



ROAD TO
THE INTERNATIONAL
QUALIFIERS

RULEBOOK





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Road to the International 2024 Regional Qualifier Rulebook

Tournament information

The highly anticipated DOTA 2 tournament, The International 2024, is on the horizon. However, before the main event, teams from the 6 regions without direct invites will have their chance to compete for a spot in the tournament.

The Regional Qualifiers for The International 2024 are scheduled to take place from June 9 to June 23.

Slots Distribution & Dates

- China - June 9 to June 13 - 2 teams qualify
- North America - June 9 to June 12 - 1 team qualifies
- Eastern Europe - June 14 to June 18 - 1 team qualifies
- South America - June 14 to June 18 - 2 teams qualify
- Southeast Asia - June 19 to June 23 - 2 teams qualify
- Western Europe - June 19 to June 23 - 2 teams qualify

Format

- Double elimination bracket;
- All matches are BO3, except for the first round of the lower bracket - BO1 and the grand final - BO5;
- **All matches within a region follow each other. The start time of the first match is fixed;**
- Duration 5 days; Except NA - 4 days
- The winner of the grand final from NA, EEU regions advances to the international 13;
- The winners of the winner bracket final and the loser bracket final from China, SA, SEA WEU regions advances to the international 13

Definition of region

To determine the region a minimum of 3 players must be based in a country belonging to that region at the time of the match.

WEU Countries/Regions	NA Countries/Regions
African countries Angola Albania Algeria Andorra Austria Bahrain Belgium Bosnia and Herzegovina Bulgaria Croatia Czech Republic Denmark Egypt Estonia Finland France Germany Greece Hungary Iceland	Anguilla Antigua and Barbuda Aruba Bahamas Barbados Belize Bermuda Bonaire British Virgin Islands Canada Cayman Islands Costa Rica Cuba Curaçao Dominica Dominican Republic El Salvador Greenland Grenada Guadeloupe Guatemala

Iran	Haiti
Iraq	Honduras
Ireland	Jamaica
Israel	Martinique
Italy	Mexico
Jordan	Montserrat
Kosovo	Nicaragua
Kuwait	Panama
Latvia	Puerto Rico
Lebanon	Saba
Liechtenstein	Saint Barthélemy
Lithuania	Saint Kitts and Nevis
Luxembourg	Saint Lucia
Malta	Saint Martin
Moldova	Saint Pierre and Miquelon
Morocco	Saint Vincent and the Grenadines
Monaco	Sint Eustatius
Montenegro	Sint Maarten
Netherlands	Trinidad and Tobago
Northern Macedonia	Turks and Caicos Islands
Norway	United States of America
Oman	United States Virgin Islands
Palestinian Territory	
Poland	
Portugal	
Qatar	
Republic of Cyprus	
Romania	
San Marino	
Saudi Arabia	
Serbia	
Slovakia	
Slovenia	
Somalia	
Sudan	
South Sudan	
Spain	
South Africa	
Sweden	
Switzerland	
Syria	
Tunisia	
Turkey	

U.A.E United Kingdom Yemen	
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EEU Countries/Regions	SA Countries/Regions	SEA Countries/Regions
Armenia Azerbaijan Belarus Georgia Kazakhstan Kyrgyzstan Russian Federation Tajikistan Turkmenistan Ukraine Uzbekistan	Antarctica Argentina Bolivia Bouvet Island Brazil Chile Colombia Ecuador Falkland Islands (Malvinas) French Guiana French Southern Territories Guyana Paraguay Peru South Georgia And Sandwich Islands Suriname Uruguay Venezuela	Afghanistan American Samoa Australia Bangladesh Bhutan British Indian Ocean Territory Brunei Darussalam Cambodia Christmas Island Cocos (Keeling) Islands Cook Islands Fiji French Polynesia Guam Heard Island & McDonald Islands India Indonesia Japan Kiribati Korea Korea (Democratic People's Republic) Lao People's Democratic Republic Malaysia Maldives Marshall Islands Micronesia (Federated States Of) Mongolia Myanmar Nauru Nepal

		New Caledonia New Zealand Niue Norfolk Island Northern Mariana Islands Pakistan Palau Papua New Guinea Philippines Pitcairn Samoa Singapore Solomon Islands Sri Lanka Thailand Timor-Leste Tokelau Tonga Tuvalu Vanuatu Vietnam Wallis And Futuna
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Rosters

- A team consisting of five (5) players who have earned a slot to Regional Qualifier cannot adjust their roster between the Open Qualifiers and the Regional Qualifier
- A team consisting of five (5) players who have been invited to the Regional Qualifier cannot adjust the roster that they submitted by June 3
- A team consisting of five (5) players that is taking part in the Regional Qualifiers cannot adjust its roster during or after the Regional Qualifiers.
- Substitutions are not allowed during the Regional Qualifier.

