

# Section 1: General

## 1.1 Administration & Announcements

By joining The Corporate Party, you acknowledge that you have read this Terms & Conditions prior to the registration and to be bounded by this agreement. You will be disqualified upon violating any of the rules and clauses stated herewith.

- 1.1.1 Everybody who is authorized by The Corporate Party to administrate the competition based on its rules and regulations will be called an "admin" or "referee" in the following, the collectivity of all admins will be called the "administration". A list of the current admins are as follows:
  - i. Muhamad Arif
  - ii. Ivan Chee
  - iii. Aishah
  - iv. Fatah
- 1.1.2 The admins shall serve as the governing body for the referees and the participants for the whole tournament. Any decisions made by the admins are final. Referees are required to ensure the smoothness of the gameplay as well as to report any unethical acts by participants to the administration.
- 1.1.3 The referee has the power to disqualify either team or both team during a match when:
  - One of the team is purposely losing to the other team
  - Any form of racial abuse on any participant, referees, or the administration team
  - Any hack, script, or bug abuse
  - Any unauthorized change in the original line-up, as well as asking others to play on behalf of the original player
- 1.1.4 Any news article posted on **Official Facebook Page** and/or the **official competition website** serves as an official announcement for the competition.
- 1.1.5 The Organizer requires the participant to submit their official company/esports club logo to be submitted. Please make sure you have the approval of the company before submitting.
- 1.1.6 Official announcements as well as statements of admins at any place (**e.g. competition website, support ticket reply, discord, steam**) can ignore or overrule the following rules in order to make the competition as fair as possible. In case of contradicting declarations, the most recent announcement or admin statement counts.
- 1.1.7 A Corporate is defined as
  - i. formed into an association and endowed by law with the rights and liabilities of an individual
  - ii. Large companies, or to a particular large company

## 1.2 Participants & Teams

A team will only be allowed to join The Corporate League only with a valid steam/ML/PUBGM account and will be called "participant" in the following. Participants joining a team in order to fulfill the minimum required amount of team members will be called a "team" in the following. The teams must fulfill all the requirements as below:

- a. The team is from a valid corporate/company with invitation from the organizing committee.
- b. The team members shall be from the same corporate/company.
- c. All registering players shall full-time employees in the corporate/company with a valid position title and must be employed by the company/corporate for more than 6 months. An employee that is still within the probation period is not allowed to participate.
- d. Multiple teams from the same company can register on a first come first serve basis.
- e. Any players that has previously crowned 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> in any tournament shall be allowed to join with the agreement from the organizing committee.
- f. Full-time streamers or anyone with a full-time job to play games for more than 6 hours a day shall declare themselves to the organizing committee and their participation is subjected to the approval from the organizing team.
- g. Every member from the team is required to provide any 2 of the following documents during the registration and shall present the true copy during their check-in at the LAN Finals.
  - Staff Card
  - Employment Letter (Please obtain a stamp/signature from your superior/HR as verification)
  - HR Letter (Please obtain a stamp/signature from your superior/HR as verification)
  - Business Card
  - Salary Slip (Please remove any confidential details and obtain a stamp/signature from your superior/HR as verification)

## 1.3 Commitments

1.3.1 By attending the competition participants acknowledge without limitation to comply with the rules and regulations, official announcement, and with the statements and decisions made by the admins.

1.3.2 Every participant acknowledges the right for the administration to modify the rules and regulations for adjustments at any time without prior notice.

1.3.3 Every participant must show the needed respect towards all other participants. Insults and unfair or disrespectful behavior towards anyone in any platform will not be tolerated and will be heavily punished.

1.3.4 Players, Coaches and Team Representatives may not verbally abuse a tournament official or admin. Verbal abuse of a tournament official includes, but is not limited to, the use of vulgar language directed at a tournament official, the use of insulting words or gestures directed at a tournament official, and excessive argument with a tournament official that results in the delay of a match.

