



Gaming4Humanity welcomes all G4HPlayers.

We thank you for participating in our small cause to **crowdfund** for **Bangladesh Water Well Project**. Please read the following disclaimer note and the rules and regulation set by Gaming4Humanity Crew. If you do not agree to any of the terms, please contact our G4HPlayer PIC at 019 382 2412 <https://G4HPlayer.wasap.my>

By participating in this project, you have understood that:

- (1) Gaming4Humanity is a **community crowdfunding** e-sport charity event where the project collects donation for Bangladesh Water Well Fund by Islamic Relief Malaysia.
- (2) The collection fee and donations will go to the fund after reducing all ground expenses.
- (3) Pictures taken throughout the event may be publish for promotional purposes.
- (4) The charity partner for Gaming4Humanity2019 is **Islamic Relief Malaysia**.
- (5) The charity project for Gaming4Humanity2019 is **Bangladesh Water Well Fund (Tabung Air Bangladesh – TAB)**.
- (6) The **event manager** for Gaming4Humanity is **Incredible Hearts** acting as G4HCrew / G4HVolunteer.
- (7) Gaming4Humanity has been endorsed by Sarawak eSports Association (SESA) and supported by Kementerian Belia dan Sukan Sarawak (KBS).
- (8) Gaming partners include **Sarawak All Stars Esports (SAS)**, **Gizmo Gamers Esports Arena** and **Space Island Kuching** acting as technical service provider / marsyal / caster / G4HCrew.

All players must:

- (1) Wear collared shirt / team jersey with long pants and shoe.
- (2) Report registration 30 minutes before round starts.
- (3) Be present and well at the venue 15 minutes before round starts.
- (4) Preparation starts 10 minutes before round starts.
- (5) Follow and respect G4HCrew / Marsyal instruction and decision at all time.
- (6) Abide by the Rules and Regulation of each game.

Players or team may be forfeited if found:

- (1) Smoking, eating and drinking
- (2) Making excessive noise or disturbing any parties
- (3) Leaving seats unless allowed by marsyal
- (4) Changing players during the game unless allowed by marsyal
- (5) Moving/changing any equipments used

In referring/judging the game

- (1) Marsyal have full control in revoking a game without warning
- (2) Any changes on anything that may void the game is upon marsyal discretion
- (3) Marsyal decision is final
- (4) Marsyal are elected by Technical and Game Crew of Gaming4Humanity

Voting

- (1) Voting shall be made by Gaming4Humanity Technical and Game Crew and will be announced to the players latest by 1 day before the game.

Objection

- (1) Objection may be made and will be subjected to discussion. Conclusion made 12 hours before the game will be final.

Non-disclosure

- (1) Any matters not stated in this form will be finalised by Gaming4Humanity Technical Crew and Gaming4Humanity Crew and decisions made are final.

Gaming4Humanity Crew

G4H Representative TAB IRM Representative	Asna	G4HStreamer Representative G4HBooth Representative	Yuha
Volunteer Representative G4HPlayer Representative	Tasnim	Mobile Technical Crew	Amir Nikman Salihin Aliff
PC Technical Crew	Chris Kenneth	Console Technical Crew	Zai

Game outline, rules and regulations for Gaming4Humanity 2019 are as follows.

BIL	GAME TYPE	GAME	PAGE
1	PC Game	Counter Strike: Global Offensive (CS GO)	3-4
2	PC Game	Defense of the Ancients (DOTA 2)	5-6
3	Console Game	FIFA 20	7-8
4	Mobile Game	PlayerUnknown's Battlegrounds Mobile (PUBGM)	9-10
5	Mobile Game	Mobile Legend Bang Bang	11



Counter-Strike: Global Offensive (CSGO)

Game Outline, Rules and Regulation

BIL	ITEM	INFORMATION
1	Software	Counter-Strike: Global Offensive (Steam Version)
2	Type of Tournament	Five (5) Player Team
3	Substitution	Not Applicable
4	Team Captain	Representative to be responsible for his/her team, choosing map and communication with referees
5	Extension	No outside applications / executables / dll's / workshop items, read _ANY_ method of gaining an advantage over the other team is allowed in the tournament.
6	Format of Tournament	Single Elimination – knock out
7	Round 1 and Round 2	Best-of-1 (Bo1) meaning the winner is declared after 1 round. Each round consists of 30 matches (maximum) between two (2) teams. Each match has a winner. The team that win 16 matches first is declared the winner of the round.
8	Semi Final and Final Round	Best-of-3 (Bo3) meaning the winner is declared after 3 rounds. Each round consists of 30 matches (maximum) between two (2) teams. Each match has a winner. The team that win 16 matches first is declared the winner of the round. The team that win 2 rounds first is declared the winner of Semi Final and Final Round.

