



15th IESF World Esports Championships

Dota 2 Rulebook

Version: 12.08.2023

1. Participation

- A. All participating countries need to provide legal documents such as Full Names, Dates of Birth, Parental Declaration of Consent for Minors (if applicable), Passports, or ID copies.
- B. Each National Federation is solely responsible for the truthfulness of the data provided to IESF within the entry submission.
- C. All participants of the WE Championship must be 16 years or older.
- D. If necessary, from the point of view of national legislation, an NF can change the eligible age of participation for their players increasingly.
- E. Tournament officials and tournament staff cannot participate in events that they actively preside over.
- F. Only players with a valid Steam account - unless officially banned - are allowed to participate in the competition.
- G. Dota 2 Valve Anti-Cheat (VAC) bans are honored by IESF, but only until 2 years after they have been issued. If any participant receives a VAC ban, they will be disqualified retrospectively, starting with their first match.
- H. All players have to compete on their own main Steam Account. Playing on another player's Steam Account is not allowed
- I. The total number of team members must not exceed 7 (including 5 players, 1 stand-in, and a coach).

1.1. Team leader

Each team must designate a team leader, who can be external, e.g., a team manager. The team leader is the link between the team and those responsible for the tournament and may not belong to another team regardless of the function in the same competition. Team Leaders have the following responsibilities:

- A. Representation of the team in communication with those responsible for the tournament, which means constant availability on site and notification in the event of a short absence.
- B. Representing the team in communication with other teams.
- C. Signing off on team decisions during the tournament.
- D. Passing on all required information to the entire team e.g., schedule, tournament format.
- E. Accurately representing the views of the entire team.

Once the tournament has started, changing the team leader can only happen when the designated team leader is no longer capable of managing the team. The tournament officials have to be notified immediately in case of a team leader change.

2. Match Rules

2.1. Preparation Time

The preparation time is the first fifteen (15) minutes before the start time (unless otherwise specified) and the five to ten (5-10) minutes between games. The teams should use this time to check whether they are optimally prepared. During this time, players must do the following:

- A. Log in to the Steam Client with their account and join or set up a game lobby and, if necessary, give the tournament organizers/casters the game name and invite the casters to the lobby if necessary. (Caster accounts will be announced by the tournament management to the respective team leaders before each match).
- B. If a player is substituted during the tournament, the tournament organization must be informed immediately after the end of the game or before the start of the first game.
- C. Signal to the team leader, the opposing team and the tournament organizers that the game is ready to go.
- D. Players must be ready in the lobby *at least 5 minutes* before the scheduled match start time.

All players are responsible for their own hardware, software, power and internet connection.

3.2. Starting Time

The match start time is determined by the tournament organizer. The minimum break between matches is 25 minutes.

The teams should use this time to check whether they are optimally prepared. During this time, players must do the following:

- A. Log into the Steam Client and the game lobby and, if necessary, give the tournament organizers/casters the game name and invite the casters to the lobby.
- B. Inform tournament staff of the usage of any of the player's own hardware or software, where appropriate.
- D. Check the hardware and configure the game.
- E. Signal to the team leader, the opposing team and the tournament organizers that the game is ready to go.

All tournament officials and players must be ready at least 5 minutes before the scheduled start time in the lobby and on the Teamspeak. It is the team leader's responsibility to ensure that the team is on time and ready at the start time.

3.3. Number of Players

Each match can start only with five players per team (5v5). In case the team is not fully present in the lobby 5 minutes before planned start time, the referee can issue a draft penalty based on delays caused by the team (See Penalties section).

3.4. Game of Record (GoR)

A game of record (“GOR”) refers to a game where all ten players have loaded, and which has progressed to the point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which remakes may be permitted, and a game will be considered as on record from that point onward. Exceptions will be made upon referee intervention.

Conditions which establish GOR:

- Any attack or ability is landed on minions, jungle creeps, structures, or enemy heroes.
- Line-of-sight is established between players on opposing teams.
- Setting foot, establishing a vision, or targeting a skillshot ability into the opponent’s half of the map.
- The countdown timer reaches zero (0:00).
- A rune is picked up.

3.5. Determining a Winner

1. The first team to destroy the opponent’s Ancient is the winner.
2. If “GG” is called by either team in All Chat or chat wheel that begin at the end of the game countdown, the game is immediately lost for the given team.
This rule is intended to prevent any advantage gained by a fake surrender. The referee team reserves the right to judge each case and waive this rule in case the surrender was clearly unintentional (e.g., misclick in the first few minutes of the game)

In the case of a dispute, the referee shall decide.