1.3.5 Every participant must always have the latest version of the games to be installed and has to check for updates in time before each match. Unless a new version comes out right before the match, patching is not a valid reason to delay the match.

1.3.6 Every team accepts the official schedule of the competition and declares its ability to be available during these times.

1.3.7 Every team and participant must try their hardest to win every game at every stage of the competition. Purposefully losing for any reason is strictly forbidden and will be disqualified if found guilty.

1.3.8 Any form of racial abuse/sentiment will not be tolerated. The participating team shall be disqualified once proven.

## **1.4 Communication**

1.4.1 All communication in between participants and admins can be in English or Malay language.

1.4.2 All communication between opposing teams should run through the official discord channel. Any other communication type is invalid for the administration in case of conflicts, unless a complete chat log can be provided (e.g. via screenshots).

1.4.3 Admin should be contacted via the support through the official email or discord channel. Requests via any other platform may be ignored.

## **Section 2: Teams & Players**

### **2.1 Team Size**

A Team must consist of at least five (5) and at most ten (10) participants. Those persons will be called "team members" or "members" of the team in the following.

## **2.2 Registration**

2.2.1 In order to sign up for the competition, a team must fulfill all requirements the tournament platform forces.

## **2.3 Lineup Changes**

2.3.1 Team members cannot be removed or added during the competition. Changing of team member shall lead to disqualification unless approved by the admins.

2.3.2 If another team member than before should be declared leader of a team, this has to either be set by the old leader himself in the team management or be requested by at least four and at least 50% of the team members.

## **2.4 In-game Names**

2.4.1 Any participating players shall use the same steam account and in-game-name throughout the tournament. Penalty will be imposed for changing in-game name without prior notice.

2.4.2 The in-game-name shall not contain any inappropriate or vulgar language. The admin reserves the authority to instruct the amendment of in-game-name.

# **Section 3: Schedule**

The schedule of the matches shall be released within 2 (two) working days upon closing of registration.

## **3.1 Match times**

3.1.1 The official schedule of the competition can be found on the individual competition rules and/or in an official announcement. This schedule includes the time of each match or of each round (in which case all matches of the round have that time as official match time).

3.1.2 If a delayed end of a previous match prohibits a match to start on schedule (due to either one of the involved teams still playing or the official broadcaster still streaming the previous match), the match time is changed to 1 minutes after the previous match ends.

## **3.2 Rescheduling**

3.2.1 In the event when one team wishes to change the match time, the team leader needs to inform the admins a minimum of 1 day before the day of the match being played, subject to agreement between teams and admin's approval to reschedule the date of the match. If the team fails to comply to this rule, the team shall be awarded with 1 (one) lose in the total score while the opponent is granted a default win.

3.2.2 In the event where each team is unable to come to agreement on the dates for the match to be played, the team that is able to play during the official schedule is granted a default win.

### **3.3 Punctuality**

3.3.1 If one team has not shown any sign of activity (that includes: No team member wrote a match comment, no team member has joined the lobby, all other attempts to contact the team failed) until 15 minutes after the match time, a default win should be requested by the other team via the support system. The default win for the game will be confirmed by an admin under normal circumstances.

3.3.2 If one team is not ready to start the match (but has shown activity) until 30 minutes after the match time, the opponents should report that 30 minutes after the match time.

## **Section 4: Hosting & Settings**

### **4.1 Lobby Hosting**

The lobby shall be hosted by admin/referee and the password is to be provided to the other team.

### **4.2 Spectators**

4.2.1 No spectators are allowed to join the lobby. The coach/manager are not exceptional to this rule. Spectators may watch the live game through Facebook if the games are being live stream.

4.2.2 Anyone authorized by an admin/referee has the right to spectate any game without the agreement of the teams.

### **4.3 Server Location**

4.3.1 The default server location is defined in the rules of each tournament individually. If that is not done and there is no news post about it stating otherwise, the default server location is Singapore.

