

PWNED (DOTA 2)

DEFENSE OF THE ANCIENTS 2

DotA 2 is an upcoming multiplayer online battle arena video game being developed by Valve Corporation and the stand-alone sequel to the popular Defense of the Ancients mod for Warcraft III: Reign of Chaos and its expansion pack, The Frozen Throne. Formally announced on October 13, 2010, via Game Informer, the game has been fully released in 2013, with a free-to-play business model. DotA 2 is released via download by Valve's content delivery platform Steam, on which the game has been developed to run exclusively for both release and update delivery. DotA 2 runs on Microsoft Windows, Mac OS as well as Linux. DotA 2 consists of session-based online multiplayer activity, with the primary objective of each match being for teams to destroy their opposing team's fortified stronghold. Each player controls a player character called a "hero", who is given the responsibility of participating in team combat, which generally takes place along a series of lanes that connect their opposing bases, lined with defensive towers. The gameplay elements are largely incorporated from Defense of the Ancients, with the game's lead designer, IceFrog, being the longest-serving and current developer of the Warcraft III mod.

General Game Rules

- Competition format: 5v5 Teams
- Match format: Tournament (Best of 1) *Can Vary
- Match winner: The team who destroys the opponent's ancient or the team whose opponent surrenders (calls GG)
(note->the team whose captain called GG will still lose even if the creeps take the opponents base)

Game Settings

- Version: Tournament Map at game time
- Drafting mode: Captains Mode
- Game Speed: Normal
- Personal steam accounts can be used if u want to display your backpack.

Coin Toss

- Winner: Selects Radiant/Dire OR First hero during draft
- Loser: The left out option from the above mentioned

Heroes Draft

- Game Mode: Captain's Mode
- The pick and ban order for Captain's Mode is (Team 1 = green, Team 2 = red):
 BAN -> BAN -> BAN -> BAN -> PICK -> PICK -> PICK -> PICK -> BAN -> BAN ->
 BAN -> BAN -> PICK -> PICK -> PICK -> PICK -> BAN -> BAN -> PICK -> PICK

Important Rules

- Admins will host the game.
- Team members are not allowed to change seats once the DOTA map has started to load
- At the end of the match, competitors must maintain the final screenshots and receive the confirmation from the referee.
- Auto Save replay is in-effect.
- Control Sharing is allowed
- Backdooring: Backdooring is allowed.
- (note->courier sniping is allowed)
- Sharing of Items:
- Sharing of items is allowed as long as the game permits.
- Item Pooling:
 - Sharing of tangoes, clarities, tp and salves are allowed.
 - Competitors can pick up items dropped by their opponents.(e.g divine rapier)
 - Team members can bring other players items but can't use them.
- Abuse & Exploitation
 - Pause Abuse: From the point after hero selection process is completed, pausing without any valid reason is disallowed.
 - Creep Blocking: Creep blocking (such as using Chen's creeps to block the entrance to the base disallowing creeps from moving down the lane completely) is not allowed. Creep slowing is allowed (such as moving in front of the creeps in zigzag manner to slow their progress or using fissure) is allowed.
 - Bug Exploitation: Exploitation of any known or newly discovered bug during the match will result in an immediate disqualification of the team. Excuses will not be entertained. Not knowing the bug is not an excuse; competitors are expected to know the current bugs. In any case the decision of judge is final.
- Penalties
 - Warning: After the first warning is given the game goes on. If the warnings are accumulated by the team during the match, the team will be disqualified from the tournament.

- Game Loss: Game loss given to a team means that the team will automatically lose the game irrelevantly of the actual match result if such an event takes place.
- Disqualifications: A team disqualification will lead to the team being ejected from the tournament. They will not be allowed to take part in the current event. NO REFUND.
- Any competitor found to have intentionally disconnected from the game will give the competitor's team a loss for that match.
- Unintentional Disconnections / System Crashes/Fatal Error / Game Crash (all / multiple competitors)
 - Any game crash before the 80 minute mark will be reloaded
 - Any game crash after the 80 minute mark will not continue and a decision will be made by the Judge based on the replay of that match.
- These rules are for PWNEO and are subject to modification without prior notification.