

RULES AND REGULATIONS

1. Any forms of disrespectful and unsportsmanlike acts towards the opposing team during and after the tournament will not be tolerated.
 - a. Taunts (emotes, unnecessary recalls, etc.)
 - b. Profanity (verbal abuse, social media posts)
 - c. Any form of assault
2. Players should be in the custom lobby 10 minutes before the game starts. Teams with incomplete players will immediately be disqualified.
3. Using cheats, third-party software, and exploitation of bugs will lead to disqualification.
4. A ping check opportunity will be given to the players to stabilize their connection.
5. Game disconnection shall be discussed between parties whether to continue, restart, or forfeit the match.
6. Spectators will be present in a match to observe a healthy gaming environment.
7. Participants, including players, coaches, and support staff, are expected to conduct themselves in a respectful manner towards fellow competitors, officials, and spectators.
8. At the conclusion of the event, if a winner violates **RULE 1**, their ranking will be adjusted to accommodate the next succeeding participant. Additionally, any certificates, medals, or other awards they received will be invalidated and seized.