Nicknames

- All players required to participate under their original nicknames or nicknames by which they are commonly known.

- Officially registered players should use the tag of the team they are registered to.

Player and Team responsibilities

- Players should obey DOTA 2 User Agreement and Road to the International 2024 Regional Qualifier Rulebook;
- Players and teams should set official player and team names and team logos in the game client;
- All players are prohibited from broadcasting any games they are playing
- **Each player should have a webcam for integrity purposes.**
- Access to communications for highlights and integrity purposes (communications after the draft can be recorded for integrity purposes, but have to be deleted after a reasonable amount of time to produce highlights, no more than one week)
- **During the draft only 5 players and the coach can have a presence in the same room. The coaches have to leave the room once the draft is over. No managers or other persons are allowed.**
- **Players are not allowed to leave their seat or access the restroom during a game including draft stage until the end of it. Doing so will result in a LVL 2 penalty, taking away bonus time during the draft in the next game. An exception is a health threatening condition requiring emergency medical treatment**
- All players are prohibited from watching any broadcasts while they are currently competing in an official match. This includes broadcasts of both their own match(s) and the broadcasts of other matches taking place at the same time as they are taking part in the competition;
- Players, coaches and other team members are expected to be respectful towards tournament officials, sponsors/partners and members of other teams. They are not allowed (under any circumstances) to verbally abuse any representative of the above-mentioned entities;
- A team may be cautioned and receive a warning if one of its players commits any of the following offences:
 - Refuses to follow the instructions of the tournament officials;
 - Arrives late at the scheduled time;
 - Uses abusive language and/or gestures;
 - Is guilty of unsporting behaviour.
 - A team may be sanctioned if one of its players commits any of the following offences:

- Is guilty of violent behaviour;
- Uses any unlawful or dishonest proceedings;
- Misleads or deceives any tournament official.
- In all cases, depending on the seriousness of the behaviour in question, tournament officials will set the final rules and may apply stiffer penalties if necessary;
- Verbal offence includes, but is not limited to, vulgar language, use of offensive words or gestures and excessive arguments with tournament officials;
- Players are not allowed to use the in-game chat to advertise companies, sponsors, products or services. Only game-related chat is permitted during the game
- As coaches are not allowed to be in a game lobby they also are not allowed to communicate with a team during the game or be around. The only communication periods are during a draft stage and a break.
- No smoking of cigarettes or e-cigarettes is allowed from the start of the draft until the throne is destroyed.

Servers

WEU	Europe West
EEU	Stockholm
NA	US East
SA	Matches involving teams with a majority of players from Peru will be played on the Peru server. Matches involving teams with a majority of players from Brazil will be played on the Brazil server. Matches involving teams, one with a majority of players from Peru and the other from Brazil will be played on the Argentinian server.
SEA	Singapore

China	Zhejiang/Guangdong
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The server can be changed if both teams agree to play on a different server.

Organising the matches

- All matches are created by the match admin, no later than 15 minutes before the match starts;
- Players should be in the lobby 5 minutes before the start of their game to determine the draft order and sides;
- During the tournament, players have a total 10-minute break between games. The countdown starts when the match ends;
- 5 minutes after the start of the break, players should be back and join the lobby. If the time runs out before a team is ready, the admin will impose a penalty;
- There is a break of 15 minutes between series (e.g. between two BO3s);
- The lower bracket final and the grand final will see a 40-minute break between them.
- Players should be ready when the potential last game (second game of BO3) of the previous series starts;
- Playdays are held using the “follow by” system. The first match starts at a scheduled time. The following matches follow each other;
- Only official casters and observers approved by the organisers are allowed in the lobby. Managers and players of other teams are not allowed in the lobby;
- During the matches, teams will use Discord/TeamSpeak server provided by the organisers for voice communication;
- A coach can stay in the voice chat during the draft stage, after which he should leave the team channel. During the match only 5 players are allowed to be in the voice chat;

Lobby settings

- Lobby password: Will be provided by an admin;
- Game Name: *Region* Road to the International CQ;
- Cheats: Off;
- Bots: Off;
- Series: BO3/BO5;
- Gamemode: Captains Mode;
- Starting Team: Automatic Coin Toss;

- Dota TV Delay: 15 mins.

