Tournament rules

Group Stage

1. Round Robin format with 10 Teams (9 Invited, 1 qualified).
2. Best of 3 for Group stage
3. 10 Teams play in 1 group

At the end of the group stage and scoring, the teams ranked from 1st to 4th places will participate in the playoffs. Teams that took places from 5 to 10 will leave the tournament.

In the group stage, for a victory over an opponent 2-0 or 2-1, the team will receive 3 points, for a lose 1-2, team receive one point. 0 points for defeat.

If at the end of the group stage the teams have the same number of points and they qualify for the playoffs (4th place). Personal meetings of these teams will be taken into account, but if it is not possible to determine the winner from personal meetings, then the teams will play an additional match in the bo3 format.

Playoff Stage

1.   1st-4th place in the upper bracket, 5th-10th places are eliminated from the tournament.
2.   Best of 3 for Final stage matches and Best of 5 for Grand Final.

Prize pool

1st	$10000
2nd	$5000
3rd	$2000
4th	$1000
5th	$650
6th	$650
7th	$350
8th	$350
9th	
10th	

Pre-match rules

It is allowed to use replacement players, no more than 2 players for 1 match, while team members are required to notify the administration of the tournament about the replacement, indicating full information, as well as about the main players.

1. Replacement participants cannot be the main players of another team participating in the tournament.
2. A player can participate only for one team, Tournament participants are prohibited from broadcasting their game at the time of the official broadcast.

3. Automatic coin toss is used on the first map, on the second map the opposite command has the right of first choice.

On odd maps, a rule similar to the first map applies, on even - the second

4. Servers - The server will be selected by agreement of the teams

5. A representative from each team must be in contact with an admin 15 mins before the game is supposed to start (Team Captain or Manager).

6. All the players should be in the game 5 minutes before the game starts.

7. 15-minute delay - penalty - 30 seconds on draft

8. 30-minute delay - penalty - match default loss

Lobby settings

1.   Lobby log/password: **Send from lobby hoster**

2.   Cheats: Off

3.   Bots: Off

4.   All Chat: Off

5.   Series: BO3 for Group stage, BO3 for Playoff, BO5 for final

6.   Gamemode: Captains Mode

7.   Starting Team: Decided before the game

8.   Punishments: None

9.   Server: The server will be selected by agreement of the teams

10.   Spectators: On

11.   Dota TV Delay: 5 mins

12.   The version to play is the current Tournament Version.

Player behavior during the game

1.   Flaming and slandering are not permitted.

2.   All-chat usage should be kept to a bare minimum, and no abusive nicknames are permitted.

3.   While in the game, players should use their official nicks.

4.   During the game, teams should use their official tag.

5.   Cheating - obtaining an unfair advantage by using third-party applications or replacing game files.

6.   Bug exploitation is the deliberate abuse of a bug in the game to gain an advantage.

7.   Smurfing - Using the account of another participant of the tournament.

8.   Multi Accounts - a participant who has more than one account to participate in competitions.

Streaming and spectating

You can not invite unknown streamers without agreeing this with the administrator.Only those streamers with whom cooperation has been discussed will be in the lobby.

Disconnects, pauses and crashes

1.   During picks, pausing is not permitted unless the captain disconnects.

2.   If the game crashes while the picks are being made, the game will be restarted with the same picks.

3.   Players have the ability to pause the game if necessary. If it's not an emergency, make sure to announce the halt in all-chat a few seconds ahead of time.

4.   There must be a good reason for the wait. Before the game may be resumed, both teams must agree.

5.   If a player disconnects, the game should be immediately paused by the player's team.

6.   Per map, each team has the right to ten minutes of pause. (per team and each map) After that, unless the admin states otherwise, the opponent team can resume.

7.   If teams disconnect from the game completely and do not have any chance connect to the game again:

If before First Blood, **the match will remake**

If after First Blood, **the match will continue**

8. The game is over when either team's Ancient Fortress is destroyed
9. "**GG**" is typed, is a confirmation of defeat

Clarify Playoff Stage

1. 2 matches in Winner Bracket Round 1

1st team group a vs 4th team group
2nd team group a vs 3rd team group

Which teams lose will fall to Lower Bracket Round 1

Betting

Players, managers, and other affiliates of participating teams are expressly prohibited from making bets of any kind that are in any way related to the event on matches, including virtual item bets (including but not limited to Dota2Lounge) or real money bets (including but not limited to GG.bet, Betway, Dota2Lounge, Rivalry, Pinnacle, Parimatch, LOOT.BET, etc).

Indirect methods of betting (such as players / managers / other team affiliates who knowingly consort with 3rd parties to arrange bets on matches) will be treated the same way by the Administration as the direct methods outlined above.

In extreme cases, and at the sole discretion of the Administration, illegal betting may result in a team being immediately disqualified from the Tournament or even the team being barred from future events.

Disqualification

For violation of the rules, the team may be disqualified from the tournament by decision of the administration.