



Samsung Odyssey Cup Campus League

DOTA 2

RULES & REGULATIONS

TOURNAMENT ORGANIZER: SAMSUNG ASIA PTE LTD

MANAGED BY: TGC MARKETING SDN. BHD

1. INTRODUCTION AND PURPOSE

These official rules of the *Samsung Odyssey Cup Campus League* apply to each of the Teams who have qualified to play in the Samsung Odyssey Cup Campus League's Dota 2 Tournament on the **8th June - 16th June 2024** for **Qualifiers**, **18th June - 22nd June 2024** for **Playoffs** as well as the **23rd June 2024** for **Grand Finals**. These rules also apply to the Teams' Team Coaches, Managers, Owners, Starting Lineup, Substitutions (collectively "Team Members"). The Samsung Odyssey Cup Campus League has qualifiers, and playoffs. This rule only applies to the official *Samsung Odyssey Cup Campus League*. It does not apply to any other competitions, tournaments or any other activities organized by the Tournament Organizer. These rules have been enacted to ensure the maintained stability of a complete Dota 2 tournament system, and the fairness of competition between professional teams. Standardized rules benefit all parties who are involved in the professional play of Dota 2, including the teams, players and Team Managers. These rules shall not restrict the competitive performance of Players. The articles of any Player or Team's agreement will be determined by each Team and Player themselves. This rule will be published and constantly updated on the official website for all the players to view. The documents and files pointed by the Event Organizer are also part of official rules, which all the participating teams also need to follow.

2. TOURNAMENT STRUCTURE, SCHEDULE AND PRIZE

2.1. DEFINITION OF TERMS

- 2.1.1. Game. An instance of competition on the map designated by *Samsung Odyssey Cup Campus League* that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the final objective (destruction of a base), (b) Team Surrender, or (c) Team Disqualified for violating rules, (d) Official announce win Match which is a decision made by the Event Organizer.
- 2.1.2. A set of Games that is played until one Team wins a majority of the total Games (e.g., winning two Games out of three ("BO3"); winning three Games out of five ("BO5")). The winning Team will either receive a win

tally in a league format or advance to the next round in a tournament format.

3. TEAM MEMBER ELIGIBILITY

3.1. GENERAL RULES

Formation. Each Team is required to maintain five Players across their starting lineup ("Starter") and up to two substitute Players ("Substitute") during the entirety of the *Samsung Odyssey Cup Campus League*. Any failure to maintain such numbers shall be subject to penalties.

3.2. Player Age

No player shall be considered eligible to participate in any Match comprising a *Samsung Odyssey Cup Campus League* event before his or her 18th birthday, defined as having lived 18 full years.

[Proof of Study/Student ID is required for all ages]

3.3. Campus

All participating members in a team for any game titles must be enrolled in an educational institution, including universities, colleges, and technical schools.

4.0 TEAM NAMES, TEAM LOGOS AND PLAYER NAMES

4.1 TEAM NAMES AND TEAM LOGOS

4.1.1 Teams are not allowed to have the same or similar names. Team logos and name must be unique in design and easily distinguishable from other team's logos and names. Moreover, Team names and logos must only contain English characters, numbers, space, plus sign (+), minus sign (-), underline (_) and single quotes (").

4.1.2 When applying with the *Samsung Odyssey Cup Campus League* for the use of any Team names, the Team shall also provide a short name of the contemplated Team name, 2 to 4 characters including space, which must only contain English characters, numbers, space, plus sign (+), minus sign (-), underline (_) and single quotes ("). Unless otherwise specified by the Team, the *Samsung Odyssey Cup Campus League* is entitled to use, at its own discretion, the full Team name and/or the short Team name on any occasion.

4.1.3 The Event Organizer reserves the final right to approve Team names and logos based on criteria such as uniqueness, appropriateness, and alignment with the event's professional standards.

4.1.4 Any applications regarding changes to all Teams (included Qualifier teams) names or logos must be submitted to the Event Organizer, 3 days in advance before qualifiers (all teams roster lock date), the new name or logo can only be used after obtaining approval. Except for the circumstances of name duplication or breaching the rules of naming, No Team (except qualified teams) allowed to change the Team's name after roster lock date.

4.2 PLAYER NAME

4.2.1 Player name must only contain English characters, numbers, space, plus sign (+), minus sign (-), underline (_) and single quotes ("). The length should be 4 to 12 characters. Player Names cannot contain a sponsor's name, cannot be similar with any brand, also any players names that may cause misunderstanding is not allowed.

4.2.2 In case of duplicated names, the player should change the name after consulting the authority.

4.3 COMMON RESTRICTIONS

No additional special characters will be allowed for Team names, Logos or Player Names (including underscores, slashes, etc.). Team Names, Logos and Player Names may not contain: vulgarities or obscenities; names related to the hero characters in the Dota 2 or other similar characters; or other contents that may create confusion.

4.4 REVIEW

4.4.1 Approval. All Team Names, Logos and Player Names must be approved by the Event Organizer in advance of use in tournaments.

4.4.2 Changes. Changes to the Team Names, Logos and Player Names are not allowed except under certain extenuating circumstances, and must be approved by the Event Organizer prior to use in a *Samsung Odyssey Cup Campus League* Game. Any cosmetic change must be made before the designated date. The Event Organizer has the right to deny a Team name if it does not reflect the professional standards sought by the *Samsung Odyssey Cup Campus League*. The Event Organizer reserves the final right to approve names and logos.

