

Rotaract
University of Moratuwa



RULE BOOK

MOBILE LEGENDS BANG BANG

TRINITY

SH₀OW

1. TOURNAMENT BRACKET

THE TOURNAMENT BRACKET USED (SINGLE ELIMINATION/DIDOUBLE ELIMINATION/GROUP STAGE) WILL BE DECIDED BY THE ORGANIZER AND ANNOUNCED THROUGH TOURNAMENT ANNOUNCEMENT. THE ORGANIZERS WILL MAKE EVERY EFFORT TO HAVE A BEST OF 3 SEMI FINALS AND FINALS BUT DEPENDING ON TIME CONSTRAINTS THIS MAY CHANGE AT THE DISCRETION OF THE ORGANIZERS.

2. TOURNAMENT COMMUNICATION

ALL TEAMS AND PLAYERS ARE REQUIRED TO JOIN THE (WHATSAPP GROUP NAME) TO STAY UP-TO-DATE WITH THE LATEST INFORMATION REGARDING THE GAME.

3. TOURNAMENT FORMAT

- 3.1 BY SUBMITTING A REGISTRATION FOR A MORA ESPORTS TOURNAMENT, ALL TEAMS AND PLAYERS ACKNOWLEDGE WITHOUT LIMITATION TO COMPLY WITH THE RULES SET HEREIN AND ESPECIALLY WITH THE DECISIONS MADE BY THE MORA ESPORTS ORGANISING COMMITTEE..
- 3.2 ALL COMPETITORS ARE EXPECTED TO KNOW AND UNDERSTAND ALL THE RULES DESCRIBED HERE. NOT KNOWING THAT A RULE EXISTED OR THAT IT WAS IN PLACE WILL NOT BE CONSIDERED AS AN ACCEPTABLE REASON FOR BREAKING SAID RULE.
- 3.3 A PLAYER'S NAME CANNOT CHANGE DURING THE TOURNAMENT. HE/SHE MUST PLAY WITH THE NAME THEY INITIALLY REGISTERED ON UNTIL THE TOURNAMENT ENDS. A PLAYER WHO CHANGES IT DURING THE TOURNAMENT SHOULD REVERT IT BACK TO WHAT HE/SHE REGISTERED WITH OR THEY WILL NOT BE ALLOWED TO PARTICIPATE.

4. SUBSTITUTIONS

4.1.

TEAM SIZE

- A TEAM HAS TO CONSIST OF AT LEAST FIVE PLAYERS.
- UP TO TWO SUBSTITUTE PLAYERS CAN ALSO BE REGISTERED FOR EACH TEAM.
- EACH PLAYER CAN BE REGISTERED AND CAN SUBSEQUENTLY PLAY FOR ONLY ONE TEAM DURING THE TOURNAMENT.

4.2. SUBSTITUTION

- THE SUBSTITUTE PLAYER/S MUST BE REGISTERED WITH THE TEAM PRIOR TO THE TOURNAMENT STARTING.
- USE OF A SUBSTITUTE PLAYER MUST BE INFORMED TO THE STAFF WELL BEFORE THE START OF THE SCHEDULED MATCH.
- THE USE OF NON-REGISTERED, SUSPENDED, OR OTHERWISE INELIGIBLE PLAYERS IN A MATCH IS NOT ALLOWED UNDER ANY CIRCUMSTANCES.
- DOING SO WILL RESULT IN A SUSPENSION OR EXTENDED SUSPENSION OF THE INDIVIDUAL IN QUESTION, SUSPENSION OF RELEVANT TEAM MANAGEMENT, AND MAY RESULT IN MATCH OVERTURN.

4.3. STAND-INS

- AT LAN TOURNAMENTS, THE USE OF A STAND-IN IS ALLOWED BUT THEY HAVE TO BE PRESENTED AND REGISTERED AT THE REGISTRATION DESK BEFORE THEY ARE USED.
- THE USE OF A STAND-IN IN ONLINE TOURNAMENTS IS STRICTLY PROHIBITED AND IS GROUNDS FOR DISQUALIFICATION.
- THIS APPLIES TO ACCOUNT SHARING AS WELL. THE STEAM ACCOUNT THAT WAS USED DURING REGISTRATION SHOULD BE THE ONLY ONE USED FOR PLAYING.
- IN LAN TOURNAMENTS WHICH HAVE QUALIFIERS, NO PLAYER THAT PLAYED IN ANY OTHER TEAM AT ANY QUALIFIER THAT WAS COMPLETED CAN BE USED AS A STAND-IN.

