

Dota 2 Rulset

***MWEB's* Inaugural Cup**

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In-game Rules

1 — General

Game Mode: Captain's Mode

Version: Tournament

Server: Europe

Enable Cheats: No

Enable Bots: No

Spectators: On during Group Stages, Off during Play-Offs.

In-game spectators: Only the designated competition admins, commentators, streamers and persons authorized by competition admins may occupy spectator slots.

2 — Disconnections

If a player disconnects, his team has the right to immediately pause the game. The opposing team may not resume the game until the player has reconnected. If the player is unable to reconnect the game may be remade if:

a) the in-game timer is less than (but not equal to) 5:00 (five minutes and zero seconds);

OR

b) both teams agree to a remake.

If the dropped player cannot rejoin the game (examples: power failure, Telkom line dead) a team may, in this remake period, make use one of its designated substitutes. A remake constitutes both teams picking the same heroes, picking the same first spell they had in the prior game (if they had picked a spell), buying the same starting items, and starting in the same lane as they previously did. A remake does not ensure that a team will be able to place wards anywhere that they previously did, nor that they must place wards in the same positions. Once the game progresses after the first creep waves have met, teams are free to change their strategies.

If the player cannot join the game, but a remake is done, teams may continue 4 versus 5. The hero that has left the game may be micro'd, but his items may not be transferred to another player.

If a remake is made, a re-draft is available if:

a) both teams would like a re-draft;

OR

b) one team can prove that their strategy was significantly dependant on some large early action.

(Almost always an early Roshan. If teams wish to use this reasoning to force a re-draft the tournament admins must be contacted.)

3 — Etiquette

3.1 Pausing/Resuming the game.

Mistakes made during during the draft stage (whether a mistake/mislick of a pick or ban) will not be grounds for a remake to be made, whereby teams must continue with the mistake as is. If, for some reason a game is remade midway through a draft, the draft up until that point must be replicated, and continued from where the interruption occurred.

As far as possible (barring player disconnects), players must give fair warning in advance of their intention to pause the game. Players may only resume the game once the opposing captain or team has given positive indications of their readiness, and have provided sufficient countdown time.

3.2. Verbal abuse

We do not mind competitive banter; but there are limits. We do not allow racism, sexism, and other discriminatory insults. Where a player feels they have been abused, they may lodge a complaint with the competition admins *after* the game has been completed. Players must simply use the in-game ignore function.

3.3. Exploits/bugs

Players may only use their hero models to block the pathing of creeps. Intentional use of spells to permanently alter the pathing of creeps is not allowed (such as Earthshaker's Fissure and Furion's Sprout). The use of Earthshaker's Fissure to completely enclose a base is deemed 'unfair' and will not be permitted. Once again, if this action happens against your team; finish the game at hand. Do not simply leave the game expecting a victory.

Teams found to be exploiting bugs and/or unintended mechanics will be liable for punishment. If such an action has taken place the game may be paused and the admins must be notified immediately. Otherwise play may continue if the action was once-off with the opposing team reporting the issue post-game. Punishments will vary, and are based on the severity of the infraction made. Punishments could be, but are not limited to: warnings, game losses, match losses, tournament disqualification, and/or future tournament bans.

4 — In-game Disputes

If, for any reason, a team questions the validity of the game (after the opposing team has committed an action it deems illegal) the team may not leave the game until an admin has been contacted. If an admin cannot be contacted, the match should be completed and a complaint laid afterwards. At no point should a player(s) quit a game because they feel cheated - rather finish the game and make a formal complaint.

Team Management

5 — Squad Numbers & Restrictions

Teams may register a maximum of 8 (eight) players for the duration of a competition.

If the team elects not to fill the 8 slots initially, the manager will be free to fill out the remainder of the team during the duration of the competition. Newly registered players will not be able to play in the first match scheduled after they have joined the team (i.e. if your team has just played Match #2, then adds a player 'X'; 'X' will only be able to play in Match #4). Teams may make special requests to the competition admins for this 'freeze' period to be lifted, but this will only be given in exceptional circumstances.

The majority (3/5 or more) of any lineup that plays any game for a team must be South African citizens. Your team need not have a majority of South African citizens, only the subset of the team which plays in each individual match.

6 — Squad Changes

6.1 Before the tournament begins, there are no limits to the number of changes to the team.

6.2. Once the tournament begins, all players registered to that team are locked to that team for the duration of the competition. They may not be transferred without the special permission of the competition admins, and only under exceptional circumstances. Admins will not allow transfers under any circumstances of a player that has played a game for a team (in the tournament).

6.3. Once the tournament begins, a team may remove a player from the team, but only if he/she has not yet played for his registered team.

6.3.1. Once the tournament begins, if a player is removed from a team, they will be free to join another registered team in the competition (but as Section 5 above indicates, they will not be eligible to play in the first match the team has thereafter).

7 — Player Disqualifications

7.1. Players who are currently suspended or banned may not participate in competitions until their punishment has been served in full. Teams are welcome to appeal player bans, where the competition admins may pardon players if they feel it is necessary.

7.2. If a player is disqualified during the duration of a competition, their slot will be locked (no players may replace their spot in the squad).

Administration

8 — Scheduling Games

All draws will be published on the Sunday night beginning the Round, or on the Monday morning (just after the Round has begun). Teams are to make an agreement on a match time *before* Tuesday 20H00. Match results must be in before 23H00 on the Sunday night (the last night of the Round).

If teams cannot agree on a time *before* Tuesday 20H00, the match is scheduled for Friday night 20H00, unless an admin is notified (*before* Tuesday 20H00) that Friday is not a playable time for that team (an admin will then broker the situation).

If teams do not agree on a time, and an admin cannot assist teams agreeing on a time, the admins will attempt to reach a decision; and failing that, admins will decide on any arbitrary method to define a winner (this could be a dice roll).

9 — General Etiquette and Behaviour

Players are expected to respect the administrators, sponsors and partners of the tournament. Any disrespectful comment towards an administrator, sponsor, or partner will result in a warning, where further punishments may be dealt.

Players that attempt to use loopholes or unwritten aspects of the rules to gain an advantage will be punished. In every abnormal situation that is not specifically explained in the rules, players are requested to ask for admin assistance.

10 — Registration

Participating players must have their own Steam account, and must register with their own Steam ID, as explained in the relevant thread.

11 — Prizes

Prizes stated are not convertible to cash.

Where prizes of a temporary nature are being

If prizes are physical objects, the costs of delivery of the prize will fall under the account of the receiver of the prize, not the tournament organizers and/or sponsors and/or partners; unless otherwise stated.

If a prize has not been collected within 30 (thirty) calendar days after announcement of a winner, the prize shall be returned to the tournament organizers.

12 — Disputing a Punishment

A team or player may query their punishment where there are special circumstances. They must supply, in full, a description of these circumstances to the competition admins who reserve the right to act upon these considerations.

13— Precedence

Any rule or decision made by an administrator that specifically mentions an individual game takes precedence over any other rule which refers to the tournament.

The competition admins reserve the right to punish any team and/or player transgressing any part of the ruleset, as they see fit. Where a circumstance arises that is not covered in the above rule set, and the competition admins deem the acts contrary to the spirit of the competition, the admins reserve the right to punish the offenders.