



Local Dota Lanparty

(only open for klang resident/teams that are not under sponsor by any company/organization)

Rules and Regulation

Game Version: v6.43b

Prizes

Champion : Sino-Net Special Membership with RM600 credit top-up into account every 1st of the month. Valid until 31st December 2007

1st Runner-Up: Sino-Net Special Membership with RM300 credit top-up into account every 1st of the month. Valid until 31st December 2007

















*game play credit are not to be sold, transferred by any means. In the event of violation of this section.

Sino-Net reserves the right to void the prizes.

General

- This competition is open for either Klang resident or citizen born in Klang
- Teams are not allowed to put name/tag of other company/organization.
- Competition Method: 5 vs. 5
- Tournament Structure: Single Elimination Tournament: Best 1 out of 1
- Match Length: Until a winner is decided
- Match Winner: The player who completely destroys the opponent's Ancient or if the opponent surrenders.
- Coin Toss
 - The match will begin with a coin toss and winner of the coin toss will get to choose:
 - (a) Sentinel/Scourge side of the map or
 - (b) the first hero selection from drafting
- Attendance: Gamers must report to the respective game zone according to the schedule. Participants who are late for more than 10 minutes will be disqualified.
- After the gamers take their seats, 10 minutes time will be given for set up. The match will start exactly after 15 minutes. All team members must be present at the start of the game. A team that does not show up with 5 players will be disqualified.
- Pausing: Once the game has started, players are not allowed to pause the game, except to report any problems faced. Abuse of this system will lead to disqualification without any exceptions.
- Once gamers leave their seats, the result is finalized. No changes will be made.
- Abusive behavior towards the staff and opponents will result a permanent ban.
- No foul language are to be spoken during the tournament, teams that offended will be given a warning
- Observer mode will be used for certain matches. Please be noticed that the color of buildings will be different from normal mode.
- Game replays are only allowed to be collected after the tournament ends

Game Play

-  **Rigwarl, Bristelback are restricted during the Tournament. Players are not allowed to select this hero.**
- Pumping: No pooling of any sort is allowed. This means that items bought with a player's own money cannot at any time be carried by any of his teammates. Items bought with the player's own money can only be carried or sold by him.
- Items which are dropped from a kill or chicken may be picked up by any player, and the item is now considered his.
- It is not allowed to purposefully suicide to drop an item for another player
- Sharing: The sharing of wards, consumables, and gems is allowed. The following items are the only allowable items which may not be sold if transferred:
 -  Sentry Wards
 -  Observer Wards
 -  Lesser Clarity Potion
 -  Ancient Tango of Essifation
 -  Flask of Sapphire Water
 -  Gem of True Sight
 -  Scroll of Town Portal
 -  Aegis of the Immortal
-  The Animal Courier/Crow can be used to share items between teammates. However,  shared control of the Animal Courier/Crow is not allowed.
- Creep Denying: Creep denying is defined as killing own creeps for game play purposes. It is part of the game and will not be restricted.
- Team Killing: Team killing is allowed under the condition that the teammate is doomed or poisoned. The ability to kill your teammates is allowed for game play purposes. It is an advanced part of the game and will not be restricted.
- Ancient Destruction: At least one barrack group must be destroyed before the Ancient and its 2 towers can be destroyed.
- Backdooring: Backdooring is allowed.
- There are no restrictions on the usage of wards in the game.
- Cheating: There will be no tolerance of cheating. If a player is found cheating, they will be disqualified immediately.
-  Each team may only have **two Necronomicon**
-  Each team may only have **one Refresher Orb**
-  Each team may only have **one Arcane Ring**
-   Each team may only have in total either
 - (a) Two Eul's Scepter of Divinity OR
 - (b) two Guinsoo's Scythe of Vyse OR
 - (c) one Eul's Scepter of Divinity and one Guinsoo's Scythe of Vyse
- Bugs: There will be no tolerance for bug abuse. If a player is found exploiting, they will be disqualified immediately. Explanations like "exploiting/activating the bug unknowingly", "We had no idea this bug existed" or similar excuses will not be entertained. Teams and players are expected to know what these are.
- Game Chat: Abusing and spamming "All Chat" intentionally is not allowed, penalty points will be given. No offensive language is allowed in any form.
- Creep Blocking (Disqualification):

Creep blocking is not allowed but creep slowing is allowed. Blocking here refers to the prolonged blocking of creeps to disrupt their usual path. (ie: Using Chen's creeps to block the entire entrance of the base for a long time.) Creep slowing means that you can stop the creeps from moving in their usual path for a few seconds. (ie: Using fissure)

Disconnections

- Disconnection: Any disconnection of the connection between match players due to system, network, PC, and/or power problems/issues
- Intentional Disconnection: Upon judgment by the marshal, any offending player will be charged with a loss by forfeit
- Games must be saved every 15 minutes.
- When any disconnection occurs:
 1. If disconnection occurs within 5 minutes of start of match: match restart
 2. If disconnection occurs after 5 minutes of start of match: The game is reloaded from last save game. The items of the dropped hero can be left behind or it can be sold (splitting the resulting money equally to the team). No player may take an item from a dropped hero or buy an item for a dropped hero (including shareable items). The team may then use the dropped hero at their discretion.

Penalty for Unfair Play

- Unfair Play
 1. Use of any map hack program
 2. Intentional disconnection
 3. Use of any settings exceeding standard and permitted settings
 4. If the match is disrupted due to unnecessary chatting, the player may be given a warning or lose by default at the marshal's sole discretion.
- In case of a dispute, the team leader must pause the game and lodge a report with the marshal.
- During the course of any match, the operations staff and/or marshal may determine other actions to be unfair play at any time.
- After 2 warnings have been given, the 3rd occurrence of a foul will constitute being disqualified from the tournament.

**These rules are for the Sino-Net Tournament and are subject to changes and modification.
For further enquiries please contact 012-2222635 (nles)**