3.6. Pause/Break/Timeout

Players have the option to pause the game.

During breaks or interruptions, players may only leave the match area with official permission. During a pause, players are allowed to discuss gameplay and strategy only with their in-game teammates. Communication with a coach or other outside party during the match will result in a warning for the offending team, which will result in an escalating penalty for repeated violations.

There are different types of breaks:

- A. **Tournament Referee Pause:** Tournament officials may pause a game at any time at their sole discretion.
- B. **Team Timeout:** Each team shall be allowed timeouts per map for the following reasons:

1. Accidental disconnection.
2. A malfunction of hardware or software (e.g., monitor failures, problems with peripheral devices, errors in the game itself).
3. Physical impairment of a player (e.g., broken chair).

It is up to the referee to grant the break. If he or she decides that the problem cannot be corrected in a reasonable time, the affected team must continue playing. If the game is interrupted, the opposing team must be informed immediately of the reasons for the interruption.

The pausing team may not resume the game until the opposing team or tournament official gives permission. If a team is unable to continue the match before the game becomes a GOR (e.g., because a player has been permanently disconnected), a referee may schedule a new game with the same drafts. In such a case, both teams must field the same players again, except for the player experiencing the problem who has to be substituted (the final decision rests with the tournament referee). If the player cannot be substituted, the team automatically loses the game.

- C. **Illegal Pause:** If a player/team arbitrarily interrupts or continues a game, or does not resume play after a regular pause, the player/team will receive a warning, which will result in an escalating penalty for repeated occurrences.

Players are allowed to communicate with the coach only before - including the drafting phase - and after the match. Failure to comply with these rules will result in a warning for the team, which will result in an escalating penalty for repeated violations.

3.7. Disconnection

- A. When disconnected, the player's teammates shall pause the game immediately, and the players should immediately work with the referee on resolving the issue.
- B. In the situations listed below, relevant matches shall become void upon confirmation and final decision by the referee, and a re-match shall be conducted.
 1. In the case of unidentified bugs or unintentional occurrences of bugs.
 2. When the decision of a win/loss is impossible to decide by the progress of the match.
 3. In the situations listed above, if the win/loss is decided by the "IESF" or the Referee's decision, the result is announced at the completion of the match.
- C. In the event of either the referee or observer PC malfunctioning, the match shall continue if this is considered to have no influence on the match. Time will be given for players to refocus and reorganize their strategies. The "IESF" and the referee may operate the matches flexibly, changing depending on the situation.
- D. If a player disconnects during a teamfight, the game will be paused after the teamfight

3.7.1 Connection Issues

1. In an online series, if a player is unable to reconnect to the match after the 10-minute timer is over, the match must continue with the remaining four players in the team unless the match fulfills the requirements for a remake. A remake can be issued before the match becomes a Game of Record (defined in Section 2.4).

The team which has run out of pause time is not allowed to pause further; in case of another disconnect, they have to unpause immediately. The disconnected player can connect back to the game at any point until the end of the game.

2. In case a player disconnects during the draft, and the affected player is not the captain, the draft will continue until all heroes are selected. A rehost will be made with the same picks and bans up to that point, in case the player is not able to join back.

In case the captain disconnects during the draft, a pause should be called. In case the captain is not able to connect back, the game can be rehosted with a new draft, based on the referee's decision. The pause time used during the draft will be deducted from the team's total pause time during the live game.

3.8. Match Lobby Settings

A. Side Selection

- Selection priority is determined by the Lobby Setting - Automatic (Coin toss) / Alternates for game two. Coin toss is used again if there is a third game.
- For play-offs, a seeding based system is used, please refer to **4.2. Play-Offs**
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B. Settings for the Match

- **Game Mode:** Captains mode
- **Server:** The nearest online location servers with the best ping will be used.
- **Selection Priority:** Automatic (Coin toss).
- **Enable cheats:** Disabled
- **Fill empty slots with bots:** Disabled
- **Dota TV:** 5 minutes
- **All chat:** Enabled (It can be used only in pause for information, chat wheels and tipping).
- **Version:** Tournament
- **Broadcasting & Observing:** Enabled (Observers and broadcasters to manually set 6 minutes in-game delay and 4 minutes delay on the streaming software).
- **Spectator:** Enabled (Only for broadcast & observer(s))
- **Coaches:** Disallowed

3.9. Voice Communications

Only VoIP software authorized by the organizer can be used. However, when the provided voice chat program malfunctions, another program allowed by the referee can be used.