4.3.2 Any other servers than the default one is to be used with the agreement from both teams or an admin decides on it

### **4.4 Sides & Drafting Order**

The side selection and drafting order of each game depends on the mode of the match. The "first team" means the team mentioned first on the match page, match ticker, or grid (depending on the type of competition). The sides and drafting order of games within a type of match not mentioned in the following (e.g. best of five) are decided by an admin.

4.4.1 One game: The side selection and drafting order is done by automatic coin toss.

4.4.2 Two game series: The sides and drafting order is done by automatic coin toss. The side selection or drafting order is reversed for Game 2.

4.4.3 Best of three (or three games series): The sides and drafting order is done by automatic coin toss. The side selection or drafting order is reversed for Game 2. In game 3, the sides and drafting order is again done by automatic coin toss

#### 4.5 Lineup Check

4.5.1 Both teams are allowed to use any methods agreed by each other for the lineup check.

4.5.2 Both teams are responsible for checking their opponent's lineup before the start of the game, or during the draft at the latest. If a lineup is found illegal according to rules 2.4 (e.g. wrong steam accounts or too many stand-ins), the opposing team may refuse the start of the game and inform the admin.

4.5.3 As soon as the first creep wave spawns without previous protest, the game must be concluded regardless of the lineups.

4.5.4 If the game is delayed due to one team not joining with a legal lineup, it counts the same as if a player were missing, and the standard punctuality rules apply. However, the team has at least 5 minutes to fix the lineup, even if there was less time left according to 3.3.

## Section 5: During a game

### 5.1 Pauses

Each team has the right to pause the game for an acceptable duration, if a player announces it at least three seconds in advance and calls a coherent reason (exception: not necessary, if someone disconnects). The game must not be resumed before both teams agree with it. When the number or the duration of breaks becomes too high or long, the referee may force the continuation of the game.

### 5.2 Disconnects & Reconnects

If a player disconnects, the game is to be paused instantly. Each team has up to ten minutes to reconnect to the game. If this time is passed, the opposing team may continue the game, unless a referee demands the opposite. The affected player is in this case still allowed to rejoin later on.

### 5.3 Broadcasting

5.4.1 Every authorized spectator (according to 4.2) inside the game is allowed to provide a video stream with a delay of at least five minutes.

5.3.2 Spectators from the in-game client are allowed to broadcast a match with at least two (2) minutes delay.

5.3.3 The players are not allowed to watch or listen to any of these video streams or to watch the game via in-game client at any time during their match. On top of that, they are not allowed to provide a stream themselves, unless there is no official broadcaster inside the game.

#### 5.4 Bugs

If any serious bugs occur, the game has to be paused immediately and the administration decides how to continue. Abusing a bug is strictly forbidden.

#### 5.5 Tools / Hacks

The usage of any tools or scripts aside from official Steam platform or the original in-game client during a match is strictly forbidden.

#### 5.6 Ending

A game is finished, when the majority of a team leaves on purpose, or when the administration decides on it. (note: A game is not forfeited, when a player types "gg", "ggwp", "Good Game" or "Good Game Well Played") However, a penalty will be imposed to the team who "gg" and cancels instantly on purpose.

## Section 6: Rule Violation & Punishment

6.1 Breaking of the rules or ignoring the order of an admin may result in a punishment for a whole team or a specific player. Type and amount is chosen by an admin.

#### 6.2. Possible Team Punishments

- Default Loss for one game
- Default Loss for the whole match
- Time Penalty for the next draft
- Score Reduction (during a group stage)
- Prize Money Reduction
- Temporary or permanent ban from the competition
- Permanent or Temporary Ban from other competitions organized by The Corporate Party

#### 6.3. Possible Player Punishments

- Temporary ban from the competition
- Permanent ban from the competition
- Permanent or Temporary Ban from other The Corporate Party competitions

## Section 7: Prize Money Distribution

All prize money transfers are handled via bank transfer. Other payment methods are not accepted. The prize money will only be transferred to the team leader. The team leader has to make sure every member of his team will get his adequate percentage of the prize money.

## Section 8: Legal Process

Legal proceedings are not permitted.