5. MATCH SCHEDULE

- 5.1. IF BY 10 MINUTES PAST THE SCHEDULED MATCH START TIME A TEAM DOESN'T HAVE ENOUGH PLAYERS TO PLAY, THE MATCH WILL BE DEEMED A WALKOVER TO THE TEAM THAT IS PRESENT WITH ITS FULL ROSTER.
- 5.2. A TEAM CANNOT START A GAME SHORTHANDED. BOTH TEAMS SHOULD NECESSARILY HAVE 5 PLAYERS AND THERE CAN BE NO GAMES WITH 4 PLAYERS ON EITHER SITE. ANY TEAM WITH PLAYERS MISSING AFTER THE GRACE TIME PROVIDED WILL BE CONSIDERED AS HAVING FORFEITED THE MATCH.
- 5.3. IN A BEST OF 3 OR 5 GAMES MATCH, A MAXIMUM DELAY OF 10 MINUTES IN BETWEEN MATCHES WILL BE ALLOWED.(NEED TO DO SOME CHANGES)
- 5.4 ORGANIZERS WILL MAKE EVERY EFFORT TO INFORM THE TEAMS OF SCHEDULED MATCH DATES AND TIMES - BUT PLEASE NOTE IT IS THE RESPONSIBILITY OF THE TEAMS TO CHECK THEIR GAME TIME AND DATE. ANY ORGANIZER WILL NOT BE RESPONSIBLE TO INFORM MATCHES TO TEAMS. NOT ATTENDING A MATCH DUE TO NOT BEING INFORMED OF THE SCHEDULE IS NOT AN EXCUSE.

6. GENERAL GAME RULES

6.1. - MATCH WINNER

THE TEAM WHO COMPLETELY DESTROYS THEIR OPPONENT'S NEXUS OR FORCES THEIR OPPONENT TO SURRENDER.

6.2. - GAME SETTINGS

GAME MODE: DRAFT PICK 5V5 MATCH BAN 3 (THIS MAY BE CHANGED TO 5 BANS)

GAME TYPE: ROOM TOURNAMENT (CUSTOM)

TEAM SIZE: 5

6.3. - USE OF PUBLIC CHAT

PUBLIC CHAT CAN ONLY BE USED BY THE TEAM CAPTAINS AND/OR TOURNAMENT STAFF REGARDING GAME PAUSES, DISCONNECTIONS, ETC. TEAM MEMBERS ARE ALLOWED TO GREET EACH OTHER AT THE START AND END OF THE MATCH ON PUBLIC CHAT (I.E: GGWP, GLHF, ETC) BUT SHOULD AVOID USING IT DURING A MATCH. NO FOUL LANGUAGE IS ALLOWED ON PUBLIC CHAT AND DOING SO MAY LEAD TO THE MATCH BEING AWARDED TO THE OPPONING TEAM AND THE OFFENDING TEAM BEING DISQUALIFIED FROM THE MATCH. PENALTIES FOR FUTURE MATCHES MAY ALSO BE APPLIED.

6.4. - ACCOUNT SUSPENSIONS BY MOONTON

ANY PLAYER WHO LOSES ACCESS TO THEIR REGISTERED ACCOUNT DUE TO A SUSPENSION OR PENALTY ISSUED BY MOONTON IN THE MIDDLE OF A TOURNAMENT, REGARDLESS OF THE REASONS WILL NOT BE ALLOWED TO TAKE PART IN THE TOURNAMENT. THEY WILL NOT BE ALLOWED TO SWITCH THEIR ACCOUNT. THE TEAM MAY PROCEED WITH A SUBSTITUTE PLAYER IF THEY HAVE ONE REGISTERED ON THEIR ROSTER OR IF NOT THEY WILL HAVE TO FORFEIT THEIR MATCHES. THIS RULE APPLIES TO ONLINE TOURNAMENTS AND TOURNAMENTS WITH ONLINE QUALIFIERS.

6.5. - SIDE SELECTION

6.5.1. - FIRST PICK & SECOND PICK ARE DETERMINED FROM THE COIN TOSS, THE TEAM THAT WINS THE TOSS CAN CHOOSE THE FIRST PICK OR SECOND PICK.