5.0 ROSTER RULES

5.1 ACTIVE ROSTER

5.1.1 Formation. Starters and Substitutes form the "Active Roster". No individual may simultaneously hold two or more of the roles listed above.

5.1.2 Single Team Exclusivity. A Player/Head Coach is only allowed to compete for the one Team that they have an agreement with. A Player/Head Coach will not be allowed to compete for more than one Team simultaneously and therefore cannot be listed on the Active Roster of more than one Team.

5.1.3 Disclosure. The Active Roster may be displayed on the official website of Samsung Odyssey Cup Campus League and be updated upon proper filing of documentation. Once a conclusion of the Player Services Agreement is confirmed, the updated Active Roster will be placed on the website. The Active

Roster of the Teams on that website will be considered the most up-to-date information that could be applied within a reasonable time.

5.2 SUBMISSION OF ACTIVE ROSTER

5.2.1 Time. At a time designated by the Event Organizer before the start of each split, each Team must submit their Active Roster to the Event Organizer, including five members of the Starters and at least one Substitutes, maximum two Substitutes. In the event that a Team Manager elects to modify the Active Roster, the Team Manager must submit requests in compliance with the Official Rules. In the event that a Team Manager selects to modify the starting lineup, the Team Manager must make a request to modify the starting lineup in compliance with the Official Rules. Any request to modify rosters shall be made in advance of any proposed effective date of any such change.

5.2.2 Review. The Event Organizer reserves the right to approve or deny any request to modify Active Rosters, based upon the eligibility of the Players involved and the compliance with these Rules of such request.

5.2.3 No roster changes are to be allowed after roster lock date.

5.3 SUBSTITUTIONS

5.3.1 First Game. Requests to modify the starting lineup for the Team's first Game on a playoff week may not be submitted any later than 2 hours prior to the start of that broadcast and/or webcast.

5.3.2 Substitutions during Match. A Team may substitute Players between Games of a Match. The Team must notify a University e-League referee and seek approval for the substitution no later than 5 minutes after the previous

Game. For example, if a Team wishes to substitute a Player in for Game 2, then the Team Manager must notify and seek approval from a *Samsung Odyssey Cup Campus League* League Ops no later than 5 minutes following Game 1.

Substitution is not allowed in BO1. For BO3, substitution can be made once. For BO5, substitution can be made 2 times. For BO7, substitution can be made 3 times. There is no player quota change limitation during each substitution.

5.3.3 Emergency. In the event of an emergency, a Team will be given certain time to find an immediate Substitute upon approval of the Event Organizer. In cases where a team is unable to find a substitute player within 2 hours of the competition commencement, the Team will forfeit. The Event Organizer will determine if an event qualifies as an emergency. A substitute player, who could be the chief coach or any other player who hasn't participated in such events may be allowed to participate. A substitute player should satisfy the requirements stipulated in Player Eligibility of Team Member Eligibility.

6.0 MATCH PROCESS

6.1 CHANGES TO SCHEDULE

The Event Organizer may, at its sole discretion, re-order the schedule of Matches within a given day and/or change the date of the *Samsung Odyssey Cup Campus League*. Match to a different date or otherwise modify the schedule of Matches. In the event that the Event Organizer modifies a Match schedule, it will be notified to all Teams at the earliest convenience.

6.2 READY FOR MATCH

Members of a Team's Active Roster who are participating in a playoff event must get ready for the match at least 1 hour before their team match schedule and prepared to be invited into the tournament lobby one hour before their match

schedule for the testing match. If a team is not ready once the pre-appointed match time has been reached, an additional ten minutes of waiting time will be allowed. After this ten-minute period, if a team is still not ready, they will be considered to have lost the first Game of the Match. Teams that are late without notifying the Event Organizer thirty minutes prior to the start of the Match will incur additional penalties at the discretion of the Event Organizer. Penalties can include loss of match points, fines, or disqualification, depending on the severity and frequency of the lateness.

6.3 REFEREES

6.4.1 Referee Comportment. At all times, Referees shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any Player, Team, Team Manager, Head Coach, Owner, or other individuals.

6.4.2 Appeal. Any appeal made to the Referee by Team Members during a Game must be communicated to and confirmed with the Event Organizer at first before commencing with arbitration, Referees are not allowed to consent to any demands made by Team Members of their own accord. The Event Organizer will judge appeals of errors of judgments made by Referees, if the Referee is deemed to have made a mistake, the Event Organizer will penalize them in accordance with the nature of their error. The Event Organizer can assess any decisions made during or after a Game in order to confirm whether the correct procedures have been implemented. If the correct procedures haven't been abided by, the Event Organizer reserves the right to overrule the Referee's decision. The Event Organizer maintains the right to make the final decision on all decisions throughout the duration of the Tournament.

6.4.3 Final Interpretation. The Event Organizer reserves the final right of interpretation of these operation standards and protocols, any unsettled matters will be settled according to the Event Organizer's interpretation of the matter.

