

DACS SPORTSFEST 2023

EVENT: ESPORTS

EVENT: VALORANT

Overview

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| Platform | Discord |
| Series | Double Elimination; 8 teams (Depending of teams) |
| Semi-Finals | Best-of-3 Format |
| Finals | Best-of-5 Format |

Player Count

1. The Cluster is highly encouraged to have a total of seven [7] representatives, officially recognizing two [2] players as a substitute.
2. There will be five [5] players at the beginning of every game.
3. During a game, if a team loses 2 players at the same time due to disconnection for whatever possible reasons, the team is highly encouraged to forfeit the match. However, if a team is not able to field the required number of players for additional games in the series, then they will be forfeited for the remainder of the match.

Player Requirements

1. The tournament is open to all bonafide student/pupil of the DACS Member Schools.
2. The players should be able to log in themselves in the Discord server throughout the duration of each game.

Mechanics

1. Tournament is open to all bona fide student of DACS.
2. Tournament matches must be played on time. Delays in the tournament are not permitted unless facilitators/ushers allow a delay.
3. In the event that an incorrect rule set is loaded on the server, the match should be stopped and restarted.
4. Previously played rounds with the incorrect format will not count towards the match outcome.
5. Every violation of the tournament's rules and guidelines committed by any official representative of a team will constitute a warning. In the event a team reaches three [3] warnings, they shall be disqualified. However, if the violation involves trash-talking or badmouthing, then two [2] warnings are enough for disqualification. The decision of the ushers in light of disqualification on the premise of consecutive warnings is final and irrevocable.
6. In the event a player commits a violation, a warning is issued to the specific team.
7. In the event a school representative officer commits a violation, a warning is issued to all teams under the cluster.
8. In the event a student not affiliated with the SCHOOL's commits a violation, it is at the SCHOOL's discretion as to how the guidelines are imposed.

Settings

1. The home team will host the lobby and invite the away team.
2. Lobby: Custom (closed)
3. Mode: Standard
4. Cheats: Off/Not Allowed
5. Tournament Mode: On
6. Overtime Win by Two: On
7. The away team will choose which team starts of as attack and defense.
8. The server to be used shall still be open for discussion among competing team captains prior to the match-ups. Initial discussion shall be facilitated through a Messenger group chat mediated by the event ushers and final instructions regarding the server of preference shall be forwarded in the Discord lobby room before the match.

Map Selection

1. The home team bans a map.
2. The away team bans a map.
3. The home team chooses a map to play from the remaining list.
4. The team who won the toss coin will automatically be the team A and the other team will be team B.
5. Team A bans one map, and Team B bans one map.

Team A - Ban 1

Team B - Ban 2

Team A - Ban 3

Team B - Ban 4

Team A - Ban 5

Team B - Ban 6

Team A - Pick Map out of remaining 2 maps

Team B - Selects Side

Pausing of Game

1. Games can only be paused for three reasons: player drop, player disconnect, and technical issues.
2. Technical pauses are not allowed in the middle of the round. It will be allowed only after or at the beginning of the round.
3. However, stoppage of play may be requested at any time for the above reasons.
4. The team initiating a pause must first call the pause in chat. A pause may not be called during combat, or once the Spike has been planted.
5. Both teams cannot move around the map when the pause is in effect.
6. If a player is disconnected, the timeout shall automatically be utilized by the affected team. In case the player fails to connect, the game shall continue without the player.
7. If two [2] players are disconnected, the timeout shall automatically be utilized by the affected team. In case the two [2] players fail to reconnect within ten [10] minutes, the match shall automatically be forfeited.
8. Each team will have five [5] minutes of pause time per map.
9. Abuse of the pause feature may result in forfeiture, as determined by the event ushers' judgment.
10. To pause and unpaue the game, the team must inform before doing so.

Other Protocols

1. Accounts indicated in the registration must be the ones used for the duration of the tournament.
2. No swapping and changing of accounts will be allowed after the registration process.

Rules and Guidelines

1. The tournament will be set in a double-elimination round.
2. Teams are not allowed to change players during the game.
1. Players shall strictly abide by the 'Cheer don't Jeer' principle, which excludes all forms of swear/cuss/curse, etc.
2. Players are permitted to taunt mid-game through means such as T-bagging sprays, chat wheels, among others. However, trash-talking or bad-mouthing are strictly prohibited, both of which are only covered by two [2] warnings.
3. The player should be on the Discord server while playing the game. Failure to comply will result in disqualification.
4. Players are required to turn on their cameras in their respective discord channels throughout the tournament. Failure to comply will result in disqualification.
5. In case certain players are unable to turn on their cameras via PC or laptop, they must use a second device [eg: phone, tablets, etc.] instead.
6. Players during the game should use the DACS 2023 Sportsfest Discord Server for in-game communications.
7. Players are expected to be present 15 minutes before the game time. The ushers will give 3 chances to the players to convene in their respective channels. Failure to be complete by the third and final warning will result in forfeiting the game.
8. Late attendance or late team assembly might result in penalties or disqualification, as determined by the judgment of the event ushers.