4. Tournament Format

4.1. Group Stage

Sixteen teams in total. Single round-robin group stage, four groups of four teams each. Teams are seeded with consideration of their regions (Europe, Americas, Asia, Africa) in order to ensure maximum cross-regional diversity in the group stage.

All group stage matches are **Bo1**. Teams in each group are ranked on W/L.

1st-2nd placed teams in each group advance to the **Upper Bracket**.

3rd-4th placed teams in each group are eliminated.

4.2. Playoffs

Eight-team double elimination bracket. **All** series are Bo3, including the grand final.

Seeding will be based on the following factors, in order of the following priority: the higher seeded team (e.g., B1 > C2, or upper bracket vs lower bracket team in the grand final) gets selection priority in game 1.

- Teams from the upper bracket always have higher seed than lower bracket teams, and gets selection priority in game 1 and 3 and 5 (if applicable)
- In case of the same standings in the bracket, seed is decided based on groups performance B1 > C2, and gets selection priority in game 1 and 3 and 5 (if applicable).
- In case of same standings in bracket and same results in groups, an automatic coin toss will be used to determine selection priority

The upper bracket is seeded as shown below. A1 = Winner of group A; D2 = Runner-up of group D, etc.

Upper Bracket				
Round 1 (BO3)	Round 2 (BO3)	Semifinals (BO3)		Grand Finals (BO3)
A1				
#M1	WM1			
D2				
	#M7	WM7		
C1				
#M2	WM2			
B2				
		#M12		WM12
B1				
#M3	WM3			
C2				
	#M8	WM8		
D1				
#M4	WM4			
A2				

The lower bracket is seeded as shown below:

Lower Bracket			
Lower Round 1 (BO3)	Lower Round 2 (BO3)	Lower Round 3 (BO3)	Lower Round 4 (BO3)
	LM8		LM12
LM1	#M10	WM10	
#M5	WM5		#M13
LM2			WM13
		#M11	WM11
	LM7		
LM3	#M9	WM9	
#M6	WM6		
LM4			
LM4			

4.3. Tiebreakers

The following applies in case of formats containing a group stage.

If one or more participants are tied by win-loss difference at the end of a group stage, their ranking order will be decided as described below. Only the matches between the tied teams will be taken into consideration.

- Head-to-head result, if not applicable;
- One round of Bo1 matchups, if not applicable;
- Coin-toss

In a case of tiebreakers between three or more teams, after each tie is resolved, the process is repeated for the remaining tied participants.

In special cases, the Referee can rule in a different way to resolve an unsolved tie (i.e. coin toss).

4.4. Prize Pool

The prize pool for the tournament is **USD 100,000** and is distributed as follows:

- **1st: \$50,000**
- **2nd: \$30,000**
- **3rd: \$20,000**

5. Forbidden Behavior

- A. If a player of a team commits misconduct or any inappropriate act in a team event, the referee may take disciplinary action against the team which can include a caution, warning, forfeit, or expulsion. Examples of misconduct are as follows:
- B. When a player of a team is found to be manipulating the client to customize the game beyond the range of settings provided in-game, or using third-party tools to that effect, the team may be disqualified.
- C. Delaying the match start time.
- D. Use of in-game IDs with offensive, political, or otherwise inappropriate content.
- E. No forms of cheating are allowed within the tournament. This includes but is not limited to macros, changes in game files, usage of third-party software providing an unfair advantage, hardware cheats, collusion or any other means to gain an unfair advantage. Any participant found using cheats during the tournament will be immediately disqualified and banned from participating in tournaments for a minimum of two (2) years.

5.1. Penalties

This rulebook utilizes the IESF penalty structure. In addition, the referees reserve the right to issue draft penalties in the case of repeat rulebreaking. The IESF penalty structure consists of four (4) different levels: caution, warning, forfeiture, and expulsion. Each level of penalty automatically applies after two previous infractions (i.e., 2 cautions result in a warning).

Failure to adhere to the rules may result in a penalty of one of the four levels mentioned, based on the severity of the infraction and the referee's discretion.

A list of penalties can be found in the IESF Competitions Regulations.

6. Change of Rules

- A. This regulation applies to the “15th IESF WE Championships” and may be altered in the following cases:
 - 1. The release of new patches.
 - 2. Discovery of other reasonable factors.
 - 3. Official head referee decision.
 - 4. Additional rules added by the official local organizer.
- B. The referees may also judge any cases not specifically covered in this book and their authority extends to cover the tournament as a whole in addition to this rulebook. Any changes made shall be in effect from the moment such changes are communicated to the participants.