



DOTA 2

It's time to choose the sides. Would you choose the might of the dark or the glory of the light?

BASIC RULES

- Game used : DOTA 2
- Competition method: 5 versus 5
- Game mode: Captain's Mode (CM)
- Side and first ban will be determined by toss
- Victory condition: The first team to destroy the other team's ancient.

LOBBY SETTINGS

- Mode : Captains Mode (All Pick when a rehost is needed [same hero, same player])
- Server: Local
- Password: will be given during the tournament.
- Spectators ON
- Spectator delay: two (2) minutes.

SPECIFIC RULES

- Players must be prepared before their scheduled games [Practice time will not be provided]
- All competitors must be present 15 minutes prior to their scheduled match.
- Players who are registered must be the one to play.
- If a reserve is needed, only the registered reserves will be allowed to play.
- Only two (2) reserves are allowed per team. They should be registered separately.
- No player is allowed to play for more than one team.

PAUSING RULES

- If any player disconnects during a match, the game will be paused instantly until the player has reconnected.



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- Other than above issues each team can only pause the game for not more than 3 minutes.

GAMING ETIQUETTE

- Trash talking or violence will not be tolerated and suitable action will be taken.
- Any cheats, hacks or exploits are illegal and not allowed in play. A punishment will be serve to the offender which will be determined by the administration.

DETERMINATION OF WINNER

- A game is finished, when an Ancient Fortress is destroyed.
- Any team that fails to appear for any scheduled Standard Match will be charged with a forfeit. Similarly, a forfeit will result when a team does not have the minimum number of required players in the time allocated to start a match. A Standard Match forfeit will count as a loss.
- In case of any other issues Admin's decision is final.

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