



**16th IESF World Esports Championship**  
**Riyadh 2024**  
**Regional Qualifiers - Africa Online**  
Dota 2 Rulebook  
Version: 05.06.2024

## **1. Participation**

- A. Participation criterion is “Open for All”, which means a national team shall be organized with players possessing the related nation’s citizenship regardless of gender, race, or disability.
- B. All participating countries need to provide legal documents such as Full Names, Dates of Birth, Parental Declaration of Consent for Minors (if applicable), Passports, or ID copies.
- C. Each National Federation is solely responsible for the truthfulness of the data provided to IESF within the entry submission.
- D. All participants in the WEC must be 16 years or older. Exceptions can be made through an official request by the federation.
- E. If necessary, from the point of view of national legislation, an NF can change the eligible age of participation for their players increasingly.
- F. Persons who are not excluded by applicable law, the rules of the tournament organizer or the host are allowed to participate in the competition.
- G. Tournament officials and tournament staff cannot participate in events that they actively preside over.
- H. Persons whose mental health is questioned by the tournament officials and tournament staff cannot participate in the competition.
- I. Only players with a valid Steam account - unless officially banned - are allowed to participate in the competition.
- J. Dota 2 Valve Anti-Cheat (VAC) and Publisher bans are honored by IESF, but only until 2 years after they have been issued. If any participant receives a VAC or Publisher ban mid-tournament, they will be disqualified retrospectively, starting with their first match.
- K. All players have to compete on their own main Steam Account. Playing on another player's Steam Account is not allowed
- L. The total number of team members must not exceed 8 (including 5 players, 2 stand-ins, and a coach).

### **1.1. Team leader**

Each team must designate a team leader, who can be external, e.g., a team manager. The team leader is the link between the team and those responsible for the tournament and may not belong to another team regardless of the function in the same competition. Team Leaders have the following responsibilities:

- A. Representation of the team in communication with those responsible for the tournament, which means constant availability and notification in the event of a short absence.

- B. Representing the team in communication with other teams.
- C. Signing off on team decisions during the tournament.
- D. Passing on all required information to the entire team e.g., schedule, tournament format.
- E. Accurately representing the views of the entire team.

Once the tournament has started, changing the team leader can only happen when the designated team leader is no longer capable of managing the team. The tournament officials have to be notified immediately in case of a team leader change.

## **2. Match Rules**

### **2.1. Preparation Time**

The preparation time is the first fifteen (15) minutes before the start time (unless otherwise specified) and the five to ten (5-10) minutes between games. The teams should use this time to check whether they are optimally prepared. During this time, players must do the following:

- A. Log in to the Steam Client with their account and join or set up a game lobby and, if necessary, give the tournament organizers/casters the game name and invite the casters to the lobby if necessary. (Caster accounts will be announced by the tournament management to the respective team leaders before each match).
- B. Join the designated Discord channel for the match.
- C. If a player is substituted during the tournament, the tournament organization must be informed immediately after the end of the game or before the start of the first game.
- D. Signal to the team leader, the opposing team and the tournament organizers that the game is ready to go.
- E. Players must be ready in the lobby and Discord server *at least 5 minutes* before the scheduled match start time.

All players are responsible for their own hardware, software, power and internet connection.

### **2.2. Starting Time**

The match start time is determined by the tournament organizer. It is either a fixed time or the end of the previous match (on average end time +10 minutes) where appropriate. All tournament officials and players must be ready at least 5 minutes before the scheduled start time. It is the responsibility of the tournament organizers to announce the start times. It is the team leader's responsibility to ensure that the team is on time and ready at the start time.

### **2.3. Number of Players**

Each match can start only with five players per team (5v5). In case the team is not fully present in the lobby and Discord 5 minutes before planned start time, the referee can issue a draft penalty based on delays caused by the team (See Penalties section).

## 2.4. Game of Record (GoR)

A game of record (“GOR”) refers to a game where all ten players have loaded, and which has progressed to the point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which remakes may be permitted, and a game will be considered as on record from that point onward. Exceptions will be made upon referee intervention.

Conditions which establish GOR:

- Any attack or ability is landed on minions, jungle creeps, structures, or enemy heroes.
- Line-of-sight is established between players on opposing teams.
- Setting foot, establishing a vision, or targeting a skillshot ability into the opponent’s half of the map.
- The countdown timer reaches zero (0:00).
- A rune is picked up.

