

# Rule Book

**Game:** Dota 2 5v5

**Participants:** Eight invited teams

**Group stage:** April 7th - 14th

Two GSL groups

All matches are Bo3

Top two teams advance to the Play-offs

Bottom two teams are eliminated

**Playoffs:** April 17th - 22nd

Double-elimination bracket

All matches besides grand final are Bo3

Grand final is Bo5

## 1. General.

### 1.1. Administration and announcements.

1.1.1. All administration of the tournament is available in the tournament discord server.

1.1.2. All official announcements will be made in the tournament Discord server by the administration of the tournament.

1.1.3. Official announcements as well as statements of referees can ignore or overrule the following rules in order to make the competition as fair as possible. In case of contradicting declarations, the most recent announcement or admin statement counts.

### 1.2. Participants and teams.

1.2.1. All tournament participants must familiarize themselves with these rules.

1.2.2. By attending the competition participants acknowledge without limitation to comply with the rules and regulations, official announcements, and with the statements and decisions made by the referees.

1.2.3. Every participant acknowledges the right for the administration to modify the rules and regulations for adjustments.

1.2.4. Every participant has to show the needed respect towards referees and other participants. Insults and unfair or disrespectful behaviour towards anyone are not tolerated and will be punished.

1.2.5. Every team and participant has to try to win every game at every stage of the competition. Purposefully losing for any reason is strictly forbidden.

### **1.3. Communication.**

1.3.1. For any issues related to the team, you must contact @Administrator in the Discord channel with the name of your team.

1.3.2. For any issues related to the match, you must contact @Administrator and your opponent (tag @team\_name) in the Discord channel with the number of your match.

1.3.3. All questions to the administration during the match must be written in the Discord channel of this match. There will be no decisions made in Dota2 client or anywhere else.

## **2. Teams and players.**

### **2.1. Team size.**

A team has to consist of at least five participants.

### **2.2. Line-up Info.**

All teams have to provide the administration the following information upon request:

- primary nicknames of all members
- full names of all members
- steam\_ids of all members
- team logo

### **2.3. Line-up changes and stand-ins.**

2.3.1. Every team can change line-up during the tournament as long as at least 3 members of the original team line-up stays.

2.3.2. If any data about the team needs to be changed, the captain or manager of the team can request this towards an admin at any time.

2.3.3. Every team can use stand-in instead of a member of the team during the match.

2.3.4. The team must notify the administrator of the replacement at least an hour before the start of the match.

2.3.5. The maximum of stand-ins used by a team within one game is 2.

2.3.6. All stand-ins become participants of the tournament during the match and are to follow the rules as other participants do.

## **2.4. Ingame Names.**

All names of the players in the game must be recognizable.

## **3. Schedule and punctuality.**

### **3.1. Schedule.**

3.1.1. The official schedule of the tournament is here: <https://vk.cc/aspcZ1>

3.1.2. All the matches must be confirmed by the administrator in the Discord match channels.

### **3.2. Reschedule.**

3.2.1. If a delayed end of a previous match prohibits a match to start on schedule, the next match will start shortly after the end of the previous match.

3.2.2. Match reschedule is available if both teams can agree to another date and time. Then the date and time must be confirmed by the administrator if possible.

3.2.3. A request to reschedule the match must be made no later than 24 hours before the start of the match.

### **3.3. Punctuality.**

3.3.1. If a team is not ready to start a game in time, the following punishments will be applied by the referee:

- 10 minutes late: -30 sec Reserve time
- 15 minutes late: -70 sec Reserve time
- 20 minutes late: -110 sec Reserve time
- 25 minutes late: forfeit of the game (not the whole match)

3.3.2. Punishments might not be applied if the other team is ready to wait for their opponent.

3.3.3. Teams can start to run the draft without full lineups if both teams agree.

3.3.4. In case of extraordinary circumstances, the referee may decide to abstain from the punishment.

## **4. Hosting and settings.**

### **4.1. Lobby Hosting.**

4.1.1. Every game gets hosted by a referee. The teams receive the password from him about 20 minutes before the match time in Discord match-channel. At least one member of each team has to be present at that time to communicate with the opponents and administration.

4.1.2. Participants are not allowed to pass the password on to anyone but the other members of their team and the stand-in(s) for the match.

### **4.2. Spectators.**

Only referees, official broadcasters, NeonLab staff members, anyone authorized by a referee, and the ten players are allowed to be inside the game. Team managers may join the lobby, but have to leave before the game starts. Everyone else has no permission to enter.

### **4.3. Server Location.**

Default server location is Luxemburg. It can be changed if both teams agree.

### **4.4. Sides and drafting order.**

4.4.1. Selection priority for the first game of a match is decided by a coin toss done by the match admin. If there is a second game, the other team will get selection priority. The priority swaps from game to game in bo3 and bo5 serieses.

4.4.2. Before each game, the team with selection priority may either select a side or a draft order. The opposing team can choose the remaining factor.

### **4.5. Game Settings.**

The referee has to put the following settings to the lobby:

- GAME NAME - SECTOR MOSTBET
- GAME MODE - Captains Mode (if not rehosting after the draft)
- LOBBY PASSWORD - see 4.1.
- SERVER LOCATION - Luxemburg
- SELECTION PRIORITY - Automatic (coin toss)
- STARTING TEAM - see 4.4.
- PENALTY-RADIANT - chosen by the referee
- PENALTY-DIRE - chosen by the referee
- Enable cheats - No
- Fill empty slots with bots - No
- SPECTATORS - Enabled

- DOTA TV DELAY - 5 minutes, unless chosen otherwise by the referee
- PAUSING - unlimited
- SERIES TYPE - bo3 (grand final bo5)

## **5. During a game**

### **5.1. Picks and bans.**

The hero pool always consists of all heroes the game mode allows and might therefore change several times during the competition. The game must not be paused during the draft, unless a drafter disconnects.

### **5.2. Pauses.**

5.2.1. The summary length of pauses for each team must be not more than 15 minutes.

5.2.1. Each team has the right to pause the game for an acceptable duration, if a player announces it at least three seconds in advance and calls a coherent reason. The game must not be resumed before both teams agree with it.

5.2.2. If a player disconnects, the game is to be paused instantly.

5.2.3. If a team used up all 15 minutes and still needs to pause they can ask their opponents to pause for them. In this case, the pause time will be taken away from the opposing team.

5.2.3. When the number or the duration of breaks becomes too high or long, the administration may force the continuation of the game.

### **5.3. Bugs, tools and hacks.**

5.3.1. If any serious bugs occur, the game has to be paused immediately and the administration decides how to continue. Knowingly abusing a bug is strictly forbidden.

5.3.2. The usage of any Dota-related tool aside from Steam and Dota 2 during a match is strictly forbidden.

### **5.4. Ending.**

A game is finished, when an Ancient Fortress is destroyed, when the majority of a team leaves on purpose, when 'gg' is called by one of the team's members or when the administration decides on it.

## **6. Rule violation and punishment.**

6.1. Breaking of the rules or ignoring the order of an admin may result in a punishment for a whole team or a specific player. Type and amount is chosen by a referee.

### **6.2. Possible Team Punishments**

- Default Loss for one game
- Default Loss for the whole match
- Time Penalty for the next draft
- Temporary or permanent ban from the competition

### **6.3. Possible Player Punishments**

- Temporary ban from the competition
- Permanent ban from the competition