6.4.4 Responsibilities. Referees designated by the Event Organizer are responsible for making judgments on every Match-related issue, question and situation which occurs before, during, and immediately following Match play. Their oversight includes, but is not limited to:

6.4.4.1 Before Match Start

- Checking whether the Team's starting lineup matches with the one that was submitted.
- Checking and ensuring that all player peripherals are normal, items to be checked include:
 - The communication between Team and Referees is smooth and stable. The communication between team managers and players is smooth and stable.
 - If Discord must be used as the communication software, the Referees must ensure that each phone's Discord software is open and the five phones have all entered into a group together, and are all functioning normally.
- Under the circumstances of substituting players in BO3, BO5 or BO7 Matches, the Team should inform the judge of the information of the player substitution within 5 minutes.
- Confirming the Match Area does not have any unauthorized persons
- Checking and ensuring that Players have not brought any electric communications equipment
- Checking and ensuring that there is no food in the Match Area and all drinks conform to official requirements
- Checking and ensuring that all the players and coaches don't show the tattoo while in the *Samsung Odyssey Cup Campus League* official event.
- Teams must prepare for the Match one hour prior to its start and enter the Game fifteen minutes prior to the start of the Match and enter into the match room straight away upon announcement. If one side is not ready once the pre-appointed match time has been reached, then everyone will wait an extra ten minutes. After this extra ten minutes of waiting time has finished, if one Team has still not entered into the match room and prepared then the late Team will be considered to have lost the first Game of this Match, if the Team has still not entered into the match room and prepared after twenty minutes then the late Team will be considered to have lost two Games of this Match and so on, up until one side has claimed victory.

- If both Teams are late, then the Match will use the BO3 Match as reference. If both Teams are ten minutes late, then they will both be considered to have lost the first Game of this Match and the BO3 Match will be converted to a BO1 Match. If both Teams are twenty minutes late, then both Teams will be considered to have lost two Games of this Match. This provision is not applicable to Playoffs, and the Event Organizer has the discretion.
- If there are unexpected circumstances that may cause a Team to be late, the Team must notify the Event Organizer thirty minutes before the start of the Match, the Event Organizer will decide whether or not they agree to delay the Match depending on the situation. If the Event Organizer has not been notified thirty minutes prior to the start of the Match but the Team is late nonetheless, the Event Organizer will administer extra penalties to the Team according to the Match result's importance.
- Late arrival caused by force majeure will be administered at the Event Organizer's discretion.

6.4.4.2 During the Match

- Once the Players of both parties are ready and all equipment is working properly, announce the start of the Match.
- During the ban/pick phase, the Head Coach can communicate with the Team and participate in the Team's ban/pick. Upon the end of the ban/pick phase, the Head Coach must leave the Match Area straight away and cannot communicate with their Team in any way.
- During the Match, the Referees must observe and walk around the Match Area to check that all members are competing according to requirements.
- If it is an online Match, Teams can ask their team managers to communicate with Referee and request for a pause, the Referee must pause the Game as soon as a team calls for a Game pause and ask for the reason for pausing if there is no team fights happening at that moment. If a team fight is happening during the request of pause, the Referee will only pause the match after the completion of the team fight. A team fight is defined when there is 2 players or more from each team is engaged. And each team can only pause for a maximum 5 mins each Game if the issues are about their internet, phone setting, etc which is

caused by the team's preparation. But if the issue is caused by Game Bug or other problems from University e-League or Game side, there is no maximum pause time per Game. Tournament Organizer has 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, Event Organizer has the final right of interpretation for what is deemed an acceptable reason.

- If it is an offline Match, Teams can raise their hand to motion to the Referee and request for a pause, the Referee must pause the Match as soon as a team calls for a Game pause and ask for the reason for pausing. There is no maximum pause time per Game for offline Matches, but if no good reason for pausing the Game can be given, the Event Organizer has 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, the Event Organizer has the final right of interpretation for what is deemed an acceptable reason. 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.
- If a Referee discovers a problem which greatly affects the Match, they can pause/resume the Match but a detailed explanation must be given afterwards and gain the Event Organizer's approval, otherwise the Referee will be penalized. If a Referee discovers a large problem but doesn't pause the Match, they will be penalized all the same.
- During the Match, participating Team Members must ensure that their cell phone is connected to the charging cable throughout the entire course of the Match and are not allowed to turn on Speed Mode, the cell phone's internet settings are not allowed to be changed without a Referee's notice.
- During the Match, the Referees must observe all the actions of the participating Team Members and warn them of any violations to the Match rules, if they have given out multiple warnings to no effect, the Referee

can inform the Event Organizer at the end of the Match, if deemed necessary, the concerned member will incur a penalty.

6.4.4.3 After the Match

- Once the Offline Match has finished, the Referee must first confirm the end of the Match and its result and sign the Match result confirmation with the Team.
- Once the Online Match has finished, the Referee must first confirm the end of the Match and its result. Then the Team manager needs to reply to the official email about the match result and confirm the match result by email.
- Once the aforementioned work has finished, if it is the end of a Match, the Referee must give the order and tell members that they can proceed to the opponent's seating area and shake hands.

6.4.5 Finality of Judgment. If a Referee makes an incorrect judgment, the judgment can be subject to reversal. The Event Organizer at their discretion may evaluate the decision during or after the Match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, the Event Organizer reserves the right to potentially invalidate the Referee's decision. The Event Organizer will always maintain final say in all decisions set forth throughout the Event

6.4.6 Referee Comportment. At all times, Referees shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any Player, Team, Team Manager, Head Coach, Owner, or other individuals.