Priority selection

- Selection priority will be based on the Automatic Coin Toss system in Dota 2;
- For best of three matches:
 - The 1st map - The 1st Coin toss. The 1st Coin toss winner chooses a pick or side, an opponent chooses from the remaining options;
 - The 2nd map - The 1st Coin toss loser chooses a pick or side, an opponent chooses from the remaining options;
 - The 3rd map - New coin toss. The Coin toss winner chooses a pick or side, an opponent chooses from the remaining options.
- For the best of five matches:
 - The 1st map - The 1st Coin toss. The 1st Coin toss winner chooses a pick or side, an opponent chooses from the remaining options;
 - The 2nd map - The 1st Coin toss loser chooses a pick or side, an opponent chooses from the remaining options;
 - The 3rd map - The 1st Coin toss winner chooses a pick or side, an opponent chooses from the remaining options;
 - The 4th map - The 1st Coin toss loser chooses a pick or side, an opponent chooses from the remaining options;
 - The 5th map - New coin toss. Coin toss winner chooses a pick or side, an opponent chooses from the remaining options.

Game end

- The game lasts until the winner is known;
- The game is over when either team's Ancient Fortress is destroyed or when "GG" is called in all-chat;
- When "GG" is typed intentionally, it's a final surrender of the game.

Refereeing and controversial situations

- The scheduling and refereeing of each individual match is done by an admin team;
- The admin team will make decisions in accordance with this rulebook and inform the teams;

- In emergencies or in situations that are not described here, the chief admin will make the decision, and its decision is definitive;
- On the teams' side, only one team representative (captain, manager or coach) may report any issues or controversial situations;
- If within 15 minutes after the end of the match no queries are received from team representatives regarding a disputed situation, the result is considered to be confirmed;
- Only the team representative (captain, manager or coach) has the right to raise a protest. They should provide all necessary information within 15 minutes after the end of the match, otherwise the result is considered confirmed and is not subject to discussion;
- Decisions on controversial situations can only be made by the chief admin;
- Admins' decisions are final and non-negotiable;
- If two teams have already played a match, it cannot be replayed under any circumstances.

Disciplinary punishments and fines

Penalty

- A penalty cannot be over the maximum penalty level among all violations. Penalties do not sum up if they relate to the same map.
- For example, Team A incurs a LVL 1 penalty for being late, and one of their players left their seat during a previous game, resulting in a LVL 2 penalty. It would be incorrect to add up these penalties and impose a LVL 3 penalty on the team. Instead, the team will receive a penalty of the maximum value, which is LVL 2.

Lateness

- If a team is unable to be ready in the lobby 5 minutes before game start (cointoss start time) the following punishments apply:
- For the BO3 match:
 - Time XX:XX is time when teams should be inside the lobby;
 - Time XX:XX + 3 min - Warning;
 - Time XX:XX + 5 min - Draft penalty level 1;
 - Time XX:XX + 10 min - Draft penalty level 2;
 - Time XX:XX + 15 min - Draft penalty level 3;
 - Time XX:XX + 20 min - Lose the first game;
 - Time XX:XX + 30 min - Lose the BO3 series with 0-2;

- For the BO5 match:
 - Time XX:XX is time when teams should be inside the lobby;
 - Time XX:XX + 3 min - Warning;
 - Time XX:XX + 5 min - Draft penalty level 1;
 - Time XX:XX + 10 min - Draft penalty level 2;
 - Time XX:XX + 15 min - Draft penalty level 3;
 - Time XX:XX + 20 min - Lose the first game;
 - Time XX:XX + 30 min - Lose the second game;
 - Time XX:XX + 40 min - Lose the BO5 series with 0-3;
- In some cases, these penalties may be waived if the delay is a result of forces outside of the team's control or issues the admin team is coordinating with directly

Integrity's camera failure

- If the camera is disconnected during a game, the following applies:
- Once the match administrator notices that the camera has been disabled, they will notify the team via the game chat. If the camera remains the same after the admin message team will have lvl 2 penalty for the next map.
- A team whose player has not turned on the camera before the game starts will receive a lvl 3 penalty for that game.
- Admin team recommendations to reduce the penalty level when technical problems occur:
- If your computer has crashed or needs a restart, turn on the camera on your mobile device. This will enable the Admin Team to see you while you troubleshoot technical issues and you will not get a penalty. No, you still cannot go to the restroom with the camera on.
- As soon as your computer is turned on, the first thing to do is to join discord/vmix and turn on the camera. Only then start Steam and Dota 2.