## 2.5. Pause/Break/Timeout

Players have the option to pause the game. There are different types of breaks:

- A. Tournament Referee Pause:** Tournament officials may pause a game at any time at their sole discretion.
- B. Team Timeout:** Each team shall be allowed a total of ten (10) minutes timeout per map for the following reasons:
  1. Accidental disconnection.
  2. A malfunction of the hardware or software (e.g., monitor failures, problems with peripheral devices, errors in the game itself, ...).
  3. Physical impairment of a player (e.g., broken chair).

In exceptional circumstances, players may ask the tournament referees to extend the ten (10) minute break. In this case, the team must inform a referee and continue playing until the referee has decided whether to allow the break to be extended.

It is up to the referee to grant the break. If he or she decides that the problem cannot be corrected in a reasonable time, the affected team must continue playing. If the game is interrupted, the opposing team must be informed immediately of the reasons for the interruption.

The pausing team may not resume the game until the opposing team or tournament official gives permission. If a team is unable to continue the match before the game becomes a GOR (e.g., because a player has been permanently disconnected), a referee may schedule a new game with the same drafts. In such a case, both teams must field the same players again, except for the player experiencing the problem who has to be

substituted (the final decision rests with the tournament referee). If the player cannot be substituted, the team automatically loses the game.

- C. **Illegal Pause:** If a player/team arbitrarily interrupts or continues a game, or does not resume play after a regular pause, the player/team will receive a warning, which will result in an escalating penalty for repeated occurrences.

Players are allowed to communicate with the coach only before - including the drafting phase - and after the match. Failure to comply with these rules will result in a warning for the team, which will result in an escalating penalty for repeated violations.

## 2.6. Disconnection

- A. When disconnected, the player's teammates shall pause the game immediately, and the referee shall be notified by the team about the situation.
- B. In the situations listed below, relevant matches shall become void upon confirmation and final decision by the referee, and a re-match shall be conducted.
  - 1. In the case of unidentified bugs or unintentional occurrences of bugs.
  - 2. When the decision of a win/loss is impossible to decide by the progress of the match.
  - 3. In the situations listed above, if the win/loss is decided by the "IESF" or the Referee's decision, the result is announced at the completion of the match.
- C. In the event of either the referee or observer PC malfunctioning, the match shall continue if this is considered to have no influence on the match. Time will be given for players to refocus and reorganize their strategies. The "IESF" and the referee may operate the matches flexibly, changing depending on the situation.
- D. If a player disconnects during a teamfight, the game will be paused after the teamfight

### 2.6.1 Connection Issues

- 1. In an online series, if a player is unable to reconnect to the match after the 10-minute timer is over, the match must continue with the remaining four players in the team unless the match fulfills the requirements for a remake. A remake can be issued before the match becomes a Game of Record (defined in Section 2.4).

The team which has run out of pause time is not allowed to pause further; in case of another disconnect, they have to unpause immediately. The disconnected player can connect back to the game at any point until the end of the game.
- 2. In case a player disconnects during the draft, and the affected player is not the captain, the draft will continue until all heroes are selected. A rehost will be made with the same picks and bans up to that point, in case the player is not able to join back.

In case the captain disconnects during the draft, a pause should be called. In case the captain is not able to connect back, the game can be rehosted with a new draft, based on the referee's decision. The pause time used during the draft will be deducted from the

team's total pause time during the live game.

### **3.1. Tournament Format**

#### **Northern Africa:**

##### Group Stage

- All teams are placed in one round-robin group stage.
- All matches are Bo3.
- Teams are ranked according to series win/loss record.

#### **Southern Africa:**

##### Group Stage

- All teams are placed in one round-robin group stage.
- All matches are Bo3.
- Teams are ranked according to series win/loss record.

#### **3.1.1. Determining a Winner**

1. The first team to destroy the opponent's Ancient is the winner.
2. If "GG" is called by either team in All Chat or chat wheel that begin at the end of the game countdown, the game is immediately lost for the given team.  
This rule is intended to prevent any advantage gained by a fake surrender. The referee team reserves the right to judge each case and waive this rule in case the surrender was clearly unintentional (e.g., misclick in the first few minutes of the game)
3. In the case of a dispute, the referee shall decide.

#### **3.1.2. Tiebreakers**

The following applies in case of formats containing a group stage.

If one or more participants are tied by series win/loss difference at the end of a group stage, their ranking order will be decided as described below. Only the matches between the tied teams will be taken into consideration.