6.4.7 Gambling Prohibition. All rules prohibiting gambling on Dota 2, as provided in this Official Rules, shall apply to Referees without limitation.

7.0 COMPETITIVE PATCH & MATCH SERVER

7.1 PRE-MATCH SETUP

7.1.1 Match Accounts. During the Match, in tournament mode, all Heroes and skins can be used. All teams need to ensure that all their players have already

set their accounts into tournament mode before they reach the tournament venue. This includes but not limited to In-Game Nickname adjustment and Team name adjustment. *Samsung Odyssey Cup Campus League* matches will be conducted on a local tournament server or the official game server, Teams would need to ensure that they have both server ID ready. If *Samsung Odyssey Cup Campus League* officials discover that any players have not done the necessary preparation or made adjustments while on stage, the officials would have to implement the penalty system upon the team.

7.1.2 Setup Time. Players will have designated blocks of time prior to their Match time to ensure they are fully prepared. The Event Organizer will inform Players and Teams of their scheduled setup time and duration as part of their Match schedule. The Event Organizer may change the schedule at any time. Delays caused by setup issues beyond the 30 minutes window may result in penalties, including loss of match points, at the sole discretion of the Event Organizer. Should teams use any unreasonable reasons to delay the game (including delay in entering tournament lobby), the league penalty system will be implemented. For clarification, after receiving Samsung Odyssey Cup Campus League official instruction to start the match, If the teams give reason such as; require more time to discuss tactics, last minute request to use the restroom, have forgot any equipment that needs to be brought to the match area etc. will all be deem as a violation of delaying the game

Setup time is considered to have begun once Players enter the Match Area, at which point they are not allowed to leave without permission of the on-site Referee. Setup is comprised of the following:

- Ensuring the quality of all provided equipment.
- Connecting and calibrating devices.
- Ensuring proper function of voice chat system.
- Setting up Emblem and Battle Spells pages.
- Adjusting in-game settings.
- Limited in-game warm-up.

7.1.3 Seating Order. Players must sit in the seating order they submitted.

7.1.4 Technical Failure of Equipment. If a Player encounters any equipment problems during any phase of the setup process, Player must alert and notify an *Samsung Odyssey Cup Campus League* official immediately. The official will assist in troubleshooting and resolving the issue. If the problem cannot be resolved within 15 minutes, the match may be delayed at the discretion of the Event Organizer.

7.1.5 Technical Support. The *Samsung Odyssey Cup Campus League* officials will be available to assist with the setup process and troubleshoot any problems encountered during the pre-Match set up period.

7.1.6 Timeliness of Match Start. It is expected that Players will resolve any issues with the setup process within the allotted time and that Match will begin at the scheduled time. Delays due to setup problems may be permitted, at the sole discretion of the Event Organizer. Penalties for tardiness may be assessed at the discretion of the Event Organizer.

7.1.7 Acknowledgement of Pre-Match Testing. Approximate 5 minutes before the Match is scheduled to begin, a Referee will confirm with each Player that their setup is complete.

7.1.8 Player Ready State. Once all ten Players in a Match have confirmed completion of setup, Players may not alter their emblem pages or enter a warm-up Game.

7.1.9 Game Lobby Creation. The Event Organizer will decide how the official game lobby will be created. Players will be directed by the Event Organizer to join a game lobby as soon as testing has been completed, in their seating order.

7.2 GAME SETUP

7.2.1 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 instruct the OB to start the Game.

7.2.2 Recording of Pick/Ban Process. Picks/bans will proceed through the client's Tournament Mode feature:-

Open Qualifier: 6 Bans

Playoffs: 6 Bans

GrandFinals: 6 Bans

If picks/bans are completed substantially in advance of game setup, at the instruction and discretion of the Event Organizer, the Event Organizer will record the official picks/bans and manually abort the game start.

7.2.1 General/Game Settings.

Map: *Samsung Odyssey Cup Campus League Official*.

Team Size: 5

Allow Spectators: Lobby Only

Game Type: Draft Pick

7.3 PICK / BAN PHASE & SIDE SELECTION

7.3.1. Draft Pick. The OB will select Draft Pick. After Draft has started, the starting Players of each Team can't be substituted. Players can use any Hero within the Team's Draft (Heroes prohibited by the *Samsung Odyssey Cup Campus League* can't be used).

7.3.2. 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 the Event Organizer.

7.3.3. Side Selection.

7.3.3.1. During the tournament except Grand Finals, Teams' side selection for Game 1 in the BO1/3/5 Matches will be decided by coin flip. In the follow-up games of this match, the losing team of the previous match has the right for side selection.

7.3.3.2. In the Grand Finals, teams from Upper Bracket will have the side selection for Game 1. In the follow-up games of this match, the losing team of the previous match has the right for side selection.

7.3.4. 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 and the Event Organizer will then communicate and confirm with one another before deciding whether or not the Player can reselect.

7.3.5. Trading Heroes. Teams must complete all Heroes trades before the countdown ends during the Trading Phase, otherwise will be subject to any disadvantages or consequences arising therefrom.

