



Malaysia Midwest Games

Sports Rules

Dota 2

1. **Forfeits**

- 1.1. Please refer to Section 9 of the General rules
- 1.2. At least 5 players must be on-site in order to play the game.
- 1.3. Should a team be issued **two** technical fouls (yellow, red, then black card) in one game, the game shall be forfeited to the opposing team.

2. **Category**

- 2.1. There will be one tournament for Dota 2.
 - 2.1.1. Open

3. **Team Logistics**

- 3.1. Dota 2 will be held at Mason Hall.
- 3.2. Players will need to bring their own equipment (laptop, mouse, keyboard, power plugs, adapter etc)
- 3.3. Players will need to have Dota 2 pre-installed in their laptop.

4. **Game Play and Timing**

- 4.1. There can be a maximum of 6 players in a team, with only 5 players playing during the game.
- 4.2. Victory of a game will be decided by:
 - 4.2.1. The first team that destroy the enemy's Ancient
 - 4.2.2. The opposition team that surrenders.
- 4.3. Game modes:
 - 4.3.1. Captain Mode
 - 4.3.2. Sides switching every game
- 4.4. A coin toss will be used to determine the sides and drafting order. The "first team" means the team that wins in a coin toss.
 - 4.4.1. Best of one: The first team chooses the side, the second team the drafting order.
 - 4.4.2. Best of three (or three games series): The first team is radiant in game 1, drafting order is random. Game 2 is the opposite. In game 3, the first team chooses the side, the second team the drafting order.
- 4.5. Number of sets to win a match
 - 4.5.1. Best of one: one set (i.e. game)
 - 4.5.2. Best of three: two sets
- 4.6. Pauses: Each time has the right to pause the game for an acceptable duration, if the player announces it at least three seconds in advance and calls a coherent reason (except if someone disconnects). The game must not resume until both teams agree on it. When the number of breaks or the duration of a break becomes too much, the admin may be forced to continue the game.
- 4.7. Disconnection: If a player disconnects, the game is paused instantly. Everyone has up to ten minutes to reconnect in a game (if the same person disconnects more than once, all times are added up). If the time has passed, the opposing team is allowed to continue the game, unless an admin intervenes. The affected player is still allowed to rejoin the game.
- 4.8. Any abuse of any bugs or use of any tools and hacks is strictly forbidden.

4.9. A game is only finished when the Ancient is destroyed.