6.5.2. - ALTERNATES FOR GAME TWO. A COIN TOSS IS USED AGAIN IF THERE IS A THIRD GAME.

7. GAMEPLAY RULES

7.1. - ABUSES & EXPLOITATION

EXPLOITING GAME OR MAP BUGS/GLITCHES/FLAWS ("EXPLOITS") FOR THE PURPOSES OF GAINING AN UNFAIR ADVANTAGE IS PROHIBITED. EXPLOITS THAT ARE NOT SPECIFICALLY NAMED HERE ARE STILL PROHIBITED BUT WILL BE DEALT WITH ON A CASE-BY-CASE BASIS. STAFF RESERVE THE RIGHT TO DECIDE WHAT WILL BE DEEMED AS AN EXPLOIT OR ABUSE.

7.2. - SCRIPTING

THE USE OF SCRIPTS IS ILLEGAL.

7.3. - USE OF THIRD PARTY SOFTWARES

THE USE OF ANY THIRD-PARTY ADDONS, HOOKS, PROGRAMS OR WRAPPERS THAT INTERACT WITH OR ALTER THE GAME CLIENT, ITS APPEARANCE OR BEHAVIOUR FOR THE PURPOSES OF GAINING AN UNFAIR ADVANTAGE IS PROHIBITED. EXCEPTIONS: THIRD PARTY VOICE COMMUNICATION SOFTWARE SUCH AS (BUT NOT LIMITED TO) TEAMSpeak ARE ALLOWED.

7.4. - IMPERSONATIONS

IMPERSONATING AN ELIGIBLE PLAYER BY ATTEMPTING TO ALIAS THEM, USING THEIR MOONTON(MOBILE LEGENDS) ACCOUNT OR BY ANY OTHER METHOD IS PROHIBITED AND WILL RESULT IN THE ALIASING PLAYER AND THE PLAYER THEY ARE ALIASING AS BEING REMOVED FROM THE TOURNAMENT. THE TOURNAMENT STAFF WILL HAVE ACCESS TO PLAYER IP ADDRESSES AND OTHER INFORMATION TO MONITOR ACCOUNTS AND PLAYERS.

7.5. - IN-GAME NAMES

EACH TEAM MEMBER MUST HAVE HIS/HER PRIMARY NICKNAME OR SOMETHING VERY SIMILAR AS HIS IN-GAME NAME DURING ALL MATCHES TO BE EASILY IDENTIFIABLE FOR REFEREES, BROADCASTERS, AND VIEWERS. WHAT COUNTS AS SIMILAR IS FOR THE STAFF TO DECIDE. TEAM MEMBERS ARE KINDLY REQUESTED TO LIMIT THE USE OF PROFANITY ON IN-GAME NAMES/Aliases AS THIS DEGRADES THE VALUE OF THE TEAM AND THE TOURNAMENT AS WELL.

8. HOSTING AND SETTINGS

8.1. - LOBBY HOSTING

ALL LOBBIES SHOULD BE HOSTED ONLY BY STAFF. UNDER NO CIRCUMSTANCE SHOULD PLAYERS JOIN A LOBBY CREATED BY ANYONE ELSE.

8.2. - GAME SETUP

START OF PICK / BAN PROCESS. ONCE ALL TEN PLAYERS HAVE REPORTED TO THE OFFICIAL GAME LOBBY, A REFEREE WILL REQUEST CONFIRMATION THAT BOTH TEAMS ARE READY FOR THE PICK/BAN PHASE (AS DEFINED AND DESCRIBED BELOW). ONCE BOTH TEAMS CONFIRM READINESS, A REFEREE WILL START THE GAME

8.3. - RESTRICTIONS ON GAMEPLAY ELEMENTS.

RESTRICTIONS MAY BE ADDED AT ANY TIME BEFORE OR DURING A MATCH, IF THERE ARE KNOWN BUGS WITH ANY ITEMS, HEROES, SKINS, EMBLEMS, OR BATTLE SPELLS, OR FOR ANY OTHER REASON AS DETERMINED AT THE DISCRETION OF GAMER.LK.

