



Brand Dota Tournament

Rules and Regulation

Game Version: v6.43b

Prizes

Champion : RM4,000 Cash


















1st Runner-Up : RM2,000 Cash

2nd Runner-Up: RM1,000 Cash

General

- Competition Method: 5 vs. 5
- Tournament Structure: Single Elimination
- 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
- **1 Substitute is allowed during the tournament. After the match start, teams must continue with the initial players throughout the match. Teams are not allowed to change players and characters while on game play.**
- **While involved in a match, any of the team players cannot communicate with any other individuals outside of the game. If any of the team's player currently in a match is caught speaking with anyone about the game or game play, it will be regarded as cheating and all individuals involved will be disqualified from the tournament. Only Team members/coach/substitute are allowed in the gaming area during game play.**

Game Play

-  **Rigwarl, Bristleback 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
 -  Cheese
-  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.
- 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.
 3. In the event where saved game can't be loaded. Teams with higher score in advantage can choose to continue the game with 4on5/5on4 or remake the match. Match will not be remake after 60 minutes. Respective marshal will make the final decision.
 4. Score is based on total kills, A tower counts as 3 kills, a rax counts as 5 kills
 5. After a remake all players have to pick the same heros as before, and must go to the same starting lane. On initial creep contact, the players may change lane
 6. It is allowed to use a disconnected hero, but it is not allowed to give his items to other players. The items may either stay on the disconnected hero, or be sold so the money is dispersed among the remaining players.

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.

Player and spectator Conduct

- Teams must be available for post-tournament awards ceremonies, photographs, interviews, or other tournament events.
- Spectators or general event participants, such as viewers of the tournament projection screens, are permitted to cheer and make noise. Although general cheering is permitted, specific clues or hints may not be yelled out loud.
- Teasing competitors during matches is prohibited. All rules of conduct also apply to chatting through the game console.
- Teams are expected to compete in a professional manner. Throwing a match, halting play without cause, or showing a flagrant lack of effort can be construed as a violation of player conduct, and result in match forfeit by the Tournament Administrator.

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