



Pravila tekmovanja na EPICENTER LAN 11

# Dota 2

Pripravil: Blaž Oršoš  
Na dogodku izvaja: Nuša Klepec  
Datum: 5. november 2016



# English rules

## 1. GENERAL INFORMATION

### 1.1. Tournament Format

- The tournament format is double-elimination.
- All matches of the tournament are Best-of-Five, first player to win 3 games in a match is pronounced a winner of the match.
- The tournament starts on 19th of november at 11.00 CEST

### 1.2. Administrators

- Tournament Administrators are: Blaž Oršoš in Samo Zavašnik
- Players should always address the administrators in a polite and respectful way.
- An administrator has the final say in all matters.
- Under extreme circumstances administrators reserve the right to change the rules

### 1.3. Timekeeping

- Players must be ready within 10 minutes of the match start time. If a player is not ready then the first game is forfeited.
- Every subsequent five minutes, another game will be forfeited.
- Players are allowed a 5 minute break between tournament games.
- Administrators reserve the right to change these timings if circumstances require it.



## **2. GAME SETTINGS**

### **2.1 Server/Host Settings**

- Competition Method: 5 vs. 5
- Mode: Captain's Mode
- Game Length: Until the winner is determined
- Game Winner: The team who completely destroys their opponent's Ancient or forces their opponent to surrender.

### **2.2. Player Settings**

- Any player settings configurable within the game client are acceptable.

### **2.3 Map Selection Process**

- Draft Order: The team listed on top in the bracket has the right to decide whether to be Radiant or Dire, while the team listed on the bottom in the bracket decides which side has the First Pick. If the series is Best of 3 or longer, then teams alternate their choices from that point.



### **3. IN-GAME RULES**

#### **3.1. Requirements**

- Each player must have a personal DotA 2 account.
- All games are required to be played on the EU West server.

#### **3.2. Disconnects & Computer Failure**

- If a game is interrupted by a computer, network or software failure the game must be paused immediately, if the problem persists then the decision of whether to award a win or replay the game will be at the administrator's discretion.

#### **3.3. Complaints**

- If a player wants to make a complaint about a game result, the player has to tell the administrator assigned to the match, before the next match starts. If a player wants to object a game result ruled by an administrator, this has to take place before the next game.

#### **3.4. Punishments**

- Should a player purposely attempt to sabotage the games, another player or an administrator in any way, the player will be disqualified.
- Bad behaviour towards other players, casters or the administrators may result in a disqualification.

#### **3.5. Bugs & Misuse**

- No abuse of game breaking bugs is allowed in any tournament match. Normal mechanics that can be considered buglike are naturally allowed. If you are unsure about some mechanics, ask an administrator.

#### **3.6. Observers & Streaming**

- No spectators are allowed in any tournament games, except for approved streamers and administrators.
- Players may not watch or listen to any streams of the tournament while playing a tournament match.

#### **3.7 Stoppages & Pauses**

- Each team has the right to pause the game for a short 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. A team is seen to agree when any one of the players from that team states that they are ready. The absolute longest a game can be paused is 10 minutes, at which point the game MUST be resumed, except at the discretion of the tournament administration team.



### **3.8 Score Confirmation**

- Both Team Captains should report the result to an Administrator. In the case of any conflict, match history will be reviewed.

### **3.9. Substitutes**

- Teams may have as many substitutes listed as the tournament system can allow as part of their team. These substitutes are locked when registrations close and may not be added later.
- Players can be substituted at any time between games. If you are substituting between games in a series you must inform your opponents of the substitution.



## 4. OTHER

### 4.1 Allowed & Forbidden Software

- Voice communication tools as Ventrilo, Mumble and Teamspeak are allowed. Any overlay options in communication tools are not allowed.

### 4.2. Rule Amendments

- All Admin decisions are final.
- It is at the discretion of the Tournament Director to modify any of the rules above for any reason. The rules are most likely to be amended in the following cases (without limitation):
  - If a different patch/version release is used and modifications to the rules are necessary to ensure fair play.
  - If a game breaking bug is discovered during the course of the tournament.
  - If players are suspected or proven to be engaging in unfair play or collusion to fix the results of a game.
  - If changes to game settings and/or operations guidelines are necessary due to differences between online and offline tournaments.
  - If there are substantial delays to a tournament that would prevent it from concluding in a timely fashion as required by a live venue.