8.4. - SPECTATORS

TEAM MANAGERS/SUB PLAYERS ARE NOT ALLOWED IN THE GAME LOBBY. RANDOM PLAYERS ARE NOT PERMITTED IN THE PRIVATE LOBBY FOR ANY REASON. REFEREES AND CASTERS HAVE THE RIGHT TO SPECTATE ANY GAME.

9. GAME RULES

9.1. - PROHIBITED HEROES

THE SPECIFIC MATCH PROHIBITIONS AND USAGE TIMES WILL BE NOTIFIED BY OFFICIALS. AS FOR HEROES THAT ARE KNOWN TO CAUSE GLITCHES, MEMBERS OF THE ORGANISING COMMITTEE WILL PROHIBIT THEIR USAGE FOR MATCHES FOR A PERIOD OF TIME ACCORDING TO THE SERIOUSNESS OF THE GLITCH, PLEASE STRICTLY COMPLY WITH THE MORA ESPORTS'S NOTIFICATIONS.

9.2. - PICKS & BANS

SELECTION ERROR IN THE EVENT OF AN ERRONEOUSLY-SELECTED HERO PICK OR BAN CAUSED BY PERSONAL REASON, THE ERRONEOUS SELECTION SHALL BE DEEMED IRREVOCABLE. IF IT IS CAUSED BY A TECHNICAL REASON OR MALFUNCTION OF THE GAME, THE TEAM IN ERROR MUST NOTIFY A REFEREE IMMEDIATELY, THE REFEREE WILL THEN COMMUNICATE AND CONFIRM WITH ONE ANOTHER BEFORE DECIDING WHETHER OR NOT THE PLAYER CAN RE-SELECT.

9.3. - PAUSES

IF IT IS AN ONLINE MATCH, THE MAXIMUM PAUSE TIME FOR EACH TEAM DURING EACH GAME IS 3 MINUTES, THE REFEREES MUST PAUSE THE MATCH AS SOON AS A TEAM CALLS FOR A GAME PAUSE AND ASK FOR THE REASON FOR PAUSING. IF NO GOOD REASON FOR PAUSING THE GAME CAN BE GIVEN, THE REFEREES HAVE THE RIGHT TO PENALIZE THE TEAM WHICH CALLED FOR THE PAUSE ACCORDING TO SEVERITY. ACCEPTABLE REASONS INCLUDE, BUT ARE NOT LIMITED TO: LAG, SOFTWARE MALFUNCTION SUCH AS A GLITCH, PHONE HARDWARE MALFUNCTION, THE HEALTH OF A PLAYER, REFEREES HAVE THE FINAL RIGHT OF INTERPRETATION FOR WHAT IS DEEMED AN ACCEPTABLE REASON. IF ONE TEAM HAS USED UP ALL OF ITS PAUSE TIME DURING A GAME BUT STILL SIGNIFIES THEY WISH TO PAUSE, THE REFEREE MUST FIRST ASSESS THE SITUATION AND DECIDE WHETHER THEY WILL PAUSE THE MATCH ON BEHALF OF THE OFFICIALS (DUE TO A MAJOR ISSUE SUCH AS A PHONE MALFUNCTION, INTERNET DISCONNECTION, GAME CRASH ETC.), IF IT'S JUST A LITTLE BIT OF LAG OR ANOTHER MINOR ISSUE THE REFEREE CAN REFUSE THE PLAYER'S REQUEST TO PAUSE THE GAME AND ENSURE THE SMOOTH RUNNING OF THE MATCH. ONCE THE PROBLEM HAS BEEN RESOLVED, THE REFEREE MUST ASK ALL PLAYERS WHETHER THEY ARE READY OR NOT, ONCE ALL THE PLAYERS HAVE AGREED, THE REFEREE CAN RESUME THE MATCH.

9.4. - TRADING CHAMPIONS

TEAMS MUST COMPLETE ALL HEROS TRADES BEFORE THE COUNTDOWN ENDS DURING THE TRADING PHASE, OR WILL BE SUBJECT TO A PENALTY IN FUTURE GAMES.

9.5. - DISCONNECTS & RECONNECTS

IF A PLAYER DISCONNECTS, THE GAME IS TO BE PAUSED INSTANTLY. WHEN THE NUMBER OR THE DURATION OF BREAKS BECOMES TOO HIGH OR LONG, STAFF RESERVE THE RIGHT TO FORCE THE CONTINUATION OF THE GAME. TOURNAMENT ORGANIZERS ARE NOT ALLOWED TO MAKE A DECISION IN THESE SITUATIONS.

