DOTA

- Teams must register to the tournament during the registration period.
- Teams must check-in 1 hour prior to the tournament starts. Teams who never show up or went missing after check-in will also be disqualified.
- Tournament schedule will be posted on the website.
- /*Teams are expected to be in the lobby at the designated time. Maximum 30 minutes waiting time are allowed.*/
- /* If both teams agree, they can delay for a maximum of 10 minutes. After 10 minutes, whoever has the most players in their team will take a default win and must report to an admin.*/
- /*In order to keep the tournament on schedule, teams may not wait more than 40 minutes, or both teams may get disqualified.*/
- Teams may not remake after the 1st creep wave has spawned or after 1st blood has been spilled.
- Some matches may take longer than 1 hour to finish. If this happens the next match affected by long game will be delayed until their opponent finishes their game.
- The software used is DOTA 2 (Steam version).
- The Game Mode used is Captains Mode (CM), Tournament Version.
- Games will be played on the local server.
- Sides and Picks will be decided by cointoss.
- The first team to destroy the opposing team's ancient (main building) wins, or all players on a team intentionally disconnects.
- Each person attending the tournament must have read and accepted the rules and regulations. Ignoring it cannot be a reason put forward in case of an issue or dispute.
- /* Spectator will be enabled with 5 min delay.*/
- If any player disconnects during a match, the game will be paused (default is F9) until the player has reconnected. Pausing without justifiable reasons will be penalized.
- In the case of a server crash, the game can be continued from the latest save. The person who hosted the lobby for the match will have the option (game setup option) to load from a save file when they host again. The save file is generated every minute in the background.
- In the unlikely event that the reload does not work, the game will be replayed with the same exact hero picks and lane movements until the first creep wave of the Radiant and Dire side meets. Games with more than 10 minutes and more than 2 tier 1 tower down will not be replayed. Admin judgment and decision are needed. All decision made will be decided based on proof and condition of the match.
- No coaches, friends, manager and others related personal from the teams are allowed in the lobby.
- Players will conduct themselves in a reasonable manner, maintaining a friendly and polite demeanor to spectators, competitors, members of the press, tournament staff, and to other participants of the event.
- Players will refrain from the use of vulgar language during the entire competition. All rules of conduct also apply to chatting through the game console.
- Players are expected to compete in a professional manner. Throwing a match, halting play without cause, or showing a flagrant lack of effort will be construed as a violation of player conduct, and will result in match penalties, forfeit and disqualification from the tournament.
- The Organizer have the right to apply penalties, disqualify and dismiss any registered player from the tournament, at their discretion, at any stage of the tournament, for any reason, with no prior warning to the players.