7.3.6. Game Start After Pick/Ban. A Game will start immediately after the pick/ban process is complete, unless otherwise stated by a tournament official. At this point, *Samsung Odyssey Cup Campus League* will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a Game during the time between the completion of picks/bans and game launch, also known as “Free Time”

7.3.7. Controlled Game Start. In the event of an error in game start or a decision by *Samsung Odyssey Cup Campus League* to separate the pick/ban process from game start, a *Samsung Odyssey Cup Campus League* official 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.

7.3.8. Slow Client Load. If a Bug, disconnect, or any other failure occurs which interrupts the loading process and prevents a Player from joining a Game upon game start, the Game must be immediately paused until all ten Players are connected to the Game.

8.0 GAME RULES

8.1 Definition of Terms

8.1.1 Unintentional Disconnection. A Player losing connection to the Game due to problems or issues with the game client, cell phone, network or other devices.

8.1.2 Intentional Disconnection. A Player losing connection to the Game due to Player's actions (i.e. quitting the Game). Any actions of a Player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the Player.

8.1.3. Server Crash. All Players losing connection to a Game due to an issue with a game server, Match Server, or venue internet instability.

8.1.4 BUG. Bugs could lead to incorrect or abnormal results of the game, or even could cause faults, flaws, malfunction or defects of game data or hardware equipment.

8.1.5 Prompt Reporting. Defined as a bug that is noticed by any players (inclusive of hardware malfunction) would require the player to pause the game and inform the Event Organizer official immediately.

8.2 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. Examples of conditions which establish GOR:

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

8.2.2 Line-of-sight is established between Players on opposing Teams.

8.2.3 Setting foot, establishing vision or targeting skill shot ability in an opponent's jungle by either Team, which includes either leaving the river or entering brush connected to enemy jungle.

8.2.4 Game timer reaches two minutes (00:02:00).

8.3 Stoppage of Play

If a Player intentionally disconnects without notifying any of the *Samsung Odyssey Cup Campus League* officials or pausing, a *Samsung Odyssey Cup Campus League* official is not required to enforce a stoppage. During any pause or stoppage, Players may not leave the Match Area unless authorized by a *Samsung Odyssey Cup Campus League* official.

8.3.1 Directed Pause. The Event Organizer may order the pause of a Match or execute a pause command on any player station at the sole discretion of the Event Organizer, at any time.

8.3.2 Player Pause. Players may only pause a Match immediately following any of the events described below, but must signal a *Samsung Odyssey Cup Campus League* official immediately after the pause and identify the reason. Acceptable reasons include:

- An Unintentional Disconnection or Sever Delay Caused by Network Fluctuation.
- A hardware or software malfunction (e.g. 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 an *Samsung Odyssey Cup Campus League* official, 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 *Samsung Odyssey Cup Campus League* official, but not to exceed a few minutes. If the *Samsung Odyssey Cup Campus League* official determines that the identified Player is not able to continue playing within such a reasonable period of time, then the identified Player's Team shall forfeit the Game unless a *Samsung Odyssey Cup Campus League* official, in his/her discretion, determines that the Game is subject to a Rematch or Postponement.

- Unauthorized Pause. If a Player pauses or unpauses a Game without permission from an Referee, it will be considered unfair play and penalties will be applied at the discretion of the Event Organizer.
- During the pause duration, players are not allowed to communicate with each other or anyone that is not in the match. The only person that the players are allowed to communicate with would be the *Samsung Odyssey Cup Campus League* official but for the sole purpose of rectifying the issue of the pause only. Should the pause duration get extended, *Samsung Odyssey Cup Campus League* officials will hold the right to allow any communication between playing members of the match only before the pause is un-paused. *Samsung Odyssey Cup Campus League* Officials retain the rights to the final interpretation of the situation. Should the team communicate before *Samsung Odyssey Cup Campus League* officials give the permission to communicate, the team in question will be subjected to a penalty relevant to the violation.

8.4 Remaking the Game

8.4.1 Under which conditions can a Game be reset is entirely decided by the Event Organizer. A game may be remade under the following conditions:

- (i) If a critical bug is discovered before GOR is established.
- (ii) If a critical bug that significantly alters game stats or mechanics is discovered after GOR is established.
- (iii) If technical difficulties prevent the game from continuing normally.

8.4.2 Remakes 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. Players must report any bugs immediately by pausing the game and notifying a referee. The referee will investigate the bug and consult with the Event Organizer to determine if a remake is necessary.
- If a UEL official determines that there are environmental conditions which are unfair (e.g. excessive noise, fan gank, hostile weather, unacceptable safety risks).

8.4.3 Remakes 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. The Event Organizer 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 Event Organizer. In order for a bug to be considered verifiable, the bug must be conclusively present and not possibly attributable to Player's error. The spectator must then be able to replay the instance in question and verify the bug.
- If a Player believes she/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 the Event Organizer determines that the bug is critical and verifiable and that the Player followed the pause protocol, then the Team experiencing the bug will be presented with the option for a restart. If the Team accepts, officials will attempt to utilize the rules set in Section 8.5 to remake the Game.
- This section is applicable if the pause is directed as per Section 8.3.1 and does not limit the ability of a tournament official to institute a restart.

8.4.4 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 the Event Organizer shall not retain any settings.

8.4.5 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, and GUI settings) before GOR is established. Any error in verification is not grounds for a game restart after GOR is established.

