# DOTA 2

*"Some people say video games rot your brain, but I think they work different muscles that maybe you don't normally use." – Ezra Koenig*

You get out what you put in, if you put in rage, you probably will be more likely to rage out in real life. If you put in teamwork, and active learning on the fly, that's what you'll get out of it, as long as it doesn't take over your life. If your mind is doing nothing while sitting in lane and last hitting, that's bad. If you are planning, thinking out your items, and coordinating with your team, that's good. The pros get a lot of stuff done in a few minutes, always thinking actively. Otherwise, DOTA is just another distraction. GO PRO!

**Date:** 13th to 15th April, 2018

## General rules:

- ❖ Game used: DOTA 2 (Steam version)
- ❖ Tournament method: Double Elimination (with upper bracket and lower bracket)
- ❖ Competition method: 5 versus 5 (Team play, 5 players per team)
- ❖ Game mode: Captain Mode (CM)
- ❖ Sides: (Radiant / Dire; Ban first) will be announced before the match or decided by a coin toss.
- ❖ Victory condition: The first team to destroy the other team's ancient (main building).

## Tournament specific rules:

- ❖ All competitors must be present at the tournament area 15 minutes prior to their scheduled match.
- ❖ Tournament PCs are only to be used for match play only. Any other activities on the PCs are not allowed (i.e. checking emails, surfing the net, etc.).
- ❖ All teams have to play first round on first day(13th april), there will be no registration after 13th april and no first round on 14th april

- ❖ Each team will be given around 5 to 10 minutes to set up their equipment after which, the match will immediately start.

- ❖ If a competitor has to leave the tournament area during their scheduled match, a referee/ coordinator must be informed.
- ❖ The tournament area is restricted only to tournament competitors. Competitors are not allowed to enter the tournament area with companions that are not participating in the tournament. In addition, tournament officials reserve the right to deny anyone, even a competitor from entering the tournament area within reason.
- ❖ In the case of bye it only provide in upper bracket
- ❖ At the conclusion of match play, teams are expected to break down their equipment in an orderly manner. Teams need to straighten their tournament area up once they break down. Please take into consideration that other matches may be taking place and it would be unsportsmanlike to disturb other competitors while competing.

## Substitutions:

- ❖ The tournament coordinators or referees must be informed if any substitutions are to be done.
- ❖ Teams are allowed to substitute twice only in the tournament.
- ❖ Substitutions can only be done before or after a match is done and not during.
- ❖ The substitute player must be registered with the team prior to the tournament starting.
- ❖ The substitute player for the team must not be playing for any other team in the tournament.

## Restrictions:

- ❖ The sharing of basic regeneration items, consumables, and gems are allowed. Items shared may not be kept or used for any other purpose (ie reselling).
- ❖ It is not allowed to purposefully suicide to drop item for another player.
- ❖ It is not allowed to block his own creeps with the help of spells. It is only allowed to use hero model to intercept creeps.
- ❖ Backdooring is allowed.
- ❖ Any cheats, hacks or exploits are illegal and not allowed in play.

## Disconnections:

If any player disconnects during a match, the game will be paused (default is F9) until the player has reconnected. Pausing is not used for any other reason.

## Server crash:

- ❖ In the case of a server crash, the game can be continued from the latest save. The person who hosted the lobby for the match will have the option (game setup option) to load from a save file when they host again. The save file is generated every minute in the background.
- ❖ In the unlikely event that the reload does not work, the game will be replayed with the same exact hero picks and lane movements until the first creep wave of the Radiant and dire side meets.

## Exploits

The following game/map exploits are specifically prohibited:

- ❖ Exploiting game or map bugs/glitches/flaws ("exploits") for the purposes of gaining an unfair advantage is prohibited. Exploits that are not specifically named here are still prohibited but will be dealt with on a case-by-case basis.
- ❖ There are currently no exceptions.

## Third party software

- ❖ The use of any third-party add-ons, hooks, programs or wrappers that interact with or alter the Dota 2 client, its appearance or behaviour for the purposes of gaining an unfair advantage is prohibited. Players and teams caught using such

add-ons will, at the discretion of the tournament administrators, be removed from the tournament and forfeit any prizes awarded by their position.

- ❖ Exceptions: Third party voice communication software such as (but not limited to) Ventrilo, TeamSpeak and Mumble are allowed.
- ❖ IMPERSONATING AN ELIGIBLE PLAYER
- ❖ Impersonating an eligible player by attempting to alias as them, using their Steam account or by any other method is prohibited and will result in the aliasing player and the player they are aliasing as being removed from the tournament. If a team is caught for aliasing twice, be it in the same match or in different matches, the entire team will be removed from the tournament and forfeit any prizes awarded by their position.

**PS: Rules are subject to change without prior information. The decision of the event coordinators will be final in regards to all the issues pertaining to the event.**

**Event Coordinators:**

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