

DotA RULES

1-All games will be played in **captain's mode** (-cm) in 6.77b.

2-Avoid chatting using ALL chat. Any inappropriate acts such as cursing, shouting, disturbing, and fighting with opponents will be considered as **flaming** and is strictly prohibited.

3-All games should be played in presence of a **referee** as overseer, who'll host the game and make sure that the game gets saved at crucial stages of game. The referee should make sure to "SAVE REPLAY" of the game he's observing.

4-Teams may check their computer's hardware (i.e. keyboard, mouse, mouse pads, earphones, ram issues, lan wire) prior to start of the game. Failure of such will **not result in postponing** of the match whatsoever.

5-Game pause rules:

- During the game a player may pause the game only 3 times as per in game feature.
- A game can be paused anytime, given that the player who pauses informs the referee first before pausing and resuming.
- A game cannot be paused for more than 3 min. A warning will be given to the team once this provision is neglected.

6-Save game rules:

The referee would save the game under following circumstances:

- First save will occur either after 15 min after start of game (including hero picking) or FIRST BLOOD, whichever is happens first.
- After that saves will occur every 7 min till the end of the game.

Players can request the referee to save the game under special scenarios:

- A building (tower, barracks) has been destroyed.
- 10 or more kills have occurred after the last save.
- Aegis claim after killing Roshan.

7-Disconnection rules:

- If the disconnection occurs 15 min or earlier after game start, the game will be restarted in all pick (-ap) mode with same heroes - respective players.
- If the disconnection occurs 15 min after the start of the game, a save game will be loaded.
- Intentional Disconnections will result in continuation of game .