

# WePlay! Dota 2

## Tug of War: Mad Moon

### FORMAT

#### Group Stage:

- ❖ 2 GSL groups of 4
- ❖ All matches are Bo3 except Decider Matches which are Bo1.
- ❖ The top team in each group advances to the Semifinals of the Playoffs.
- ❖ The bottom team in each group is eliminated.
- ❖ The remaining teams advance to the First Round of the Playoffs.

#### Playoffs:

- ❖ Six teams play in a Double Elimination format over three days.
- ❖ All teams start in the Upper Bracket, four in the First Round, two in the Semifinals.
- ❖ Grand Finals are Bo5. All other matches are Bo3.

### MATCH REGULATIONS

- ❖ Teams need to be present in the venue and ready to start their first match at least 60 minutes before the schedule.
- ❖ Players have to wear a noise-canceling headset during matches.
- ❖ Headsets are optional during the draft.
- ❖ We recommend teams to bring 2 sets of every gaming equipment just in case.
- ❖ The tournament dress code requires all team personnel (players, coach, manager) to wear the official team clothing (T-shirt, jersey, hoodie, etc), long pants, and closed shoes on tournament facility at all times.
- ❖ Every team is required to set up their tournament SSDs during Media Day.
- ❖ Teams are allowed to have snacks in the tournament area, but you can have food only backstage in the player's lounge.

- ❖ No branded drinks in the gaming areas (use WePlay! bottles for those).
- ❖ The match admin will share the lobby information with teams on Discord.
- ❖ The first match of the day has a fixed schedule. The following matches are follow-by (accelerated). This means every following match starts as soon as the current match ends.
- ❖ Teams are expected to set up and make sure of proper functionality of their personal equipment in a timely manner.
- ❖ All players must be present inside the game lobby 10 minutes before the match time so that all parties may have sufficient time to resolve any potential issues.
- ❖ The team whose all 5 players enter the game lobby no less than 10 minutes before the scheduled time of the match shall have the right to choose between Side and Pick. If all players of both teams entered as indicated herein, Side or Pick is determined using a coin toss.
- ❖ Every team is allowed to have 1 coach on stage during setup and draft, but coaches must leave the stage right after the draft and may only come back to their team when the game is officially over.
- ❖ In case a match is delayed due to the previous match lasting longer than expected, all players must remain ready to get on stage as soon as the previous match ends and the WePlay! staff have prepared the gaming equipment for the next match.
- ❖ The break between games should not take more than 10 minutes since the end of the previous game.
- ❖ When either team pauses the game, they can resume the game only after the other team declares their readiness in chat.
- ❖ A game ends after a team's Ancient falls or a player sends "GG" (or any other variation of "GG") in all chat. Accidental all-chat GGs must be immediately explained by the team sending them.
- ❖ If a team delays the start of a game by more than:
  - 5 minutes - minus 30 seconds draft time;
  - 10 minutes - minus 70 seconds draft time;
  - 15 minutes - minus 110 seconds draft time.
- ❖ If a team delays the start of a game by 20 minutes without a valid reason, they will receive an official warning. Subsequently there might be a 5% prize money deduction or more if this happens again.

## **LOBBY SETTINGS**

- Game Mode: Captains Mode
- Server: Luxembourg
- Lobby Visibility: Public
- Cheats: Off
- Selection Priority: Automatic (Coin Toss)
- Spectators: Enabled
- Dota TV Delay: 5 Minutes