Qualifiers: Saturday 7/12 and Sunday 8/12

7th Dec 2019 (Saturday)				8th Dec 2019 (Sunday)			
10.15am	M1.1	2.00pm	M1.4	10.15am	M1.7	2.00pm	M2.2
10.30am		2.15pm		10.30am		2.15pm	
10.45am		2.30pm		10.45am		2.30pm	
11.00am		2.45pm		11.00am		2.45pm	
11.15am		3.00pm		11.15am		3.00pm	
11.30am	M1.2	3.15pm	M1.5	11.30am	M1.8	3.15pm	M2.3
11.45am		3.30pm		11.45am		3.30pm	
12.00pm		3.45pm		12.00pm		3.45pm	
12.15pm		4.00pm		12.15pm		4.00pm	
12.30pm		4.15pm		12.30pm		4.15pm	
12.45pm	M1.3	4.30pm	M1.6	12.45pm	M2.1	4.30pm	M2.4
1.00pm		4.45pm		1.00pm		4.45pm	
1.15pm		5.00pm		1.15pm		5.00pm	
1.30pm		5.15pm		1.30pm		5.15pm	
1.45pm		5.30pm		1.45pm		5.30pm	

Semi Final: Friday 13/12

10:30 AM – 11:30 AM	CSGO (Semi 1.1)
11:45 AM – 12:45 PM	CSGO (Semi 1.2)
02:30 PM – 03:30 PM	CSGO (Semi 1.3)
03:45 PM – 04:45 PM	CSGO (Semi 2.1)
05:00 PM – 06:00 PM	CSGO (Semi 2.2)
06:15 PM – 07:15 PM	CSGO (Semi 2.3)

Final: Sunday 15/12

02:45 PM – 06:00 PM	CSGO (FINAL)
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Defense of the Ancients (DOTA2)

Game Outline, Rules and Regulation

BIL	ITEM	INFORMATION
1	Software	Defense of the Ancients (DOTA2)
2	Type of Tournament	Five (5) Player Team
3	Substitution	Not Applicable
4	Team Captain	Representative to be responsible for his/her team, choosing map and communication with referees
5	Extension	No outside applications / executables / dll's / workshop items, read _ANY_ method of gaining an advantage over the other team is allowed in the tournament.
6	Format of Tournament	Single Elimination – knock out
7	Round 1 and Round 2	Best-of-1 (Bo1) meaning the winner is declared after 1 round. Each round consists of 1 match between two (2) teams. The team that wins the match wins the round.
8	Semi Final and Final Round	Best-of-3 (Bo3) meaning the winner is declared after 3 rounds. Each round consists of consists of 1 match between two (2) teams. The team that win 2 rounds first is declared the winner of Semi Final and Final Round.

Qualifiers: Saturday 7/12 and Sunday 8/12

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10.45am		2.30pm		10.45am		2.30pm	
11.00am		2.45pm		11.00am		2.45pm	
11.15am		3.00pm		11.15am		3.00pm	
11.30am	M1.2	3.15pm	M1.5	11.30am	M1.8	3.15pm	M2.3
11.45am		3.30pm		11.45am		3.30pm	
12.00pm		3.45pm		12.00pm		3.45pm	
12.15pm		4.00pm		12.15pm		4.00pm	
12.30pm		4.15pm		12.30pm		4.15pm	
12.45pm	M1.3	4.30pm	M1.6	12.45pm	M2.1	4.30pm	M2.4
1.00pm		4.45pm		1.00pm		4.45pm	
1.15pm		5.00pm		1.15pm		5.00pm	
1.30pm		5.15pm		1.30pm		5.15pm	
1.45pm		5.30pm		1.45pm		5.30pm	

Semi Final: Friday 13/12

10:30 AM – 11:30 AM	DOTA 2 (Semi 1.1)
11:45 AM – 12:45 PM	DOTA 2 (Semi 1.2)
01:00 PM – 02:00 PM	DOTA 2 (Semi 1.3)
03:00 PM – 04:00 PM	DOTA 2 (Semi 2.1)
04:15 PM – 05:15 PM	DOTA 2 (Semi 2.2)
05:30 PM – 06:30 PM	DOTA 2 (Semi 2.3)

Final: Sunday 15/12

10:30 AM – 02:00 PM	DOTA 2 (FINAL)
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FIFA20

