

APPROVED BY
Autonomous Non-Profit Organization
“Agency of Development of Computer and Other Sports”
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General Director
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Technical Rules for
Dota 2 and Mobile Legends: Bang Bang Competitions
of the International Phygital Live Games
(Games of Future Project)

I. GENERAL

1. Terms and Abbreviations

Agency - Autonomous Non-Profit Organization “Agency of Development of Computer and Other Sports”.

Chief Refereeing Panel (CRP) - an authorized body formed by the Agency to ensure compliance with the Regulations, Technical Rules, Esports Rules, and other regulatory documents of the Organizers, and to referee the Competition.

Player/Competitor/Athlete - an individual taking part in the Competition, including those who have applied for the Competition.

Captain - a team member who communicates with the Competition organizers on behalf of the team.

Team - a group of competitors who have applied for and are participating in the Competition.

Match - a game held between two teams in the Competition within the timeframe specified by the relevant rules.

Nickname - the player’s in-game name.

Regulatory Documents - Esports Rules, Regulations, Technical Rules, decisions of the Chief Refereeing Panel, and other documents adopted and approved by the Agency (its authorized persons) to govern the Competition.

Organizers - the Agency and the Federation.

Esports Rules - the esports rules approved by the federal executive body in the field of physical culture and sports as prescribed by the applicable law of the Russian Federation.

Regulations - the International Phygital Live Games Regulations (Games of Future Project).

Competition - the International Phygital Live Games (Games of Future Project) for Dota 2 and Mobile Legends: Bang Bang.

Technical Rules - a regulatory document defining the conditions and procedure of Dota 2 and Mobile Legends: Bang Bang Competitions approved by the Agency.

Technical Loss - a team defeat declared by an authorized body of the Agency for a gross violation of the match rules, Regulations, failure to appear, etc. In this case, the opponent wins by default.

Federation - the All-Russian Esports Federation.

Final Match - the final game determining the winner of the Competition.

Bo3 - the format of matches between competitors until two (2) victories.

Dota 2 - a multiplayer online battle arena (MOBA) game in the battle arena esports discipline.

Mobile Legends: Bang Bang - a mobile MOBA game in the battle arena esports discipline developed and published by Moonton Technology.

2. General

2.1. The Competition shall be held in accordance with the Regulatory Documents and Technical Requirements for Sports Facilities of the International Multi-Sport Games of Future Competition.

2.2. All competitors, coaches, team officials, administrative and technical staff of the competitors, officials, referees, and other persons involved in holding the Competition shall be aware of and comply with the Regulatory Documents and Technical Requirements for Sports Facilities of the International Multi-Sport Games of Future Competition.

2.3. The official channels of communication during the Competition include the game lobby or direct face-to-face communication between the competitors (team representatives) and the Competition officials.

2.4. Each match shall be held as follows depending on the game:

2.4.1. Dota 2

Dota 2 matches shall be held in accordance with the Esports Rules subject to the specific provisions of these Technical Rules, Regulations, and other regulatory documents of the Agency. These shall be Bo3 five-on-five matches. The Competition is held via LAN.

Teams shall have five (5) competitors as main team members and two (2) benched players. Substitutions are allowed between matches. Substitutions between maps are not allowed, except as objectively necessary (due to injury, illness, etc.) and subject to the approval by the Agency.

2.4.2. Mobile Legends: Bang Bang

Mobile Legends: Bang Bang matches shall be held in accordance with the Esports Rules subject to the specific provisions of these Technical Rules, Regulations, and other regulatory documents of the Agency. These shall be Bo3 five-on-five matches. The Competition is held via LAN.

The team shall have five (5) competitors as main team members and two (2) benched players. Substitutions are allowed between matches. Substitutions between maps are not allowed, except as objectively necessary (due to injury, illness, etc.) and subject to the approval by the Agency.

3. Rights and Obligations of the Competitors

3.1. Competitors shall have the right to:

3.1.1. Be judged justly and fairly.

3.1.2. Receive full results of the Competition through a team representative.

3.1.3. Contact the Chief Refereeing Panel through a team representative.

3.2. Competitors are obliged to:

3.2.1. Be aware of and comply with the Regulatory Documents and the requirements of the Agency.

3.2.2. Maintain confidentiality when communicating with the Competition Organizers and officials. In particular, all information communicated to or received from these persons during the consideration of applications, complaints, claims, or appeals is confidential and may not be published without the Organizers' consent.

Breaches of confidentiality obligations when communicating with the Competition Organizers and officials, including the publication of texts written as part of applications, complaints, claims, or appeals to the technical support team without the Organizers' consent, shall result in sanctions against the offender as stipulated in the Regulatory Documents, up to and including disqualification.

3.2.3. Follow the generally accepted standards of conduct and be respectful toward Competition officials, viewers, media representatives, and other competitors.

3.2.4. Follow the principles of sportsmanship and fair play. It is forbidden to unlawfully influence the outcome of matches held in the Competition. Examples of such influence include, but are not limited to:

- Intentional loss for any reason.
- Playing for the benefit of another Competitor to assist them.
- Fixed matches in any form.
- Agreement to share a cash or another prize.