If there is a situation where a remake is required, Tournament Organizer retains the right to announce a winner without a remake if the game has passed the 20 minute mark and Tournament Organizer determines that the opposing team has no chance to prevent the other team from winning the match.

8.5 Postponement

In the event of a technical difficulty which leads the Event Organizer to declare a restart, the Event Organizer, in its sole discretion, may request for a rematch or postponement of the Game.

8.6 Post-Game Process

8.6.1 Results. The Event Organizer will confirm and record game results.

8.6.2 Tech Notes. Players will identify any tech issues with the Event Organizer.

8.6.3 Break Time. The Event Organizer will inform Players of the remaining amount of time before the next Game's pick/ban phase begins. The pick/ban phase will start at the predetermined time whether all of the Team is in the Match Area or not. The Event Organizer can decide themselves whether or not to log in on a Player's account and enter into the game lobby. After pick/ban has started, any Player of a Team present in the Match Area can determine the Hero pick/ban for their Team. However, if there are no Players from a Team present in the Match Area when the pick/ban phase starts, this Team will be considered as abstaining from this Game's pick/ban.

8.6.4 Results of Forfeiture. Matches won by forfeit will be reported by the minimum score it would take for one Team to win the Match (e.g. 1-0 for BO1 Matches, 2-0 for BO3 Matches, 3-0 for BO5 Matches). No other statistics will be recorded for forfeited Matches.

8.7 Post-Match Process

8.7.1 Results. The Event Organizer will confirm and record the match result.

8.7.2 Next Match. Players will be informed of their current standing in the competition, including their next scheduled Match

8.7.3 Obligation after Competition

- Players will be informed of any post-match obligations, including, but not limited to, media appearances, interviews, or further discussion of any match matters.
- Match participants must comply with the uniform arrangement of the *Samsung Odyssey Cup Campus League*, no Players can act independently without consent (for example, not following others on the bus, night out, changing rooms, etc.).

9.0 PLAYER EQUIPMENT

9.1 Audio Controls

Players will be required to maintain volume levels above minimum settings, which will be clearly marked on the controls. *Samsung Odyssey Cup Campus League* officials may require players to adjust their volume levels higher if the officials determine, at their sole discretion, that volume levels are too low.

Headphones must be placed directly on a player's ears, and must remain there for the duration of the game. Players are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the player's ears.

9.2 Equipment Tampering

Players may not touch or handle another teammate's owned or provided equipment after a Match has started. Players who require assistance with their equipment should ask assistance from a tournament official. Any tampering with equipment will result in penalties, including fines or disqualification, at the discretion of the Event Organizer.

9.3 Player and Coach Apparel

Players must be in team uniforms or their respective university's varsity attire during all *Samsung Odyssey Cup Campus League* matches and pre-match and post-match interviews by the *Samsung Odyssey Cup Campus League*. If no team requirement exists, players must wear pants and closed-toe shoes, as well as visible team-branded apparel, on their upper body, during the entirety of any University e-League event or appearance. All starting players must wear matching apparel during the game. The Event Organizer reserves the right to approve all apparel, including rejecting attire that does not meet professional standards.

The matching apparel includes shirts, jerseys, and pants. For the avoidance of doubt, short pants, sweatpants, athletic pants, and/or pajama pants will generally not be considered appropriate attire. Jerseys and all other apparel worn during such times are subject to the restrictions set forth in this Section, and are subject to the review and discretion of the Event Organizer.

The Event Organizer will have final approval over all apparel.

Coaches must wear business casual attire or team uniform while at the Match Area.

Players and Coaches must avoid chewing gum, hats, sunglasses, eye-catching necklaces and pendants while at the Match Area.

Players and coaches should not wear any clothes or ornaments with brands that are not approved by the Event Organizer. Food and/or beverages are not allowed to be brought to the stage.

Team Members may wear apparel with multiple logos, patches or promotional language. The Event Organizer reserves the right at all times to impose a ban on objectionable or offensive apparel:

- Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, that the Event Organizer, in its sole and absolute discretion, considers unethical.
- Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.
- Containing any material constituting or relating to any activities which are illegal in any *Samsung Odyssey Cup Campus League* region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling
- Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.
- Advertising any pornographic website or pornographic products.
- Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject University e-League or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
- Disparaging or libeling any opposing Team or Player or any other person, entity or product.
- The Event Organizer reserves the right to refuse entry or continued participation in the Match to any Team Member who does not comply with the aforementioned apparel rules.

10.0 CODE OF CONDUCT

10.1 Competition Conduct

11.1.1 Unfair Play. The following actions will be considered unfair play and will be subject to penalties at the discretion of the Event Organizer.

10.1.2 Collusion. Collusion is defined as any agreement among two (2) or more Players, Head Coaches, Teams, and/or confederates to disadvantage opposing Players. Collusion includes, but is not limited to, acts such as:

- Soft play, which is defined as any agreement among two (2) or more Players to not damage, impede or otherwise play to a reasonable standard of competition in a Game.
- Pre-arranging to split prize money and/or any other form of compensation.
- Sending or receiving signals, electronic or otherwise, from a confederate to/from a Player.
- Deliberately losing a Game for prize money, or for any other reason, or attempting to induce another Player to do so.
- Use of cheating devices or methods, including signaling devices or hand signals.
- Profanity, hate speech, insulting behavior, and harassment.

