



# **European Pro League | Dota 2**

**European Pro League Season 36 div 1 Tournament Regulations**

## **1. General information**

1.1 Tournament qualifiers are held on the Faceit platform.

1.2 All stages of the tournament are held online.

1.3 The means of communication with the tournament administration is the Discord application.

1.4 All tournament prizes will be paid in accordance with the occupied place in the tournament.

1.5 All prize money is paid out within 60 days from the end of the tournament.

1.6 12 invited teams participate in the tournament. 2 groups of 6 teams.

1.7 The \$20,000 prize pool will be distributed as follows:

1st place - \$11,000

2nd place - \$5,000

3rd place - \$3,000

4th place - \$1000

1.8 Payments are made in a format convenient for transfer.

1.9 A fee of 1 to 3% may be charged for the transfer.

## **2. Conducting system**

2.1 The qualifier is held in the Single Elimination format - the team is eliminated from the qualifier after one defeat.

2.2 The group stage is held in the Round Robin format - each team plays with each team during the tournament and scores points. All matches of the group stage are played in bo3 format.

For a 2-0 win, the winning team gets 3 points.

For a 2-1 win, the winning team gets 2 points, the losing team gets 1 point.

For a 0-2 loss, the team does not get points.

2.3 Teams ranked 1-4 in their groups qualify for the upper bracket of playoffs. The 1st place team in a group plays against the 4th place team in the other group. The 2nd place team plays against the 3rd place team in the other group.

2.4 All matches except the qualification are held in the bo3 (best of 3) format - the winner is the team that wins 2 games first. The playoff final is played in the bo5 (best of 5) format - the winner is the team that wins 3 games first.

2.6 No Qualifiers for this season

2.7 The timing of any stage of the tournament may slightly vary in emergency.

2.8 Each team is given 10 minutes of pause. The total number of pauses cannot be more than 5 per match. The team has the right to longer pauses with the consent of the opponents and / or the administrator.

2.9 The break between maps in the series is 10 minutes from the time the admin sends the lobby to the chat of the previous game. If the team is not ready at the end of 10 minutes it may receive a 1 level penalty etc.

2.10 The team that destroys the opponent's throne or forces the opponent's team to leave the game wins. Writing "gg" in chat is considered an abandoned game. If "gg" was typed once by accident and canceled

within 3 seconds, the game continues.

2.11 Tournament games run on schedule. Matches cannot start earlier than the scheduled time without permission from the administrator.

### **3. Tiebreakers**

3.1 If after the end of the group stage, teams have the same number of points, those who won in a personal meeting will be taken into account.

3.2 If after the end of the group stage, three or more teams have an equal number of points, an additional table is formed from the results of these teams and the following factors are taken into account (in descending order):

The number of points scored;

- Number of series won;
- Difference of won and lost maps among them;
- Additional draw.

### **4. Game settings**

4.1 Each participant must update and play the latest version of Dota 2 in advance

4.2 For the group stage and the playoff stage, the lobby is created by the tournament administrator with the following parameters:

Game mode - Captains mode

Server Location - Western Europe

DotaTV delay 5 minutes

4.3 In the first game, Priority of Choice is played by flipping an in-game coin.

In the second game, the team that lost the coin in the previous game gets the Priority of Choice.

In the third game (if played) the priority of choice is also played with an in-game coin flip.

The system is repeated for the bo5 series..

4.4 Any third-party programs or modification of the game files in order to obtain an advantage is prohibited. Teams caught doing this are automatically forfeited and disqualified from the tournament.

## **5. Prohibited**

5.1 Pause during the draft stage. The time for choosing heroes after the end of the drafts is not taken into account.

5.2 Continue the match if more than one player left one of the teams. In case of impossibility to continue the game by one or several players - start only after the approval of the administrator.

5.3 Remove the pause of the opponent, remove your own pause without warning the opponent and confirming the continuation of the game on his part. If the above actions seriously affected the match, then the team may be awarded a forfeit loss in the match, at the discretion of the administrator. To do this, you need to provide evidence in the form of a screenshot.

5.4. Insult, swear, deceive participants and competition officials during the tournament by any means. For such violations, the team may receive a

warning, a forfeit defeat, and also lose any prizes. Screenshots must be provided as evidence.

5.5 Intentionally spamming “gg” during the game.

5.6 The name (nickname) of the player containing words from profanity, propaganda of racism or other forms of hatred towards representatives of certain nationalities. Advertising in any form, including posted links and third-party platform names.

5.7 Avatars of players or teams must not contain scenes of violence, pornographic materials or propaganda of racism or other forms of hatred towards representatives of certain nationalities.

## **6. Substitution rules**

6.1 A team may have a maximum of two substitutions per game.

6.2 If a player of the main squad leaves the team, it has the right to designate a new player of the main squad who will not be considered as a replacement.

6.3 A team may substitute a player who has not participated yet in the tournament, the player whose team has already finished the performance in a tournament, whose player has already been taken to replacement, a player who has been removed from the other team's roster and became a former player.

6.4 The administrator may allow more than two substitutions, if necessary.

## **7. Penalties**

7.1 The lobby is created 30 minutes before the start of the series.

Password is specified by the tournament administrator at least one hour before the start series in the discord channel of the tournament.

7.2 If a series at a later time overlaps with previous ones then teams are waiting for the end of the series and a 15-minute break between them.

6.3 In case the team is late for:

1. 10 minutes - 1 level. 30 seconds penalty of draft time.
2. 15 minutes - 2 level. 70 seconds penalty of draft time.
3. 20 minutes - 3 level. 110 seconds penalty of draft time.
4. 25 minutes - 4 level. 110 seconds penalty of draft time, alongside automatic coin loss.
5. 35 minutes - 5 level. Game 1 forfeit.
6. 50 minutes - 6 level. loss in series.

7.4 The paused team must write the reason for the break within 60 seconds. If this rule is not followed the team may receive a penalty in the form of draft time for the next map.

7.5 Penalties can be changed or canceled by the administrator in case of emergency.

## **8. Additions**

8.1 All disputes are resolved only in the presence of the tournament administrator.

8.2 A request to transfer a series can be approved if the request is made at least 24 hours before the start of the transferred series (Can be later with the administrator's permission).

8.3 A team suspected of fake matches may be disqualified without payment, regardless of its place in the standings.

8.4 In case of disqualification, all teams that played/should have played with that team will be awarded a 2-0 win (for the group stage).

8.5 If a team is disqualified during the playoffs, that team's past games will not be replayed, and the team that should have played with the disqualified team will be awarded the series win.

8.6 If the team refuses to continue participating in the tournament without a valid reason, the tournament administrator may decide to ban the team from tournaments of the European Pro League series.

8.7 Participants who have ever received a block from the publisher and / or producer of a video game, convicted of fraud, incl. for the use of prohibited programs that have a reputation that will negatively affect the public perception of the competition, may not be allowed to participate or be disqualified without the right to appeal at the discretion of the administrator.

8.8 Matches or series may be rescheduled by the tournament organizers in case of technical problems on their part.

8.9 All decisions of the administration regarding the rules are situational and can be interpreted for each game episode, taking into account individual peculiarities.

Update from 20.03.2025

9.0 **TPABOMAH`s Rule.** Team officials, including managers, coaches, owners, players, and other individuals with significant influence over the team's operations (hereinafter referred to as "media personalities" and management), are prohibited from placing bets on matches involving their own team. This could lead to disqualification of the team.

## 9. Media

9.1 Teams participating in the tournament may make an announcement in their social networks about their participation in the tournament, adding a link to Twitter or Telegram.