Pauses/Disconnects

- In online matches, players are responsible for securing their internet connections and preparing a backup solution in case of a technical outage;
- Each team is allowed 10 minutes of in-game pause time per game. After this time has elapsed, the game must be unpaused and the team without remaining time may not pause again. A team reserves the right to lend their pause time to the opposing team if they are willing to.
- In some cases, this time can be extended if the delay is the result of issues that are coordinated directly to the admin team.

- The team that has paused should immediately write to the in-game chat or the team discord channel and explain the reason for the pause.
- In cases where a game crashes or needs to be restarted, the chief admin will exercise its best judgement to decide the correct course of action;
- If a game crashes after players leave the base, the admin will rehost the game saving from the closest save point. Note: The Load/Save function will return everyone to base, despawn all creep waves and some temporary buffs/debuffs will be lost on reload.
- If a game crashes before players leave the base, the game will be rehosted starting with the draft that should be repeated.
- In some cases, if the game crashes after players leave the base, it might be possible to do a remake with the same draft, but it will depend on the current state of the game
- In some cases, where it is not possible to upload save the game:
- For games crashes after the horn but before committing the first blood, an CM Mode remake with all picks / bans remaining the same will be used;
- If players had already purchased items, placed wards, secured a level 1 Roshan, or entered the lanes, the same actions must be taken for the remake. Changing lanes for a game which was remade after the laning phase began is only permitted after heroes / creeps have met in the lanes
- If the game crashed after the horn and after committing first blood CM Mode remake with new picks / bans will be used
- In all cases, the chief admin has ultimate discretion as to how to address a game that has crashed or needs to be restarted.

Suspicion of cheating or using unauthorised programs

- If at any point a player falls under the suspicion of cheating or using unauthorised programs, the player will be monitored starting from the next match until the end of the qualifier.
- The player must share a full game screen with an admin.
- If the stream is switched off when the game is due to start, the game will not start until the stream is turned on. The team will receive a penalty for being late until the stream is started.
- If the stream is switched off at any time during the live game, a lvl 3 penalty will be imposed for the next game.

Cheating or using unauthorised programs

- Teams found to be engaging in cheating, unethical behaviour, obtaining any form of unfair competitive advantage, or otherwise using unauthorised programs will forfeit all affected matches;
- The Administration will have total discretion and final say over what counts as cheating;
- In extreme cases, and at the sole discretion of the Administration, cheating may result in a team being immediately disqualified from the Tournament or even being barred from future Valve Tournaments;
- Macro scripts are expressly forbidden (including any DOTA 2 configuration file, third party program, or other script which allows multiple keystrokes to be input into the game client through a single keypress or no human input whatsoever).

Stream viewing

- Players are expressly prohibited from viewing broadcasts of their games during an ongoing match. This rule takes effect from the moment the lobby begins to load into game, includes any pauses in the midst of gameplay, and extends until the game officially ends and the game end score screen is displayed;
- Broadcasts as defined for our purposes include live video streams, DotaTV feeds, stream chat rooms (including but not limited to Twitch chat), and text-based live report threads (such as those on Liquiddota.com);
- While we recognize that players may not have intention of cheating when viewing streams, there is no way for an administrator to determine definitively what a player's intentions were when viewing a broadcast of an ongoing game;
- Therefore, any players found in violation of this rule will be punished; the severity of the punishment will be up to the administration's discretion.

Bets and match fixing

Players, managers, coaches are prohibited from making any kind of bets on these tournament matches. If it is proven that a player/coach/manager had made a bet or had purposely tried to achieve a certain result in a game), then the team will be punished up to disqualification and ban from future Valve and PGL events.

Bugs and Glitches

- Teams who abuse gameplay bugs may be assigned a forfeit loss;
- If a team discovers a game-affecting bug (or potential exploit clearly outside of the developers' intended game design) during a game, they are expected to pause the game and immediately inform their opponent as well as the match referee in all chat;
- The Administration will evaluate all alleged bug abuses and has full discretion to award a forfeit loss to any team found guilty of abusing a critical bug or exploit that affected the outcome of the match;
- In all cases, the tournament administration has ultimate discretion as to how to address a game that has crashed or needs to be restarted.

Special Notes

- If the rules do not cover a particular situation or string of events, PGL and the tournament staff will have the final word on the matter. Decisions on all disputes are final and not open to further appeal
- Rulings will always be made in the spirit of the regulations
- PGL and the tournament staff will always try, to the extent allowed by the rulebook and the situation itself, to resolve an issue in a fair way for all parties involved
- If needed to preserve the fair play and integrity of the tournament, the rules can be amended, modified or supplemented. Teams will be informed immediately when such a modification occurs
- PGL will have the final ruling on all tournament matters