9.6. - CONTROLLED GAME START

IN THE EVENT OF AN ERROR IN GAME START OR A DECISION BY THE REFEREE TO SEPARATE THE PICK/BAN PROCESS FROM GAME START, A REFEREE MAY START THE GAME IN A CONTROLLED MANNER AND ALL PLAYERS WILL SELECT HEROES IN CUSTOM - CLASSIC MODE. ALL PLAYERS WILL SELECT HEROES IN ACCORDANCE WITH THE PREVIOUS VALID COMPLETED PICK/BAN PROCESS.

9.7. - 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 OPPPOSING 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 (SEE SECTION 9.3)

EXAMPLES OF CONDITIONS WHICH ESTABLISH GOR:

9.7.1. ANY ATTACK OR ABILITY IS LANDED ON MINIONS, JUNGLE CREEPS, STRUCTURES, OR ENEMY HEROES.

9.7.2. LINE-OF-SIGHT IS ESTABLISHED BETWEEN PLAYERS ON OPPPOSING TEAMS.

9.7.3. SETTING FOOT, ESTABLISHING VISION OR TARGETING SKILLSHOT ABILITY IN OPPONENT'S JUNGLE BY EITHER TEAM, WHICH INCLUDES EITHER LEAVING THE RIVER OR ENTERING BUSH CONNECTED TO ENEMY JUNGLE.

9.7.4. GAME TIMER REACHES THIRTY SECONDS (00:00:30).

9.8. - STOPPAGE OF PLAY

IF A PLAYER INTENTIONALLY DISCONNECTS WITHOUT NOTIFYING A REFEREE OR PAUSING, THE REFEREE IS NOT REQUIRED TO ENFORCE A STOPPAGE. DURING ANY PAUSE OR STOPPAGE, PLAYERS MAY NOT LEAVE THE MATCH AREA UNLESS AUTHORIZED BY THE REFEREE.

DIRECTED PAUSE:

REFEREES MAY ORDER THE PAUSE OF A MATCH OR EXECUTE A PAUSE COMMAND ON ANY PLAYER STATION AT THE SOLE DISCRETION OF THE REFEREE, AT ANY TIME.

9.9. - PLAYER PAUSE

PLAYERS MAY ONLY PAUSE A MATCH IMMEDIATELY FOLLOWING ANY OF THE EVENTS DESCRIBED BELOW, BUT MUST SIGNAL A REFEREE IMMEDIATELY AFTER THE PAUSE AND IDENTIFY THE REASON.

9.9.1. - ACCEPTABLE REASONS INCLUDE:-

AN UNINTENTIONAL DISCONNECTION.

A HARDWARE OR SOFTWARE MALFUNCTION (E.G. MONITOR POWER OR PERIPHERAL DISABILITY OR GAME GLITCH)

PHYSICAL INTERFERENCE WITH A PLAYER (E.G., FAN GANK OR BROKEN CHAIR OR TABLE)

PLAYER ILLNESS, INJURY, OR DISABILITY IS NOT AN ACCEPTABLE REASON FOR A PLAYER PAUSE.

IN SUCH A SITUATION, THE TEAM MUST ALERT A REFEREE, WHO MAY IN HIS/HER SOLE DISCRETION, GRANT A PAUSE IN ORDER TO EVALUATE THE IDENTIFIED PLAYER TO DETERMINE WHETHER PLAYER IS READY, WILLING, AND ABLE TO CONTINUE PLAYING WITHIN A REASONABLE PERIOD OF TIME, AS DETERMINED BY THE REFEREE, BUT NOT TO EXCEED A FEW MINUTES. IF THE REFEREE DETERMINES THAT THE IDENTIFIED PLAYER IS NOT ABLE TO CONTINUE PLAYING WITHIN SUCH REASONABLE PERIOD OF TIME, THEN THE IDENTIFIED PLAYER'S TEAM SHALL FORFEIT THE GAME UNLESS A REFEREE, IN HIS/HER DISCRETION, DETERMINES THAT THE GAME IS SUBJECT TO AN AWARDED GAME VICTORY (SEE SECTION 9.5).

9.9.2. - RESUMING THE GAME.

