

General Rules for Dota 2 Competition

1. General

1.1 Administration

1.1.1 Everybody who is authorized by Effervescence-Gamer's Asylum 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".

1.1.2 A referee is allowed to ignore or overrule any of the following rules in order to make the competition as fair as possible.

1.2 Participants & Teams

Everybody with a valid steam account is allowed to participate in the competition 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.

1.3 Commitments

1.3.1 By attending the competition participants acknowledge without limitation to comply with the rules and regulations and with the decisions made by the referees.

1.3.2 Every participant acknowledges the right for Gamer's Asylum to modify the rules and regulations for adjustments at any time without notice.

1.3.3 Every participant has to show the needed respect towards referees and other participants. Insults and unfair or disrespectful behavior towards anyone are not tolerated and will be punished.

1.3.4 Every participant must always have the newest version of steam and Dota 2 installed and has to check for updates in time before each match. Patching is not a valid reason to delay a match under normal circumstances.

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

2. Teams & Players

2.1 Team Size

A Team has to consist of at least five and at most ten 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 has to fulfill all requirements the tournament platform forces.

2.3 Stand-ins

2.3.1 Besides the official members a team has the right to use another person as a player during a match, if this person meets the following requirement: He is not member of another team or has played a game for another team within the competition. This person will be called "stand-in" in the following.

2.3.2 The amount of stand-ins used within the competition is not limited.

3. Hosting & Settings

3.1 Lobby Hosting

Unless a referee interferes or both teams agree on the opposite, the team who is shown first on the match page has to host the lobby. If it hasn't hosted after 10 minutes, the second team has to do it.

3.2 Spectators

3.2.1 Every person is allowed to join the game as a broadcaster or unassigned player, if both teams allow it. If one team asks a spectator to leave before or during the game, he has to do that immediately.

3.2.2 Referees, and official Gamer's Asylum coordinators have the right to spectate any game without the agreement of the teams.

3.3 Server Location

3.3.1 The default server location is SEA.

3.3.2 Other servers than the default one are used, if both teams agree or a referee decides on it.

3.4 Sides & Drafting Order

The side and drafting order of each game depends on the mode of the match. The "first team" means the team who won the coin toss. 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 a referee.

3.4.1 One game: The first team chooses the side, the second team the drafting order.

3.4.2 Two game series: The first team is radiant in game 1, drafting order is random. Game 2 is reverse.

3.4.3 Best of three (or three games series): The first team is radiant in game 1, drafting order is random. Game 2 is reverse. In game 3, the first team chooses the side, the second team the drafting order.

3.5 Game Settings

SERVER LOCATION, PASSWORD and STARTING TEAM are set according to the rules above. GAME NAME and BOTS are irrelevant. The remaining settings have to be:

GAME MODE: CAPTAINS MODE

CHEATS: No

SPECTATORS: Yes

VERSION: Tournament

4. During the match

4.1 Picks & Bans

The hero pool always consists of all in Captains Mode available heroes and might therefore change several times during the competition. The game must not be paused during the draft, unless a drafter disconnects.

4.2 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 administration may force the continuation of the game.

4.3 Disconnects & Reconnects

If a player disconnects, the game is to be paused instantly. Everyone has up to ten minutes to reconnect to the game (if the same person disconnects more than once, all times get added up). If this time is passed, the opposing team may continue the game, unless an admin demands the opposite. The affected player is in this case still allowed to rejoin later on.

4.4 Bugs

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

4.5 Tools / Hacks

The usage of any Dota-related tool aside from Steam and Dota 2 during a match is strictly forbidden.

4.6 Ending

A game is finished, when an Ancient Fortress is destroyed, when one team obviously forfeits, when the majority of a team leaves on purpose, or when the administration decides on it.

5. Rule Violation & Punishment

5.1 Breaking of the rules or ignoring the order of an admin may result in a punishment. Type and amount is chosen by a referee.

5.2. Possible Team Punishments

Default Loss / Null Game

Score Reduction (during a group stage)

Prize Money Reduction

Temporary or permanent ban from the competition

6. Prize Money

It will be decided by the number of teams participating and the fixed amount allotted for the competition.