Scheduling

1. The tournament will strictly abide by the given schedule.
2. In case of any changes, the tournament organizers will inform the players at least two hours in advance.

EVENT: MOBILES LEGENDS

Overview

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| Platform | Discord |
| Series | Double Elimination; 8 Teams (Depending of teams) |
| Semi-Finals | Best-of-3 Format |
| Finals | Best-of-5 Format |

Player Requirements

1. The tournament is open to all bonafide student/pupil of the DACS Member Schools.
2. The players should be able to log in themselves in the Discord server throughout the duration of each game.
3. Each cluster is highly encouraged to have seven [7] representatives, and officially recognize two [2] representatives as a substitute.
4. A team must consist of five [5] participants at the beginning of each game.
5. Participating players must have a rank of Epic 3 or above.

Gameplay

1. Only the administrator will set up the lobby room.
2. The games shall be played in Draft Pick Mode (teams must have their names for the toss coin).
3. Throwing, gambling, and match-fixing will result in disqualification.
4. If the game is disrupted or stopped due to game/server crashes/errors, the match will be restarted.

Pausing of Game

1. The game can only be paused for three reasons: player drop, player disconnect, and technical issues.
2. Stoppage of play is allowed for the reasons above.
3. Each team will be given a maximum of five [5] minutes of pause for each game.
4. To pause and unpause the game, the team must inform before doing so.

General Conduct

1. Players are expected to conduct themselves and compete with the spirit of sportsmanship, maintaining a friendly and polite demeanor in activities involving other participants and the public in general.
2. The organizer has the right to apply penalties, and disqualify and dismiss any registered player from the tournament, at their discretion, at any stage of the tournament.
3. The tournament organizers will not be held accountable if the players have an unstable internet connection.
4. Players who violate the general conduct will be given a warning. In the event a team reaches three [3] warnings, they shall be disqualified. However, if the violation involves trash-talking or badmouthing, then two [2] warnings are enough for disqualification. The decision of the ushers in light of disqualification on the premise of consecutive warnings is final and irrevocable.

Rules and Guidelines

1. The tournament will be set in a double-elimination round.
2. All games *except the Semi-Finals and Finals* will be set in a Best-of-1 series. The Semi-Finals will be set in a Best-of-3 series and the Finals will be set in a Best-of-5 series.

3. Teams are not allowed to change players during the game.
4. Players shall strictly abide by the 'Cheer don't Jeer' principle, which excludes all forms of swear/cuss/curse, and etc.
5. Players are permitted to taunt mid-game through means such as T-bagging sprays, chat wheels, among others. However, trash-talking or bad-mouthing are strictly prohibited, both of which are only covered by two [2] warnings.
6. The player should be on the Discord server while playing the game. Failure to comply will result in disqualification.
7. Players are required to turn on their cameras in their respective discord channels throughout the tournament. Failure to comply will result in disqualification.
8. In case certain players are unable to turn on their cameras via PC or laptop, they must use a second device [eg: phone, tablets, etc.] instead.
9. Players during the game should use the DACS 2023 Sportsfest Discord Server for in-game communications.
10. Players are expected to be present 15 minutes before the game time. The ushers will give 3 chances to the players to convene in their respective channels. Failure to be complete by the third and final warning will result in forfeiting the game.
11. Late attendance or late team assembly might result in penalties or disqualification, as determined by the judgment of the event ushers.

Scheduling

1. The Tournament should be played remotely, except for the finals — which will be done live in-campus.
2. Players will be advised of the schedule of games through the official Discord server which shall be created by the organizers alongside the team captains.
3. The tournament will strictly abide by the given schedule. Only tournament organizers can alter the schedule of games.
4. In case of any changes, the tournament organizers will inform the players at least two hours in advance.

EVENT: DOTA 2

Overview

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|-------------|---|
| Platform | Discord |
| Series | Double Elimination; 8 teams (Depends on teams) |
| Semi-Finals | Best of 3 series |
| Finals | Best of 5 game |

Team/Player Mechanics

1. The tournament is open to all bonafide student/pupil of the DACS Member Schools.
2. Each cluster is highly encouraged to have seven [7] representatives, and officially recognize two [2] representatives as a substitute.
3. A team must consist of at least five [5] participants at the beginning of each game.
4. Unexpected issues for one [1] single player are not a valid reason to postpone matches.
5. The team must have a name and a logo that represents their cluster. Offensive team names are prohibited.
6. A team will be disqualified if they do not show up within 15 minutes when a match is about to start.