- Head-to-head record between tied teams, if not applicable;
- One round of Bo1 matchups.

In a case of Bo1 tiebreakers between three or more teams, after each tie is resolved, the tiebreaker criteria are applied again considering the additional matches. If teams are still

tied, additional Bo1s will be played, and this process will be repeated until all ties are broken.

In special cases, such as time constraints, the Referee can rule in a different way to resolve an unsolved tie (i.e. coin toss).

## 3.2. Match Lobby Settings

### 3.2.1. Side Selection

- Bo1: Selection priority is determined by the Lobby Setting - Automatic (Coin toss).
- Bo3: For game 1, selection priority is determined by the Lobby Setting - Automatic (Coin toss). The order of priority inverts for game 2, and a coin toss is used again if there is a third game.

### 3.2.2. Settings for the Match

- **Game Mode:** Captains mode
- **Server: (Online)** Games should be played on the closest possible official Steam server that is available to both participants. In case the lowest ping server is not shared, the games should be played on the server where both participants have the smallest amount of discrepancy between pings, as long as the ping is not over 100.  
(Offline) The nearest online location servers will be used.
- **Selection Priority:** See **Section 3.2.1.**
- **Enable cheats:** Disabled
- **Fill empty slots with bots:** Disabled
- **Dota TV:** 5 minutes
- **All chat :** Enabled (It can be used only in pause for information, chat wheels and tipping).
- **Version:** Tournament
- **Broadcasting & Observing:** Enabled
- **Spectator:** Enabled (Only for broadcast & observer(s))
- **Coaches:** Disallowed

## 3.3. Voice Communications

All voice comms between players must take place via Discord. If Discord is not functioning, another VoIP program may be used at the tournament organizer's discretion.

All communications during the match will be recorded. By participating in the competition, players give consent to their voice communications being logged for the purposes of transparency and competitive integrity.

## 4. Forbidden Behavior

- A. If a player of a team commits misconduct or any inappropriate act in a team event, the referee may take disciplinary action against the team which can include a caution, warning, forfeit, or expulsion. Examples of misconduct are as follows:
- B. Every participant has to show the needed respect towards referees and other participants. Insults, dissent towards officials, and unfair or disrespectful behavior towards anyone are not tolerated and will be punished.
- C. Every team and participant has to try to win every game at every stage of the competition. Purposefully losing, betting on results of the tournament, or wilfully manipulating the result in any way that can be considered match-fixing for any reason are strictly forbidden and will result in expulsion from the tournament.
- D. When a player of a team is found to be manipulating the client to customize the game beyond the range of settings provided in-game, or using third-party tools to that effect, the team may be disqualified.
- E. Delaying the match start time.
- F. Players shall participate in the match with their own ID and accounts as stated in their registration details as well as their own account on the tournament platform (if appropriate). Using player accounts other than those registered (smurfing), participation of ineligible players, or impersonating a registered player is strictly forbidden.
- G. Use of in-game IDs with offensive, political, or otherwise inappropriate content.
- H. Stream sniping is strictly prohibited and will result in severe reprimands. This includes viewing a stream of a live game or using any other method (e.g., live score websites) to obtain information about an ongoing match (or receiving such information from an outside source).
- I. No forms of cheating are allowed within the tournament. This includes but is not limited to macros, changes in game files, usage of third-party software providing an unfair advantage, hardware cheats, collusion or any other means to gain an unfair advantage. Any participant found using cheats during the tournament will be immediately disqualified and banned from participating in tournaments for a minimum of two (2) years.

### 4.1. Penalties

This rulebook utilizes the IESF penalty structure in addition to draft penalties for lateness. The IESF penalty structure consists of four (4) different levels: caution, warning, forfeiture, and expulsion. Each level of penalty automatically applies after two previous infractions (i.e., 2 cautions result in a warning).

Failure to adhere to the rules may result in a penalty of one of the four levels mentioned, based on the severity of the infraction and the referee's discretion.



#### **4.1.1. Caution**

A caution is given for the following infractions:

- A. Ignoring instructions from the officials (referees).
- B. Dissent towards referees/officials
- C. Illegal pauses (arbitrarily interrupting or continuing a game, or not resuming play after a regular pause)
- D. Inappropriate all-chat
- E. One or more participants failing to be present in the lobby and Discord 5 minutes before the scheduled match start time.

#### **4.1.2. Draft Penalty**

Failure to adhere to the rules may result in a penalty of one of the four levels mentioned and/or a draft penalty based on the severity of the infraction and the referee's discretion.

