

DOTA 2

Rules & Regulations

General

Players and teams should set official player and team names in the game client.

All players are not allowed to broadcast the games they are playing.

All players should be officially registered for the team they are representing.

Players are forbidden to leave the playing area without administrator's permission until the end of a match.

After the start of a match, only players, admins and staff, approved by organizers, are allowed to stay in the playing area..

Downloading of any 3rd party application files that may affect the gameplay of Dota 2 is strictly prohibited without authorization of an admin. Players can only launch Steam, DOTA 2, and peripheral drivers on tournament computers. No configurations of any sort may be added into the game before the start of a match .

Being under alcohol/drug influence during tournament days are strictly prohibited. Players caught in such state won't be allowed to play their matches, teams will be disqualified.

Refereeing and Controversial Situations

Schedule and refereeing for every single match is done by the match admin. The admin will make decisions according to these Regulations and inform teams. In special situations or in any situations which are not listed here, the admin will be the one to make the final decision.

From teams' sides, only the captain, coach, manager, or team owner may communicate about any issues or controversial situations.

- Protests have to be filed within 15 minutes after the match finish, otherwise they can't be used to influence the result.

Decisions about the controversial situations can only be made by the Admin.

Admins' decisions are final and are not open to further discussions.

If two teams played a match and no protests are filed in the after 15 minutes, it cannot be replayed under any circumstances.

Disciplinary Punishments and Fines

For breaking the rules of these Regulations there are disciplinary punishments and fines.

Being late for 20 minutes — Default loss in this certain game.

- Being late for 5 minutes — warning + LVL1 draft penalty
- Being late for 10 minutes — warning + LVL2 draft penalty
- Being late for 15 minutes — warning + LVL3 draft penalty

Breaks for participants between maps during whole event are 10 minutes maximum, teams have to be ready to start the draft by that time.

Sabotaging the match, unauthorized quit. — Default loss and disqualification

Insulting opponents, provocation

- Warning
- Repeating the offense - Default loss.

Insulting admins - Default loss.

Using side programs affecting game results - Default loss and disqualification.

If a punishment is not described in the rules, the admin may use any sanction or fine, depending on the situation and the regulations.

Lobby Settings

All matches are created by the match admin, no later than 10 minutes before the series starts. Passwords to the lobby will be shared with teams.

Game Mode: Captains Mode

Server Location: Singapore

Lobby Visibility: Public

Enable Cheats: OFF

Fill Empty Slots with Bots: OFF

Spectators: ON

Dota TV Delay: 5 minutes

Teams and players must be in the lobby 5 minutes before start to decide sides/first pick.

Choosing Sides and Picks. Choosing Sides or Picks are decided by **Automatic coin toss**. (If the automatic coin toss doesn't work, we will manually pick it)

Managers, spectators and other teams' players are not allowed to be in the lobby.

Pauses are not allowed except for technical reasons or any sudden health issues. A player announces it at least three seconds in advance and calls for a coherent reason. The game must not be resumed before both teams agree with it.

Total game duration – The game lasts until the winner is known.

- The winner is the first team that destroys enemies Ancient or forces them to surrender.
- Either team called "GG", "Gg", "gG", "gege", "good game", "ggwp" will be declared as surrender. If not, always wait for the ancient to be destroyed!

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, admin must determine that the bug is critical and verifiable.

- If a player believes she/he has experienced a critical bug, she/he must pause the game and alert a referee in a timely fashion.
- Remaking:

IF before first blood or 5 minutes (whichever comes first) game will be rehosted in all pick and same heroes must be picked.

IF after first blood or 5 minutes (whichever comes first) game will be rehosted in captain's mode and teams will do a new draft.

Each team captain shall verify that every player on his/her team has finalized their intended game settings. Please resolve any problems that might occur before a match starts. Starting to play the match means that you agree with the pre-match situation.