PLAYERS ARE NOT PERMITTED TO RESUME THE GAME AFTER A PAUSE. AFTER CLEARANCE FROM A REFEREE IS ISSUED AND ALL PLAYERS ARE NOTIFIED AND READY AT THEIR STATIONS, WHICH WILL BE CONTINGENT ON THE TEAM CAPTAIN CONFIRMING THROUGH IN-GAME CHAT THAT BOTH TEAMS ARE READY TO RESUME PLAY, THE INCLIENT SPECTATORS WILL UNPAUSE THE GAME.

9.9.3. - UNAUTHORIZED PAUSE

IF A PLAYER PAUSES OR UNPAUSES A GAME WITHOUT PERMISSION FROM A REFEREE, IT WILL BE CONSIDERED UNFAIR PLAY AND PENALTIES WILL BE APPLIED AT THE DISCRETION OF RULES BOOK.

9.9.4. - RESUMING THE GAME

UNDER WHICH CONDITIONS CAN A GAME BE RESET IS ENTIRELY DECIDED BY THE REFEREE. THE FOLLOWING CONDITIONS ARE EXAMPLES USED TO ILLUSTRATE:-

REMAKES BEFORE GOR. THE FOLLOWING ARE EXAMPLES OF SITUATIONS IN WHICH A GAME MAY BE REMADE IF GOR HAS NOT BEEN ESTABLISHED:-

IF A PLAYER NOTICES THAT PLAYER'S EMBLEMS, BATTLE SPELLS OR GUI SETTINGS HAVE NOT APPLIED CORRECTLY DUE TO A BUG BETWEEN THE GAME LOBBY AND MATCH, PLAYER CAN PAUSE THE GAME TO ADJUST THESE SETTINGS. IF THE SETTINGS CANNOT BE CORRECTLY ADJUSTED, THEN THE GAME MAY BE RESTARTED.

IF THE REFEREE DETERMINE THAT TECHNICAL DIFFICULTIES WILL NOT ALLOW FOR THE GAME TO RESUME AS NORMAL (INCLUDING A TEAM'S ABILITY TO BE IN PROPER POSITION FOR CERTAIN GAME EVENTS, SUCH AS MINION SPAWN)

9.10. - RESTARTS AFTER GOR

THE FOLLOWING ARE EXAMPLES OF SITUATIONS IN WHICH A GAME MAY BE RESTARTED AFTER GOR HAS BEEN ESTABLISHED.

IF A GAME EXPERIENCES A CRITICAL BUG AT ANY POINT DURING THE MATCH WHICH SIGNIFICANTLY ALTERS GAME STATS OR GAMEPLAY MECHANICS.

IF A REFEREE DETERMINES THAT THERE ARE ENVIRONMENTAL CONDITIONS WHICH ARE UNFAIR (E.G. EXCESSIVE NOISE, FAN GANK, HOSTILE WEATHER, UNACCEPTABLE SAFETY RISKS)

9.11. - RESTART PROTOCOL

IF A GAME EXPERIENCES A CRITICAL BUG AT ANY POINT DURING THE MATCH THAT SIGNIFICANTLY ALTERS GAME STATS OR GAMEPLAY MECHANICS, OR THE EXTERNAL ENVIRONMENTAL CONDITIONS BECOME UNTENABLE THEN A RESTART MAY OCCUR.

CERTAIN CIRCUMSTANCES MUST BE MET BEFORE A RESTART MAY OCCUR. REFEREES MUST DETERMINE THAT THE BUG IS CRITICAL AND VERIFIABLE. FOR THE BUG TO BE CONSIDERED CRITICAL, THE BUG MUST SIGNIFICANTLY DAMAGE A PLAYER'S ABILITY TO COMPETE IN THE GAME SITUATION. THE DETERMINATION OF WHETHER THE BUG HAS DAMAGED A PLAYER'S ABILITY TO COMPETE IS UP TO THE SOLE DISCRETION OF THE REFEREES. IN ORDER FOR A BUG TO BE CONSIDERED VERIFIABLE, THE BUG MUST BE CONCLUSIVELY PRESENT AND NOT POSSIBLY ATTRIBUTABLE TO PLAYER ERROR.