Draft penalties are given for delaying the start time of the match.

In cases where a team is late (not ready in Lobby and Discord at least 5 minutes before the scheduled start time), but there is no delay to the match start time, a team will receive only a caution.

- Up to 5 minutes of delay - Level 1 Draft Penalty
- Up to 10 minute of delay - Level 2 Draft Penalty
- Up to 15 minutes of delay - Level 3 Draft Penalty
- Over 15 minutes of delay - The game will be counted as no-show, and the referee will issue a Forfeiture

#### **4.1.3. Warning**

A warning is given for the following infractions:

- A. Getting 2 cautions.
- B. Communicating with the team coach during the game.

#### **4.1.4. Forfeiture**

A forfeiture is given for the following infractions:

- A. Getting 2 warnings.
- B. No-show (15 minutes delay to the game start time).
- C. Directly insulting a person (referee, official, or opposition team using all chat) using discriminatory or hateful language that attacks a specific group (e.g., race, religion, gender, or disability).
- D. Stream sniping, as defined in Section 4 Item H.

#### **4.1.5. Expulsion**

An expulsion is given for the following infractions:

- A. Getting 2 forfeitures.
- B. Extreme insults against a person (referee, official, or opposition team using all chat) using discriminatory or hateful language that attacks a specific group (e.g., race, religion, gender, or disability).
- C. Match-fixing.
- D. Bribery.
- E. Betting on the results of the tournament.
- F. Threatening officials/viewers/other players.
- G. Cheating.
- H. Committing fraud (e.g., using a false identity, exploiting bugs to gain an advantage).

These examples are a guideline for referees and they may vary according to the situation. In the end, it is up to the referee to make the fairest decision, and the referee should always consider the protection of all participants and ensure that the competition is run smoothly.

## **4.2. Appeals**

A participant may raise an official protest concerning any decisions made by a referee. This protest must be raised with the tournament platform or to IESF through their official Discord channel, as appropriate, in a timely manner (before the team's next match). IESF is responsible for processing the protest by conferring with the referee in question, the Head Referee, and any other relevant parties.

The decision on a protest either by the Head Referee or the formed sub-committee shall be the final decision, and no objection to the delivered decision shall be allowed.

## **5. Code of Conduct**

### **5.1. Competitive Integrity**

Teams are expected to play at their best at all times within any match, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Violating this rule will be subject to penalties at the discretion of IESF Officials. All decisions in regard to violations are at the sole discretion of the IESF. Examples below are listed for illustrative purposes only: Collusion, which is defined as cooperation or conspiracy to cheat or deceive others. The

cooperation or conspiracy can occur among Players, Teams, and/or Organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive.

Collusion includes, but is not limited to, acts such as:

- A. Soft play, which is defined as any agreement among Players to not play at a reasonable standard of competition in a Game.
- B. Pre-arranging to split prize money and/or any other form of compensation
- C. Sending or receiving signals, electronic or otherwise, from outside sources to/from a Player.
- D. Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player to do so.
- E. Hacking, which is defined as any modification of the game client.
- F. Exploiting, which is defined as intentionally using any in-game bug to an advantage.
- G. Looking at spectator monitors.
- H. Ringing, which is defined as playing using another Player's account or solicitation to do so.
- I. The use of any kind of cheating device and/or cheat program, or any similar cheating method.
- J. Intentional disconnection without a proper and explicitly stated reason.

A Participant may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct at any time. Offensive in-game usernames or guild tags will be considered breaches of this rule and subject to penalties.

A Participant may not use this type of language on social media or during any public-facing events.

A Participant may not take any action or perform any gesture directed at an opposing Team Manager/Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

Abuse of Tournament Officials or opposing Team Managers/Members will not be tolerated.

Team Managers/Members must follow all instructions of Tournament Officials.

## **6. Change of Rules**

- A. This regulation applies to the 16th IESF World Esports Championship Riyadh 2024 Regional Qualifiers and may be altered in the following cases:
  - 1. Rules are subject to change after the release of new patches.
  - 2. Upon discovery of other reasonable factors.
  - 3. Official head referee decision.
  - 4. Additional rules added by the official local organizer.
  
- B. The referees may also judge any cases not specifically covered in this book and their authority extends to cover the tournament as a whole in addition to this rulebook. Any changes made shall be in effect from the moment such changes were communicated to the participants