Game Outline, Rules and Regulation

BIL	ITEM	INFORMATION																																
1	Software	FIFA 20																																
2	Type of Tournament	Single Player																																
3	Substitution	Not Applicable																																
4	Format of Tournament	Single Elimination – knock out																																
6	Play System	<table border="1"> <thead> <tr> <th>Mode</th> <td>Kick Off</td> <th>Level</th> <td>Legendary</td> </tr> </thead> <tbody> <tr> <th>Time of Day</th> <td>9:30PM (Night)</td> <th>Season</th> <td>Summer</td> </tr> <tr> <th>Weather</th> <td>Clear</td> <th>Game Speed</th> <td>Normal</td> </tr> <tr> <th>Half Length</th> <td>7 minute</td> <th>Time/Score Display</th> <td>On</td> </tr> <tr> <th>Radar</th> <td>2D or 3D</td> <th>Injuries</th> <td>Off</td> </tr> <tr> <th>Offsides</th> <td>On</td> <th>Booking</th> <td>On</td> </tr> <tr> <th>Handball</th> <td>Off</td> <th>Live Season</th> <td>Off</td> </tr> <tr> <th>Defencing</th> <td colspan="3">Tactical Defending, Legacy Defending is STRICTLY PROHIBITED</td> </tr> </tbody> </table> <ol style="list-style-type: none"> Change of formation and players are allowed before beginning of game and during half time, off side, goal-keeper kick, corner kick and serious player injury. If player wants to stop the game with no excuse, the ball should be kick outside the field. If the opposition objects, the player shall receive first warning. For the second offense, the player will forfeit the game with the result 0-3. Players are not allowed to change player position in the formation manually. However, player may change available formation. 'Custom Tactics' is allowed. 	Mode	Kick Off	Level	Legendary	Time of Day	9:30PM (Night)	Season	Summer	Weather	Clear	Game Speed	Normal	Half Length	7 minute	Time/Score Display	On	Radar	2D or 3D	Injuries	Off	Offsides	On	Booking	On	Handball	Off	Live Season	Off	Defencing	Tactical Defending, Legacy Defending is STRICTLY PROHIBITED		
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DAY 1 FRIDAY 13/12

02:30 PM – 03:15 PM	FIFA20 (Round 1 Match 1-4)
03:30 PM – 04:15 PM	FIFA20 (Round 1 Match 5-8)
04:30 PM – 05:15 PM	FIFA20 (Round 1 Match 9-12)
05:30 PM – 06:15 PM	FIFA20 (Round 1 Match 13-16)

DAY 2 SATURDAY 14/12

10:30 AM – 11:15 AM	FIFA20 (Round 1 Match 17-20)
11:30 AM – 12:15 PM	FIFA20 (Round 1 Match 21-24)
12:30 PM – 01:15 PM	FIFA20 (Round 1 Match 25-28)
01:30 PM – 02:15 PM	FIFA20 (Round 1 Match 29-32)
03:00 PM – 03:45 PM	FIFA20 (Round 2 Match 1-4)
04:00 PM – 04:45 PM	FIFA20 (Round 2 Match 5-8)
05:00 PM – 05:45 PM	FIFA20 (Round 2 Match 9-12)

DAY 3 SUNDAY 15/12

10:30 AM – 11:15 AM	FIFA20 (Round 3 Match 1-4)
11:30 AM – 12:15 PM	FIFA20 (Round 3 Match 5-8)
12:30 PM – 01:15 PM	FIFA20 (Quarter Final 1-4)
02:00 PM – 03:30 PM	FIFA20 (Semi Final 1 & 2)
04:00 PM – 05:30 PM	FIFA20 (FINAL)





PlayerUnknown’s Battlegrounds Mobile (PUBGM)

Game Outline, Rules and Regulation

BIL	ITEM	INFORMATION
1	Software	PlayerUnknown’s Battlegrounds (Mobile Version)
2	Type of Tournament	Four (4) Player Team
3	Substitution	Not Applicable
4	Team Captain	Representative to be responsible for his/her team, choosing map and communication with referees
5	Devices	Mobile device only. Ipad or tablet is not allowed.
6	Extension	No outside applications / triggers executables / dll’s / workshop items, read _ANY_ method of gaining an advantage over the other team is allowed in the tournament.
7	Format of Tournament	GROUPING. 4 Groups (A-D), each with 25 teams. Best 6 of each group will go to FINAL, Final at 24 teams.
8	All rounds	All brackets/series are played on Best-of-5 (Bo5). BO5 means there are 5 rounds . Each round, ranking and kills are awarded with points . One point for one kill (total in a squad).