3.2.5. Competitors may not use any software that affects the in-game mechanics, including software designed to change the in-game parameters in order to get an advantage and/or hinder the normal progress of the match for their opponent.

3.2.6. Competitors providing any information to the Competition Organizers and officials shall be liable for the accuracy of such information. Provision of inaccurate information shall be subject to sanctions.

3.2.7. Competitors shall use their personal game accounts that were specified in the application for the Competition. The use of third-party game accounts during the Competition is prohibited.

3.2.8. Be accompanied by the coach / team official at the Competition.

3.2.9. Unconditionally obey all the orders and instructions of the referees related directly to the Competition.

3.2.10. Strictly follow the order of entries to the competition arena as determined by drawing lots.

3.2.11. Competitors shall not place bets, including online bets, on the Competition, either independently or through third parties (relatives, friends, acquaintances).

3.2.12. Competitors shall comply with the rules of the license agreement of the relevant video game developers. Competitors shall be personally liable for not respecting the intellectual property rights and license agreement of the video game developers.

Rule violations by teams and/or athletes taking part in the Competition as part of teams may result in the Organizers (Rights Holder) applying sanctions as appropriate.

3.2.13. It is forbidden to use any object, gear or equipment that is not covered by the Esports Rules, Regulations, Technical Rules, and other regulatory documents of the Competition and poses a potential danger to the life and/or health of the surrounding people and/or the competitor themselves.

3.2.14. Athletes participating in the Competition as part of teams shall comply with the safety, gear operation, and anti-doping requirements.

3.2.15. Athletes participating in the Competition as part of teams shall comply with the dress code and other appearance requirements of the Competition approved by the Agency.

3.2.16. Competitors are forbidden to:

- Interfere with the referee or their assistants.
- Disable or otherwise damage sports equipment.
- Interfere with the game in any way that prevents the normal flow of the match.
- Stall the game.
- Take other actions that interfere with the normal organization and holding of the Competition, contrary to the Esports Rules, Technical Rules, Regulations, and other regulatory documents of the Agency.
- Collude with each other.
- Receive and/or use unauthorized information (including watching the live broadcast of the Competition).

3.3. The Competition Organizer may use the names and nicknames of the competitors, photos and videos of their participation in the Competition on the websites of the Organizer and the Competition partners, as well as in any public and promotional events or other promotional materials without reference to the source, additional notification, or compensation.

3.4. During the Competition matches, team coaches are only allowed to communicate with their team during the draft (character picking stage). They are not allowed to communicate with players outside this period. Any teams breaching this rule will be penalized up to and including disqualification from the Competition.

4. Refereeing

4.1. Referees for the Competition Matches shall be determined as prescribed in the Regulations and other regulatory documents of the Agency.

5. Disciplinary Violations and Sanctions

5.1. Misconduct and any other behavior that contradicts the Esports Rules, standards and rules stipulated in the Regulations, and the Technical Rules, is punishable by a warning, suspension or disqualification. The regulations of the Organizers may also provide for other sanctions in the event of violations under the Technical Rules and/or related documents.

5.2. Should a competitor commit a violation not expressly stipulated in the Regulations, Technical Rules, or other regulatory documents of the Organizer, then the Competition Organizer, CRP, Referees, and the Refereeing Panel may apply one of the sanctions specified in the Esports Rules, guided by the analogy of the law and the principles of good faith, reasonableness and fairness.

5.3. Delaying the start or continuation of a match by more than 10 minutes may result in a technical loss in the match of the respective round, unless another sanctioning procedure is stipulated in the Special Part of the Technical Rules.

5.4. Deliberate disruption of matches, as well as misconduct during the Competition, may result in sanctions up to and including disqualification.

5.5. Sending excessive messages (spam) in the in-game chat may lead to the offender being subject to sanctions ranging from a warning to disqualification depending on the number and frequency of such messages.

5.6. Match sabotaging may result in sanctions up to and including disqualification.

5.7. Competitors who have ever been blocked by the publisher and/or developer of a video game, caught cheating, including by using prohibited software, and those who have a reputation that could adversely affect the image of the Competition may be deemed ineligible or be disqualified without the right of appeal.

6. Appeals

6.1. The outcome of a match may be appealed by the Captain or a Team representative due to a breach of the Regulatory Documents of the Competition as prescribed by the Regulations.

7. Determining Winners and Runners-Up

7.1. The winner of the Competition is the team that took first place in the Competition.

7.2. The second and third place teams in the Competition shall be recognized as runners-up.

7.3. The procedure for awarding the winner and runners-up shall be determined by the Agency.

II. SPECIAL PART

8. Dota 2 Matches

8.1. Features of the Competition lobby:

8.1.1. The lobby shall be set up by a Competition official in the Captains Mode.

8.1.2. It shall be protected by a password set by the Agency.

8.1.3. Only players are allowed in the lobby on behalf of Competitors.

8.1.4. The Competition lobby shall be created on the Luxembourg server (it is possible to change the server by mutual agreement of the participating teams).

8.2. Side picking priority shall be determined by flipping an in-game coin.

8.3. Persons who are not competitors or match officials (of the Competition) may only be in the Competition lobby with the permission of the Agency.