Gameplay

1. Only the administrator will create the lobby.
2. The games will be played in Captains Mode (teams must have their names for the toss coin).
3. Region: Japan/Singapore
4. Throwing, gambling, and match-fixing will result in disqualification.
5. If the game is disrupted or stopped due to game/server crashes/errors, the match will be restarted.
6. The accidental typing of 'GG' in the chat will not be tolerated. Players must proceed with caution when playing the game.

Pausing of Game

1. The game can only be paused for three reasons: player drop, player disconnect, and technical issues.
2. Stoppage of play is allowed for the reasons above.
3. Each team will be given a maximum of five [5] minutes of pause for each game.
4. To pause and unpause the game, the team must inform before doing so.

Rules and Regulations

1. The tournament will be set in a double-elimination round.
2. Teams are not allowed to change players during the game.
3. The player should be on the Discord server while playing the game. Failure to comply will result in disqualification.
4. Players are required to turn on their cameras in their respective discord channels throughout the tournament failure to comply will result in disqualification.
5. In case certain players are unable to turn on their cameras via PC or laptop, they should use a second device (ex: phone, tablets, etc.) instead.
6. Late attendance or late team assembly might result in penalties or disqualification.

Disconnects

1. If a player disconnects, the game must be paused immediately.
2. The player is given up to 10 minutes in reconnecting to the game. This 10-minute period is cumulative, in a sense that, say a player gets disconnected for the first time for an entire 3 minutes, getting disconnected for the second time of the same player can only go as long as the remaining 7 minutes.
3. If the time has passed, the opposing team may continue the game, unless the administrator demands the opposite.
4. The player is allowed to rejoin later on.

Player Security

1. During the game, the players are required to be in the Discord channel assigned to them by the administrator.
2. All players are required to turn on their cameras during the game to ensure player security regardless of internet connection.
3. In the event a player turns off their camera and does not oblige with the general guidelines in the next minute without proper notice to administrator, the team shall be forfeited.
4. In the event a player is caught exchanging one's account with another person, the team shall be automatically disqualified from the tournament.
5. Players during the game should use the DACS Sportsfest 2023 Discord Server for in-game communications.
6. Players are expected to be present 15 minutes before the game time. The ushers will give 3 chances to the players to convene in their respective channels. Failure to be complete by the third and final warning will result in forfeiting the game.

Code of Conduct

1. The Cheer Don't Jeer policy shall be in effect all throughout the tournament.
2. The policy is bound but not limited to the following: in-game chats, discord chats, voice channel use for trash-talking, social media platforms in the public domain, implicit use of GIFs, and images depicting offensive remarks, and etc.
3. Players are permitted to taunt mid-game through means such as T-bagging sprays, chat wheels, among others. However, trash-talking or bad-mouthing are strictly prohibited, both of which are only covered by two [2] warnings.
4. The Event Head has the jurisdiction to interpret all types of violations of the code of conduct.
5. Every violation of the tournament's rules and guidelines committed by any official representative of a team will constitute a warning. In the event a team reaches three [3] warnings, they shall be disqualified. However, if the violation involves trash-talking or badmouthing, then two [2] warnings are enough for disqualification. The decision of the ushers in light of disqualification on the premise of consecutive warnings is final and irrevocable.
6. In the event a player commits a violation, a warning is issued to the specific team.
7. In the event a school representative officer commits a violation, a warning is issued to all teams under the cluster.
8. In the event a student not affiliated with the SCHOOL's commits a violation, it is at the SCHOOL's discretion as to how the guidelines are imposed.

Rules on Roster of Players

1. All clusters are advised to choose their roster of players cautiously due to the varying circumstance of the pandemic and connectivity issues.
2. The roster of players in each cluster shall be deemed final upon the date of finalization of entry forms.
3. Changing the roster during the DACS Esports tournament proper can only be valid for the following reasons: health constraints, filing of university leave of absence or un-enrollment of subjects, transferring of schools, death of direct family, and other cases deemed valid by the Event Head.
4. Connectivity issues shall NOT be considered, as the guidelines of all sports does not excuse connectivity altogether, but rather allows timeouts mid-game.
5. Upon filing a roster change, the cluster must present supporting evidence to justify the roster change.
6. Roster change during the SEMI-FINALS and CHAMPIONSHIP round is strictly prohibited.
7. Approval of roster change will be deliberated on a case-to-case basis by the Tournament Director of the DACS 2023 Esports Event.