



# **Game-A-Thon 2018**

## **DOTA 2**

**This document outlines the rules and regulations pertaining to Game-A-Thon: DOTA 2 Tournament. Failing to adhere to these rules and regulations may result in disqualification and/or other penalization as determined by Tournament management. Please note that management has the authority to make final decisions that are not specifically delineated in these rule and regulations to preserve fair play and sportsmanship.**

### **General Rules:**

- **Participants must acknowledge and comply with the rules and regulations, official announcement and statements and decision made by the admin/s. (decisions made by the Admin is final)**
- **Participants must have a valid steam account and the required no. of members each team will have is five.**
- **One (1) stand-in player is allowed per team but they need to notify the admin about the change two (2) hours prior to the match. No 7th player will be entertained in the complete tournament under any circumstances.**
- **No line-up changes will be tolerated. Teams are not allowed to change players during the entire event.**
- **Every team must follow the game schedule and must be punctual and present when they are called during the duration of event.**
- **In case of a fallout, the event coordinator's and the external jury's decision will be treated as the final call.**

# The tournament:

- **GAME USED:** DOTA 2 (Steam version)
- **COMPETITION METHOD:** 5 versus 5 (Team play, 5 players per team)
- **GAME MODE:** Captains Mode
- **SIDES:** (Radiant / Dire; Ban first) will be announced before the match by a coin toss (in game).
- **VICTORY CONDITION:** The first team to destroy the opposing team's ancient (main building), either team passes a vote to surrender, or all players on a team intentionally disconnect.
- No fake call of Surrender ('GGWP') will be entertained.

## Hosting and Settings

Every game gets hosted by a **referee**. The teams receive the **password** from him about 30-15 minutes before the match time via Message/Discord/Call. **At least one member of each team** must be present at that time to communicate with the opponents and administration.

Selection priority for the games is decided by a **coin toss** done by the match admin.

- **GAME MODE** – Captains Mode
- **LOBBY PASSWORD** – (Will be mentioned via Contact)
- **SERVER LOCATION** – SEA
- **STARTING TEAM** – (via cointoss)
- **PENALTY-RADIANT** – chosen by the referee
- **PENALTY-DIRE** – chosen by the referee
- **SERIES TYPE** – chosen by the referee
- **Enable cheats** – No
- **Fill empty slots with bots** – No
- **BOT DIFFICULTY** – free choice
- **VERSION** – Tournament, unless chosen otherwise by the referee
- **SPECTATORS** – chosen by the referee depending on the competition
- **DOTA TV DELAY** – 2 minutes, unless chosen otherwise by the referee

## Sides & Drafting Order

The drafting order will follow the same rules as of the International Rules of 2018.

## Disconnect/Connection issues

- All games are to be played on **SEA** servers by default unless stated otherwise.
- Teams with mutual agreement to play on a different server can do so.

- In case of any disconnects, both teams will need to **pause** the game until the player has reconnected.
- Maximum pause limit (Technical) – **15 mins** for both teams.
- Pauses need to be justified immediately to the other team. Disruptive pauses will be flagged and closely monitored.
- Any Non-Technical pauses will not be allowed.
- Prior to provide pausing limit the game will continue if the team has no pause-time left.

## **Substitutions**

Substitutions are allowed if approved by admins along with following conditions:

- There can be max 1 stand-in for the team (only if required).
- The stand-in should already be registered for the tournament.
- Player from other team can be taken as stand-in.
- Average mmr of the stand-in should not be more/less than 500.
- Stand-in will only be allowed for 2 matches at max.
- No stand-in will be allowed in semi-finals and finals.

## **Time Penalty:**

Every team will be informed about the matches in the fixtures which will be announced and send to them and they should be join the hosted lobby 15 min prior to their match until and unless of any delays.

If a team is not ready to start a game in time, the following punishments will be applied by the referee:

- 5 minutes late - Level 1 Draft Penalty
- 10 minutes late - Level 2 Draft Penalty
- 15 minutes late - Level 3 Draft Penalty
- 20 minutes late - Forfeit of the game

Lobby will be hosted once your game is confirmed by respective captains. In case of delay in schedule the following can be finalized by admirations and the participants must follow the time provided.

## **Broadcasting**

Every authorized spectator inside the game can provide a video stream with a delay of at least 5 minutes.

The players are not allowed to watch or listen to any of these video streams at any time during their match. Furthermore, they are not allowed to provide a stream themselves. If found streaming live games will result in penalties.

## **Game Admin**

- In case of any dispute regarding any issue, the final decision will be made by the admin.
- Game Admin has the power to refute any rule depending on the situation at hand.
- Game Admin Also have the choice to disqualify a team if they intentional feeding/throwing.  
Game Admin can disqualify teams based on a player is playing without registration

## **Restrictions**

Any cheats, hacks or exploits are illegal and not allowed in play.

Any use of third party scripts and programs that leads to an unfair game advantage is not allowed. (eg. Invoker spell script, bottle crow script, etc)

If found anything like above mentioned or disapproved by admins will result into disqualification of team.

## **Conduct**

All players are asked to behave in a humane way towards other competitors, and to any member of the administration team; treat others as you would like to be treated.

If a player is found guilty of misconduct by an administrator or any player, they may receive penalty in forms of bans for a match or the entire tournament all together.

Competitors will refrain from the use of vulgar language during the entire league. All rules of conduct also apply to chatting through the game console