8.4. A warning shall be given to the team sending “gg” in the chat during the unfinished game if there has been a misclick or technical error. A repeated violation shall result in a technical loss.

8.5. Players are not allowed to watch the broadcasts of their games (stream snipe) during ongoing matches. This rule shall take effect from the moment the lobby starts loading into the game, include any pauses during gameplay, and be in effect until the game officially ends and the post-game summary is displayed.

Broadcasts include live video streams (including, but not limited to, broadcasting platforms such as Twitch, YouTube Live, HuoMao, Douyu, Facebook, etc.), DotaTV channels, streaming chats (including, but not limited to, Twitch chat), and text live report topic broadcasts (such as Liquiddota.com).

8.6. Technical problems in Dota 2:

- The game shall be replayed if all players lose server connection (disconnect). The picks and bans shall remain the same as prior to disconnection.
- If one or more players from a team are disconnected, a pause shall be given for at least five (5) minutes or until all players have reconnected.
- When all players from the same team are disconnected and the game lasts no longer than ten (10) minutes with a score difference of no more than five (5) points, the game shall be replayed with the same picks.
- The match lobby shall be recreated if a player disconnects at the pick and ban stage and cannot reconnect quickly, including if the opportunity to make picks or bans is missed. Other players making character picks and bans will have to repeat all the picks and bans made before the disconnection.

8.7. Teams that abuse Dota 2 gameplay bugs may be penalized in accordance with the Technical Rules.

If a team discovers a bug affecting the gameplay during a match, it shall stop the game and inform the Organizer.

8.8. Competitors shall be liable for their actions/inaction in the game. A player accidentally quitting the game or picking a wrong character, skill (including +2 to all attributes) or item is not a valid reason for a replay.

8.9. If a technical problem results in an interruption during the first five minutes of the game, it may be replayed at the discretion of the Agency.

8.10. Matches shall start at the time set by the Agency.

8.11. A 15-minute break is announced after the completion of each map. If the end time of a Competition match coincides with the start time of a subsequent match, the next match shall be postponed until the previous match is completed and the 15-minute break ends.

8.12. Teams shall join the lobby 15 minutes before the start of each match and 10 minutes before the start of maps 2 and 3.

8.13. Any team that does not have all five (5) main team players in the lobby by the scheduled match or map time shall be penalized in accordance with the following rules:

8.13.1. 5 minutes delay: minus 30 seconds of extra time.

8.13.2. 10 minutes delay: minus 70 seconds of extra time.

8.13.3. 15 minutes delay: minus 110 seconds of extra time.

8.13.4. 25 minutes delay or no communication with the team representative: the late team shall lose and the opposing team shall win by default.

8.14. If the delay is caused by a force majeure event beyond the team's control, the team may be exempted from sanctions at the discretion of the Agency.

9. Mobile Legends: Bang Bang Matches

9.1. The game is played in the Custom Draft Pick mode.

9.2. The map is standard.

9.3. Technical problems in Mobile Legends: Bang Bang:

- In case of disconnection or a technical problem a replay is allowed if the problem occurred before 1 minute 30 seconds of the Competition match have passed.
- A replay is not possible after active actions have been taken.
- The character picking stage cannot be redone.
- Requesting replay of a Competition match:
 - A team member shall take a screenshot or record the game to prove that a problem occurred in the match.
 - Send a message requesting a rematch in the general game chat.
 - Surrender in the game before 1 minute and 30 seconds of the match pass.
 - Create a new match and play it.

9.4. Teams that abuse bugs in the Mobile Legends: Bang Bang gameplay may be penalized in accordance with the Technical Rules.

If a team discovers a bug affecting the gameplay, it shall stop the game and immediately inform the Agency.

9.5. Competitors shall be liable for their actions/inaction in the game. A player accidentally quitting the game, picking a wrong character, or otherwise preventing the game from continuing is not a valid reason for a replay.

9.6. Competitors shall communicate with their opponents through Referees.

9.7. The color of the sides in a Bo3 match shall be determined as follows:

9.7.1. Map 1: the top team shall take the blue side.

9.7.2. Map 2: the top team shall take the red side.

9.7.3. Map 3: the side shall be picked by the team that lost the second map.

9.8. The game lobby shall be created by the blue side.

9.9. Lobby mode: Draft Pick.

9.10. Lobby server: Ru.

9.11. Only the current match competitors and the official Competition referees are allowed in the game lobby.

9.12. A condition for the victory is a destruction of the enemy's throne.

9.13. It is forbidden to delay the start of the match in any way.

9.14. Breaks between matches shall not exceed five (5) minutes.

10. Final Provisions

10.1. Matters not governed herein shall be settled in accordance with the Regulations, Esports Rules, and other applicable regulatory documents of the Organizers.

10.2. If necessary, including in case of contradictions between the Technical Rules, Regulations, Esports Rules, and other regulatory documents of the Competition, the CRP shall be the one to interpret the corresponding documents and make the final decision on resolving the relevant contradictions guided by the analogy of the law and the principles of good faith, reasonableness and fairness.