

BetBoom Streamers Battle - 15042

TOURNAMENT RULES

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1. General information

Players participating in the Tournament are obliged to comply with all clauses and provisions of these rules.

Dates February 16-19

The tournament is organized by NarodCast and will be held in two stages, Group Stage and Playoff

Four teams will be invited to participate in the group stage:

Travoman, Goodwin, Cheatbanned, ybicanoobov

The schedule and the results table can be found [here](#)

The Administration has the right to ignore or override any of the following rules in order to make the tournament as fair as possible. In cases not covered by these rules, the Administration has the exclusive right and obligation to adjudicate what it considers to be the fairest possible solution.

2. Structure of the Tournament

2.1 Information about the format of the tournament

Group Stage

In the group stage matches will be played in Bo2 format on the principle of each against each. A total of 6 matches will be played between 4 teams.

Tiebreakers

In the event of a tie between the teams for advancement to the upper bracket, the following tiebreaker rules will apply:

There will be a Bo1 match between the two teams.

In the case of a tie between three or more teams, a round robin will be played in a Bo1 format, which is going to be played again and again till both teams are identified who will qualify for the upper bracket.

Playoff

All Playoff matches will be played in a Bo3 format, Top 2 from the group stage will play in the top grid, teams that finish in 3rd-4th place will go to the losers' grid.

The grid that will be used can be found [here](#)

Lobby settings

The tournament will be held in Captains Mode on the server Stockholm.

The server can be changed with the consent of both teams.

The side and order of the spades will be determined by the in-game coin flip system. In Bo2 matches, the team that wins the coin toss has priority in the first match, the same team that loses will have priority in the second match. In Bo3, everything will be the same, but in the third decisive match will again be a coin flip.

Dota TV delay - 15 minutes

2.2 Game Rules

Each team has the right to choose any two heroes that will not be banned during the tournament, the heroes are chosen once and can not be changed, a list of heroes of each team will be provided by the tournament administration.

The use of general chat during games for taunts or any messages is fully permitted and will not be punished as long as all players comply with the Twitch platform rules for in-game chat, and do not overstep the boundaries. Each situation will be dealt with by the administration if necessary.

The "Tip" feature is allowed during the game at any point during the game.

2.3 Failure to appear

The match will be created by the administrator 30 minutes before the start of the first game.

A representative of each team must contact the administrator 15 minutes before the anticipated start of the game (team captain or manager).

All players must be in the lobby 5 minutes before the start of the game.

- 2 minutes late: the team gets 30 penalty seconds
- 10 minutes late: the team gets 70 penalty seconds
- 15 minutes late: the team gets 110 penalty seconds
- 20 minutes late: the team loses by 1 card
- 30 minutes late: the team loses the entire series

2.4 Pauses and disconnects

Pauses in the game are allowed only in case of any technical problems. After your team paused, it is obliged to write the reason in game chat (for all). Push back the pause is allowed only after both teams are ready and will report it in game chat. The total duration of pauses in the game is 10 minutes per game for each team. After 10 minutes, the teams must continue the match

In case of a restart, the game must be restarted with the same settings as in the first game. Players must choose the same heroes, starting items and the same lines. Changing lines is allowed after heroes and creeps meet on the lines. The administrator will provide more information at the time of re-hosting.

If you encounter any problems of a technical or in-game nature during the match, you must contact the administration team.

2.5 Substitutions

Throughout the tournament each team has the right to replace one of the players in two matches and no more, each substitution must be discussed with the administration team. In case of force majeure this rule can be changed by the administration.

2.6 Live broadcasts

All players who will broadcast the tournament live are required to have a delay of at least 5 minutes or 300 seconds, violation of this rule may lead to penalties.

Teams cannot refuse to broadcast their matches by official broadcasts, and they cannot choose how the match will be broadcast. Broadcasting can be prohibited only by the administration.

Only selected streamers, producers and administrators will be allowed in the seats for the audience.

3. Prize pool

prize fund of the tournament is 500.000 rubles and will be distributed as follows:

1st place - 300.000 rubles (aprox 4281.74\$)

2nd place - 100.000 rubles (aprox 1427.25\$)

3-4 place - 50.000 rubles (aprox 713.62\$)

*The specified amount will be distributed among 5 players of each team and will be paid within 14 days after the end of the tournament.

4. General conditions

By participating in this Competition, each Participant acknowledges:

a) The decisions of the Tournament Organizers will be final and binding on all matters relating to this Competition, even if those decisions conflict with these rules;

6. PLAYERS ADMIT THAT IT IS ILLEGAL TO GIVE AND TAKE BRIBES. THE TOURNAMENT ORGANIZER RESERVES THE RIGHT TO DISQUALIFY, AT HIS OWN DISCRETION, ANY PARTICIPANT INVOLVED IN ANY ILLEGAL ACTIONS.

CONFLICT POLICY

Collusion means any agreement between two or more Players aimed at disadvantaging other Players in the Competition. Collusion between Players is strictly prohibited. Any Players identified by the Tournament Organizer at any stage as collusive will be removed from the Competition, will be forced to return any compensation and prizes they have received

Examples of collusion include, but are not limited to:

Intentionally lose a match for any reason.

Playing on behalf of another competitor, including using an additional account to help them.

Any form of match-fixing.

Prize money sharing agreement.

CHEATING OR USING UNAUTHORIZED PROGRAMS

Players are expressly forbidden to view broadcasts of their games while the game is in progress. This rule takes effect from the moment the lobby begins to load into the game, includes any pauses in the midst of the gameplay and is in effect until the game officially ends and the end of game screen is displayed.

It is forbidden to use any auxiliary programs that give an advantage over other players (e.g. overwolf)

Players are not allowed to communicate with anyone other than their team during the match

The administration will have complete discretion and final say on what counts as fraud.

In extreme cases, and at the sole discretion of the Administration, cheating may result in

the immediate disqualification of the team from the Tournament or even disqualification from future tournaments.

Macroscripts are strictly prohibited (including any Dota 2 configuration file, third-party program, or script that allows you to enter multiple keystrokes into the game client with a single keystroke or without human input at all).

ADMINISTRATION

Administrators' instructions should always be obeyed and followed. Failure to do so may result in penalties.

In case of a dispute, the tournament administration will be responsible for the decision. Decisions on all disputes are final and not subject to further appeal.

The administration has the right to override the rules described above in order to make the tournament as fair as possible.

Voice conversations recording and/or publishing conversations with administrators and/or opponents without their permission is strictly prohibited