10.1.3 Competitive Integrity. Teams are expected to play at their best at all times within any University e-League Game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. For the sake of clarity, team composition and the pick/ban phase will not be considered when determining whether this rule has been violated.

10.1.4 Hacking. Hacking is defined as any modification of the Dota 2 game client by any Player, Team or person acting on behalf of a Player or a Team.

10.1.5 Exploiting. Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in neutral minion interactions, glitches in Heroes ability performance, or any other game function that, in the sole determination of the Event Organizer, is not functioning as intended.

10.1.6 Spectator Monitors. Players who are playing in a Game are not permitted to look or attempt to look at any screen or device that is displaying an observer level view of that Game (i.e., that is or is capable of showing a neutral view of the map).

10.1.7 Ringing. Playing under another Player's account or soliciting, inducing, encouraging or directing someone else to play under another Player's account.

11.1.8 Cheating Methods. The use of any kind of cheating device and/or cheat program, or any similar cheating method such as signaling devices, hand signals, etc.

10.1.9 Intentional Disconnection. An intentional disconnection without a proper and explicitly-stated reason.

10.1.10 Event Organizer Discretion. Any other further act, failure to act, or behavior which, in the sole judgment of the Event Organizer, violates these Rules and/or the standards of integrity established by *Samsung Odyssey Cup Campus League* for competitive game play.

10.1.11 Profanity and Hate Speech. A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match Area, at any time. A Team Member may not use any facilities, services or equipment provided or made available by University e-League or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events such as streaming.

10.1.12 Insulting Behavior. A Team Member may not take any action or perform any gesture directed at an opposing Team Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

10.1.13 Abusive Behavior. Abuse of the Event Organizer, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's cell phone, body or property will result in penalties. Team Members and their guests (if any) must treat all individuals attending a Match with respect.

10.1.14 Studio Interference. No Team Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Members may not stand on chairs, tables or other studio equipment. Team Members must follow all instructions of University E-sport League's studio personnel.

10.1.15 Unauthorized Communications. All mobile phones, tablets and other voice-enabled and/or "ringing" electronic devices must be removed from the play area before the Game. Players may not text/email or use social media while in the Match Area. During the Match, communication by a Starter shall be limited to the Players on the Starter's Team.

11.1.16 Identity. A Player may not cover his or her face or attempt to conceal his or her identity from the Event Organizer. The Event Organizer must be able to distinguish the identity of each Player at all times and may instruct Players to remove any material that inhibits the identification of Players or is a distraction to other Players or the Event Organizer.

10.2 Unprofessional Behavior

10.2.1 Responsibility under Code. Unless expressly stated otherwise, offenses and infringements of the Official Rules are punishable, whether or not they were committed

10.2.2. intentionally. Attempts to commit such offenses or infringements are also punishable.

10.2.3 Harassment. Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

10.2.4 Sexual Harassment. Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is

zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

10.2.5. Discrimination and Denigration. Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

10.2.6 Statements Regarding *Samsung Odyssey Cup Campus League*, Tournament Organizer, and Dota 2. Team Members may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of *Samsung Odyssey Cup Campus League*, Tournament Organizer or its affiliates, or Dota 2, as determined in the sole and absolute discretion of the Event Organizer.

10.2.7 Releasing Information without Approval. Teams will be asked to submit paperwork for approval or visibility throughout the *Samsung Odyssey Cup Campus League*. This paperwork is necessary for maintaining expectations throughout the *Samsung Odyssey Cup Campus League*. Early announcements can disrupt the competitive scouting a Team would use to create strategies for upcoming Matches. For this reason, if a Team Member has been told not to release information, as it may undermine the competitive process, and the Team Member proceeds to release said information, then the Team Member and/or Team will be subject to penalties.

10.2.8 Criminal Activity. A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

10.2.9 Behavior contrary to morality. Team members can't participate in any actions considered by the Event Organizer to be immoral, disgraceful or contrary to traditional morals and ethics.

10.2.10 Confidentiality. A Team Member may not disclose any confidential information provided by Event Organizer, Tournament Organizer or any affiliate of Tournament Organizer, by any method of communication, including all social media channels.

10.2.11 Bribery. No Team Member may offer any gift or reward to a Player, coach, manager, *Samsung Odyssey Cup Campus League* officials, or person connected with or employed by another *Samsung Odyssey Cup Campus League* Team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Team.

10.2.12 No Poaching or Tampering. No Team Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official coach or Player who is signed to any *Samsung Odyssey Cup Campus League* Team, nor encourage any such official coach or Player to breach or otherwise terminate a contract with said University e-League Team. An official coach or Player may not solicit a Team to violate this rule. An official coach or Player may express publicly their desire to leave the Team and encourage any and all interested parties to contact their management (i.e. a general statement aimed at the entire marketplace) after obtaining the consent of the Team. But, to be clear, the Head Coach or Player may not entice a Team directly to reach out to their management or attempt to violate their contractual obligations (i.e. a Player cannot contact or callout a Team and suggest that they inquire about the Player). Violations of this rule shall be subject to penalties, at the discretion of the Event Organizer. To inquire about the status of an official coach or Player from another Team, managers must contact the management of the Team that the Player and/or official coach is currently contracted with. The inquiring Team must provide visibility to the Event Organizer before being able to discuss the contract with a Player.

