

Sino-Net DotA Local Lan Party

Rules and Regulations

Game Version: Defense of the Ancients v6.48b

Prizes

Champion: 5 X Sino-Net Special Membership with RM600 credits top up into account every month. Valid for 6 months.













2nd Place : 5 X Sino-Net Special Membership with RM300 credits top up into account every month. Valid for 6 months.

*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 Rules

- This competition is only opened for Klang residents.
- Teams are not allowed to put name/tag of other company/organization.
- Competition Method: 5 vs 5 Extended League Mode.
- 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) First pick or (b) Sentinel/Scourge side of the map.
- 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.
- Once gamers leave their seats, the result is finalized. No changes will be made.
- Abusive behavior towards the staff and opponents will result to disqualification.
- No foul language are to be spoken during the tournament, teams that offended will be given a warning.
- Game replays are only allowed to be collected after the tournament ends.
- Player is bound to one team throughout the whole tournament. If a player is found on several roster, he will be remove from the team which no match had been played yet.
- 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 player must not communicate with any other individual outside of the game. Depends on the situation, offended teams will be given a warning or disqualification.

Game Play

- ❶ 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.
- ❷ Items which are dropped from a kill or chicken may be picked up by:
 - ❖ any enemy player, and the item is now considered his. The enemy hero who picked the dropped item is not allowed to give the item to his allies
 - ❖ any ally player, who **MUST RETURN THE ITEM TO ITS OWNER WITHOUT ATTACKING/USING IT** (not even neutral creeps)
- ❸ It is not allowed to purposefully suicide to drop an item for another player.
- ❹ 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
- ❺ Creep denying/Team Killing: Both are allowed as it is part of the game.
- ❻ Backdooring/Creep Skipping: Backdooring/Creep Skipping is allowed.
- ❼ Item restriction. Each team may only have:
 -  2 Eul's Scepter of Divinity or,
 -  2 Guinsoo's Scythe of Vyse or Both each.
 -  2 Necronomicon.
- ❽ Cheating/Bugs Abuse: There will be no tolerance of cheating/bug abusing. Offended teams will be disqualified if found guilty.
- ❾ Creep slowing is allowed during the tournament **BUT** creep blocking is not allowed. Blocking here refers to the prolonged blocking of creeps to disrupt their usual path.
- ❿ Intentional Disconnection: Upon judgment by the marshal, any offending player will be charged with a loss by forfeit
- ⓫ Games must be saved every 15 minutes.
- ⓬ In case of a dispute, the team leader must pause the game and lodge a report with the marshal.
- ⓭ 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)