match.

7.2.4. The pause must be done only during the buy phase. Pausing after the buy phase, REGARDLESS of the situation, will result in the forfeit of that round.

## **8. POST MATCH**

4.1. Team captain of the winning team must send in screenshots of their post-match screen, and clearly state the results of the match. e.g. Team A (Win) vs Team B [1-0]

4.2. Teams that have won must be contactable via admins and make preparations to play in the next round.

## 9. CHEATING

9.1. It is forbidden to cheat, modify the game files, exploit bugs, and/or use any third-party application which would give an unfair advantage against other users.

9.2. All cheats are completely forbidden to use under any circumstance. Using any cheat will result in bans and disqualifications. This includes, but are not limited to:

- Extra-sensory perception (ESP) hacks
- Radar hacks
- Wall hacks
- Speed hacks
- Aim hacks
- Hitbox manipulation
- Teleportation that is not related to any agent skill
- The usage of a bug/bugs to gain an advantage versus your opponents

9.3. The tournament admins reserve the right to monitor any player, for any reason, during the tournament.

## 10. BETTING, GAMBLING, MATCH-FIXING, AND TEAMING

10.1. Players, coaches, team staff, team owners as well as hosts and staff are prohibited from gambling or betting on any matches in any matches.

10.2. All sorts of match-fixing and/or teaming are strictly forbidden and will be punished. This may include temporary or permanent bans.

## 11. RULING AND PUNISHMENTS

11.1. The below list is not exclusive. Any rulings that are not stated will be reviewed by admins and judged on a case-by-case basis.

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Stream Sniping	Case-by-case

Inappropriate/disruptive behaviour	Case-by-case
Multi-Account usage	Case-by-case
Match-fixing/teaming	Disqualification
Account sharing	Disqualification
Cheating	Disqualification
Knowingly playing with a cheater	Disqualification

11.2. Tournament admins reserve the right to:

- make any decisions final
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## **12. BEHAVIOUR AND SPORTSMANSHIP**

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## **13. PRIZE POOL**



13.1. Team captains will be privately contacted to confirm the details on the receipt of prizes.

13.2. If no details are confirmed within one (1) week from the end of the tournament, the prizes are considered forfeited.

#### **14. Change of Rules**

a. This regulation applies to the Corporate Clash Tournament and may be altered in the following cases:

1. Rules are subject to change after the release of new patches.
2. Upon discovery of other reasonable factors.
3. Official head referee decision.
4. Additional rules added by the official local organizer.

b. The referees may also judge any cases not specifically covered in this book and their authority extends to cover the tournament as a whole in addition to this rulebook. Any changes made shall be in effect from the moment such changes were communicated to the participants.

— end of rulebook —