DAY 1 FRIDAY 13/12

02:00 PM – 04:45 PM	PUBGM (Group A)
05:00 PM – 07:45 PM	PUBGM (Group B)

DAY 2 SATURDAY 14/12

10:30 AM – 01:15 PM	PUBGM (Group C)
03:00 PM – 05:45 PM	PUBGM (Group D)

DAY 3 SUNDAY 15/12

02:00 PM – 04:45 PM	PUBGM (FINAL)
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GROUPINGS

BIL	GROUP A	GROUP B	GROUP C	GROUP D
1	PUBGM-67	PUBGM-44	PUBGM-30	PUBGM-22
2	PUBGM-98	PUBGM-03	PUBGM-88	PUBGM-38
3	PUBGM-49	PUBGM-29	PUBGM-41	PUBGM-58
4	PUBGM-16	PUBGM-78	PUBGM-69	PUBGM-70
5	PUBGM-72	PUBGM-48	PUBGM-25	PUBGM-97
6	PUBGM-05	PUBGM-42	PUBGM-73	PUBGM-55
7	PUBGM-86	PUBGM-80	PUBGM-61	PUBGM-36
8	PUBGM-90	PUBGM-06	PUBGM-12	PUBGM-15
9	PUBGM-89	PUBGM-71	PUBGM-39	PUBGM-83
10	PUBGM-07	PUBGM-04	PUBGM-57	PUBGM-18
11	PUBGM-52	PUBGM-85	PUBGM-59	PUBGM-27
12	PUBGM-77	PUBGM-35	PUBGM-100	PUBGM-75
13	PUBGM-53	PUBGM-95	PUBGM-46	PUBGM-26
14	PUBGM-94	PUBGM-33	PUBGM-51	PUBGM-23
15	PUBGM-32	PUBGM-28	PUBGM-54	PUBGM-93
16	PUBGM-76	PUBGM-13	PUBGM-19	PUBGM-14
17	PUBGM-91	PUBGM-17	PUBGM-99	PUBGM-64
18	PUBGM-62	PUBGM-56	PUBGM-37	PUBGM-31
19	PUBGM-79	PUBGM-60	PUBGM-82	PUBGM-63
20	PUBGM-47	PUBGM-01	PUBGM-66	PUBGM-34
21	PUBGM-65	PUBGM-50	PUBGM-81	PUBGM-11
22	PUBGM-84	PUBGM-92	PUBGM-43	PUBGM-87
23	PUBGM-96	PUBGM-68	PUBGM-74	PUBGM-24
24	PUBGM-10	PUBGM-09	PUBGM-02	PUBGM-21
25	PUBGM-08	PUBGM-40	PUBGM-45	PUBGM-20



Mobile Legend Bang Bang Game Outline, Rules and Regulation

BIL	ITEM	INFORMATION
1	Software	Mobile Legend (Mobile Version)
2	Type of Tournament	Four (5) Player Team
3	Substitution	Not Applicable
4	Team Captain	Representative to be responsible for his/her team, choosing map and communication with referees
5	Devices	Mobile device only. Ipad or tablet is not allowed.
6	Extension	No outside applications / triggers executables / dll's / workshop items, read <u>ANY</u> method of gaining an advantage over the other team is allowed in the tournament.
7	Format of Tournament	Double Elimination
8	Round 1 and Round 2	Best-of-1 (Bo1) means who wins after 1 round. 1 round consists of 1 match (1 fight between two teams). The one who wins is the winner of the round.
9	Semi Final and Final Round	Best-of-3 (Bo3), the team who wins 2 rounds first (max 3 rounds) is the winner of Semi Final and Final Round.

DAY 1 FRIDAY 13/12

10:30 AM – 11:00 AM	Mobile Legend (Best of 24 Teams)
11:15 AM – 11:45 AM	Mobile Legend (Lower Bracket Round 1)

DAY 2 SATURDAY 14/12

01:30 PM – 02:00 PM	Mobile Legend (Upper Bracket Round 2.1-2.4)
02:15 PM – 02:45 PM	Mobile Legend (Upper Bracket Round 2.5-2.8)
06:00 PM – 06:30 PM	Mobile Legend (Lower Bracket Round 2.1-2.4)
06:45 PM – 07:15 PM	Mobile Legend (Lower Bracket Round 2.5-2.8)

DAY 3 SUNDAY 15/12

10:30 AM – 11:00 AM	Mobile Legend (Lower Bracket Round 3.1-3.4)
11:15 AM – 11:45 AM	Mobile Legend (Upper Bracket Round 4.1-4.2)
11:15 AM – 11:45 AM	Mobile Legend (Lower Bracket Round 4.1-4.2)
12:00 PM – 12:30 PM	Mobile Legend (Lower Bracket Round 5.1-5.2)
12:30 PM – 01:00 PM	Mobile Legend (Lower Bracket Round 6.1)
02:00 PM – 03:45 PM	Mobile Legend (Upper Bracket Final) Bo3
04:00 PM – 05:45 PM	Mobile Legend (Lower Bracket Final) Bo3
06:00 PM – 07:30 PM	Mobile Legend (GRAND FINAL)