10.2.13 Gifts. No Team Member may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the Game, including services related to defeating or attempting to defeat a competing Team or services designed to throw or fix a Match or Game. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Member by a Team's official sponsor or owner subject to the Event Organizer prior written approval.

10.2.14 Non-Compliance. No Team Member may refuse or fail to apply the reasonable instructions or decisions of the Event Organizer.

10.2.15 Match-Fixing. No Team Member may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these Rules.

10.2.16 Document or Miscellaneous Requests. Documentation or other reasonable items may be required at various times throughout the University e-League as requested by the Event Organizer. If the documentation is not completed to the standards set by the *Samsung Odyssey Cup Campus League* then a Team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.

10.2.17 No Smoking or vaping. It is not permitted to smoke or vape inside non-smoking areas or other actions which violate venue rules when in the venues provided by the officials.

10.2.18 Association with Gambling. No Team Member or *Samsung Odyssey Cup Campus League* official may take part, either directly or indirectly, in betting or gambling on any results of any *Samsung Odyssey Cup Campus League* Game or Match.

11.0 COMPLIANCE WITH PENALTY RULES

11.1 Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that the Event Organizer believes, in their sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the Event Organizer.

11.2 Penalties

11.2.1 Upon discovery of any Team Member committing any violations of these Rules, the Event Organizer may, without limitation of its authority, issue the following penalties:

- Verbal or Written Warning(s)
- Loss of Side Selection for Current or Future Game(s) in the Samsung Odyssey Cup Campus League.
- Fine(s)
- Loss of Game
- Suspension(s)
- Disqualification(s)
- Legal Action
- Any Other Punishment Deemed Fit by the Authority of *Samsung Odyssey Cup Campus League*.
- Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in *Samsung Odyssey Cup Campus League*. It should be noted that penalties may not always be imposed in a successive manner. The Event Organizer, in its sole discretion, for example, can disqualify a Player for a first offense if the action of said Player is deemed egregious enough to be worthy of disqualification by the Event Organizer.
- Penalties that state a listed amount of time for discipline will only apply to competition months. Competition months are defined as the months in which *Samsung Odyssey Cup Campus League* professional competition are taking place.

11.3 Penalties for Policy Breach

If the Event Organizer determines that a Team or Team Member has violated the Official Rules, or other rules of *Samsung Odyssey Cup Campus League*, the Event Organizer may assign penalties at their sole discretion.

11.4 Player/ Team Behavior Investigation

If the Event Organizer determines that a Team or Team Member has violated the Code of Conduct, or other Official Rules, the Event Organizer may contact the Team or Team Member to discuss the investigation, the Team or Team Member is obligated to tell the truth. If a Team or Team Member withholds information or misleads the Event Organizer creating an obstruction of the investigation, then the Team and/or Team Member is subject to penalties.

11.5 Right to Publish

The Event Organizer shall have the right to publish a declaration stating that a Team and/or a Team Member has been penalized. Any Team Members and/or Team which may be referenced in such declaration hereby waive any right of legal action against the Samsung Odyssey Cup Campus League, Tournament Organizer, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

11.6 Appeal

In the event that a Team / Team Member who is subject to penalties has doubts about the Event Organizer's decisions for the penalties, the Team / Team Member may file an appeal against the decisions with Tournament Organizer through email. The appeal will be reviewed by the Tournament Organizer.

12.0 SPIRIT OF THE RULES

13.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the *Samsung Odyssey Cup Campus League*, and penalties for misconduct, lie solely with the *Samsung Odyssey Cup Campus League*, the decisions of which are final. *Samsung Odyssey Cup Campus League* decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

12.2 Rule Changes

These Rules may be amended, modified or supplemented by the *Samsung Odyssey Cup Campus League* from time to time, in order to ensure fair play and the integrity of the *Samsung Odyssey Cup Campus League*.

12.3 Best Interests of the *Samsung Odyssey Cup Campus League*

The Event Organizer at all times may act with the necessary authority to preserve the best interests of the *Samsung Odyssey Cup Campus League*. This power is not constrained by the lack of any specific language in this document. *Samsung Odyssey Cup Campus League* officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the *Samsung Odyssey Cup Campus League*

PLAYER ACKNOWLEDGEMENT OF *Samsung Odyssey Cup Campus League* ONLINE RULESET

Team Name	
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Acknowledgement Notice

Acknowledgement of Samsung Odyssey Cup Campus League 2024 Rules & Regulations

We, the undersigned team members, hereby acknowledge that we have read, understood, and agree to abide by the rules and regulations of the Samsung Odyssey Cup Campus League. We understand that these rules apply to all aspects of the tournament, including but not limited to team eligibility, tournament structure, match processes, player conduct, and equipment usage.

By signing this acknowledgement, we agree to comply with all the stipulations set forth in these rules and regulations and understand that any violation of these rules may result in penalties, including fines, suspension, or disqualification from the tournament.

We further acknowledge that the Event Organizer reserves the right to amend, modify, or supplement these rules at any time to ensure fair play and the integrity of the Samsung Odyssey Cup Campus League.

	Name and Signature Date of Signature
Team Owner (Optional)	
Team Manager	
Team Captain	
Team Coach (Optional)	