THE SPECTATOR MUST THEN BE ABLE TO REPLAY THE INSTANCE IN QUESTION AND VERIFY THE BUG. IF A PLAYER BELIEVES S/HE HAS EXPERIENCED A CRITICAL BUG, S/HE MUST PAUSE THE GAME AND ALERT A REFEREE IN A TIMELY FASHION. IF IT IS BELIEVED THAT A PLAYER IS ATTEMPTING TO DELAY REPORTING OF A BUG TO WAIT FOR A POSSIBLE RESTART AT A MORE ADVANTAGEOUS TIME, THEN A RESTART WILL NO LONGER BE GRANTED. IF REFEREES DETERMINE THAT THE BUG IS CRITICAL AND VERIFIABLE AND THAT THE PLAYER FOLLOWED THE PAUSE PROTOCOL, THEN THE DISADVANTAGED TEAM WILL BE PRESENTED WITH THE OPTION FOR A RESTART. IF THE TEAM ACCEPTS, OFFICIALS WILL ATTEMPT TO UTILIZE THE RULES SET IN SECTION 9.4 TO RECOVER THE GAME. AN EXCEPTION TO RULE 9.4 IS IF THE RESTART OCCURRED DUE TO A HERO BUG, THEN SETTINGS NO LONGER WILL BE RETAINED (INCLUDING PICKS AND BANS) REGARDLESS OF GAME OF RECORD STATUS AND THE HERO MAY BE MADE INELIGIBLE FOR AT LEAST THE REMAINDER OF THE DAY'S MATCHES UNLESS THE BUG CAN BE CONCLUSIVELY TIED TO A SPECIFIC GAME ELEMENT THAT CAN BE FULLY REMOVED (I.E. A SKIN THAT CAN BE DISABLED).

THIS SECTION IS APPLICABLE IF THE PAUSE IS DIRECTED AS PER SECTION 9.4 AND DOES NOT LIMIT THE ABILITY OF AN REFEREE TO INSTITUTE A RESTART.

9.12. - CONTROLLED ENVIRONMENT

CERTAIN CONDITIONS MAY BE PRESERVED IN THE EVENT OF A RESTART OF A GAME THAT HAS NOT REACHED GOR, INCLUDING, WITHOUT LIMITATION, PICKS/BANS OR BATTLE SPELLS. IF, HOWEVER, A MATCH HAS REACHED GOR THEN REFEREES SHALL NOT RETAIN ANY SETTINGS.

9.13. - PLAYER CONFIRMATION OF SETTINGS

EACH TEAM CAPTAIN SHALL VERIFY THAT EVERY PLAYER ON HIS/HER TEAM HAS FINALIZED THEIR INTENDED GAME SETTINGS (INCLUDING EMBLEMS, TALENTS, CONTROLS, ANDGUI SETTINGS) BEFORE GOR IS ESTABLISHED. ANY ERROR IN VERIFICATION IS NOT GROUNDS FOR A GAME RESTART AFTER GOR IS ESTABLISHED.

9.14. - AWARDED GAME VICTORY.

IN THE EVENT OF A TECHNICAL DIFFICULTY WHICH LEADS REFEREES TO DECLARE A RESTART, ORGANISING COMMITTEE MAY INSTEAD AWARD A GAME VICTORY TO A TEAM. REFEREES, IN THEIR SOLE DISCRETION, MAY DETERMINE THAT A TEAM CANNOT AVOID DEFEAT TO A DEGREE OF REASONABLE CERTAINTY. THE FOLLOWING CRITERIA MAY BE USED AS REFERENCE FOR DETERMINING THIS ACKNOWLEDGEMENT, IF THE TWO CRITERIA ARE NOT SATISFIED, ONE TEAM'S VICTORY IS UNABLE TO BE DIRECTLY DETERMINED, HOWEVER, IF ONE OF THE CRITERIA HAS BEEN SATISFIED THE REFEREE WILL USE THEIR OWN JUDGEMENT ACCORDING TO THE SITUATION TO DETERMINE WHETHER ONE TEAM WOULD BE INEVITABLY DEFEATED.

9.14.1. - THE DIFFERENCE IN KILLS BETWEEN THE TEAMS IS NO LESS THAN 15.

9.14.2. - A GAME HAS BEEN PLAYED FOR MORE THAN 10 MINUTES ON THE GAME CLOCK WHILE GOLD DIFFERENCE IS MORE THAN 800 * GAMING TIME