

Gamefest@GT Spring 2021

Dota 2 5v5 Captain's Mode Tournament Generals Rules (v. 1.0 , 2/26/2021)

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1. Prizes

Teams will be awarded a base cash prize along with a percentage of the prize pool based on their placement. Please see the Gamefest website for details.

2. Team Roster Rules

2.1. Roster Requirements

Every team must have 5 main players and up to 2 substitutes prior to the start of the tournament. No changes to this roster can be made after the tournament starts.

2.2. Substitutions

All teams must use the 2 approved substitutes. Substitutions must be made prior to game start and cannot be made during games.

3. Tournament Format

3.1. Schedule

Saturday will comprise the group stage. Hours tba
Sunday will comprise the playoff.

3.2. Group Stage

3.2.1. Swiss System

Note: There may be two groups to reduce time commitment that will be seeded based on avg team mmr.

3.2.2. Each team will face an initial match up which will be randomly generated.

3.2.3. Following the initial match up, then teams will face other teams with similar records. Teams will continue doing this until a team has won a certain amount of games.

3.2.3.1. Playoff day MAX will be top 8, but will probably be top 4. (based on attendance).

3.2.3.2. Teams keep playing until they voluntarily drop out or they win or lose a certain amount of matches (prob 3 based on attendance).

3.2.3.2.1. Seeding in the playoff will be based on results from the swiss system (ex. 3-0 <strongest> team will face a 3-2 <weakest> team)

3.2.3.2.2. Note: a 3 game qualify/drop out point means a max of 5 games will be played by players (~6 hours)

3.2.3.2.3. All games will be bo1 in group stage for times sake.

3.3. Playoff

3.3.1. Single elimination

Bo1 for all matches except bo3 for grand finals.

One loss means elimination from the tournament, seeding will be based on group stage results.

4. Game Format

4.1. Administration

Every game will be periodically monitored by game admins. Game admins are responsible for ensuring match quality and fairness. Their responsibilities include but are not limited to:

- 4.1.1. Announcing the beginning of a match.
- 4.1.2. Ordering pauses and resumes in game.
- 4.1.3. Giving proper penalties when rules are broken.
- 4.1.4. Confirming match results.
- 4.1.5. Ensuring that in the presence of foul play, proper judgement and follow up is used (deciding results of a match, for example)

Note: Admin decisions are final and cannot be reversed, even if deemed Incorrect by players.

4.2. Lobby Creation

Lobby creation: The lobby for a match will be made by the higher seeded team. For the case of the initial match and equally seeded teams, then the team on the left side of the match up should make the lobby (For example, if the matchup is Team 1 vs Team 2 and both teams are 1-1, then Team 1 should make the lobby).

Lobby name: The lobby name should be Gamefest : <Team 1 Name> vs <Team 2 Name>.

4.2.1. Timeliness of Game starts

To ensure that all matches are played in a timely manner, there will be a 10 minute window to start a match from the time it was announced. If the match has not started within the 10 minute window, then an admin should be notified in order to proceed. The admin will attempt to find the missing team(s) and/or player(s). If the missing team(s) is/are not found and/or not enough players are found for the team(s) to play, then the not ready team(s) will forfeit the match.

4.3. Basic Game Settings

All games are expected to be played in Captains Mode (standard tournament game mode used in all pro Dota tournaments).

Note: No unapproved spectators or coaches will be allowed in the lobby to prevent cheating.

4.4. Game start

Once all players are present and both captains agree to start the

coin flip, then the “Start Game” button can be pressed by the lobby owner to begin the coin flip.

4.4.1. Coin Flip

Winner of the coin flip chooses between First Pick/Last Pick or Radiant/Dire. Loser of the coin flip chooses between the two choices the winner did not choose from.

Following the coin flip, both captains should then agree to begin the drafting phase.

4.5. Lobby remakes

Lobby remakes may occur if both teams mutually agree to restart the game for any reason.

If any game becomes a Game of Record (see 5.1):

If there was a serious error during the lobby creation and the game has become a Game of Record (wrong server, wrong game mode, cheats enabled, etc.), then an admin should be called in to make a decision to remake the lobby.

Lobby remakes may only occur if an admin deems it necessary if a game has already become a Game of Record.

5. Match Rules

5.1. Game of Record

Games are by default counted and recorded if any one of these conditions are met

- First blood
- The in-game clock goes past two minutes (after the horn)

5.2. Pausing

Each team is allotted 10 minutes of pause time for each game. If a team exceeds the 10 minute pause limit, then the game must resume.

5.3. Game Recording

Following each game, the winning team will update their match on smash.gg. A screenshot of the match result should be posted to smash.gg. If there are issues with match reporting, contact an admin.

5.4. Breaks

Group Stage: Because of the swiss system used in this tournament, all teams must complete their round before a new round is announced. After the match ups are announced there will be a max 10 minute break until match forfeiture. See 4.2.1 for

forfeiture details.

Playoff: Games will occur as soon as possible with a 10 minute break after the match up is announced. See 4.2.1 for forfeiture details.

5.5. Starting new matches

After the announcing of a matchup, the lobby may be created. See 4.2 for details.

6. Penalties

6.1. Tardiness and no-shows

See 4.2.1 for match tardiness and no-show penalties.

6.2. Cheating

Cheating is not permitted under any means. This involves but is not limited to:

- Stream sniping (using a stream of the game being played to gain an unfair advantage)
- Using third party programs (macros, scripts, etc.)
- Using an unauthorized stand-in

Any team caught cheating faces immediate disqualification.

6.3. Intentionally throwing/Altering game outcomes

Collusion and purposely altering game outcomes will not be tolerated and is grounds for immediate disqualification. This involves :

- Arranging to split prize money
- Betting against your own team and throwing the match
- Being paid to throw a match

6.4. Game ruining behavior

If an individual exhibits game ruining behavior against their team , at their own team's discretion, they may be removed from the tournament and replaced with a stand-in.

6.5. Verbal misconduct

No racism, hate speech, or abuse in all chat. Punishment may involve:

- Loss of drafting time
- Match forfeiture
- Disqualification

6.6. BM Pausing/BMing (Bad manner-ing)

As any Dota 2 player will know, BM-ing is a core part of the Dota 2 culture. This involves:

- Tipping
- Voice lines
- Provocative all chat messages
- Dropping items
- Griefing your own team

- Fountain diving

BM-ing as such will be allowed unless a team requests them not to be. If a team fails to acknowledge the other team's request, they may face penalties such as :

- Loss of drafting time
- Match forfeiture

7. Spirit of the Rules

All decisions regarding the interpretation of these rules of GT Gamefest lie solely with GT Gamefest administrators, the decisions of which are final. The decisions cannot be appealed.

These rules may be amended, modified, or supplemented by GT Gamefest at any time or place to ensure fair play and the integrity of the tournament.