

IESF 2019 National Trials

Dota 2 Rule Set

Platform

PC, Steam edition.

Player Information

Users are required to forward accurate personal details when registering for the tournament. All personal information a user provides to the Australian Esports League must be accurate. Any information collected will be handled pursuant to our [Privacy Policy](#).

Terms

Players wishing to enter this tournament must have read, adhere to and be aware of the [Terms and Conditions of Entry](#).

Player Eligibility

Players must be an Australian citizen who are currently residing in Australia.

Players must be aged 15 years or over at the beginning of the competition. If a player aged 15 – 17 qualifies they must be accompanied by a parent/guardian to Seoul, South Korea for the duration of the event.

Steam ID's

We require all Dota 2 users to play on their own Steam Account (and thus ID #) that is provided at registration for all matches.

You must provide your correct steam ID # or you will be ineligible to compete. Steam accounts are the sole responsibility of the user. We are not responsible for any issues, problems or concerns regarding Steam accounts.

Sportsmanship

Users are required to uphold, observe and respect a reasonable level of sportsmanship. This level of sportsmanship is expected to be conducted prior to, during and after matches and during their general participation in our tournaments. Unsportsmanlike conduct is not allowed. This includes, but is not limited to, interactions with other teams and general abuse or non-compliance towards administrators, casters or spectators.

In-game alias, handle or avatar

We require users to label themselves in matches with an in-game alias similar or distinguishable enough to the one they provided at registration. Inappropriate in-game aliases and avatars (steam profile pictures) will not be tolerated, including names which have themes of discrimination, racism or sexism.

Team Information

The team can consist up to a maximum of 7 players (5 core and 2 subs). A team must present a line-up of 4 members to every match throughout the tournament unless there are exceptional circumstances that have been communicated to and approved by administrators.

A player may only play for one team for the duration of the tournament. This includes substitute players (i.e. a player may not substitute for two different teams, even within the same organisation).

Team names containing any of the following will not be tolerated: profanity, racism, sexism, drug use, silly or too big in size. Refusing to change a team name or repeat use of an inappropriate name will result in punishment. Teams may not use the name of a team in which is not theirs.

Competition Format

NOTE: The competition format may be adjusted at the admin's discretion based on the number of teams that enter the competition.

Groups stage (Bo1)

Teams will be divided into 4 groups in which they will play online in a round robin at the end of which the top two teams from each group will go on to compete in the playoffs. All matches in the groups stage will be best of 1.

Top 8 Group Stage (Bo1)

The top eight will be split into 2 groups of 4, teams will play through a Bo1 round robin within their group with the top 2 teams from each group going through to the semi finals.

Semi-finals (Bo3)

Team 1 from group A will play Team 2 from group B, Team 2 from group A will play Team 1 from group B in a best of 3 format where the winner from each match will advance to the Grand Finals.

Grand Finals

Grand finalist teams will be awarded with the opportunity to attend the grand finals (dates and location listed on website)

Sides

Bo1 Selection Priority will be determined by coin flip.

Bo3 will be determined via the bo3 mode in lobby creation with coin toss.

Game Mode

The game mode will be Captains Mode.

Tiebreakers

Ties in standings will be broken with the following priority:

1. Bo1 tiebreaker match
2. Time score

Penalties

No Show = match loss
Abort Match = match loss
Unregistered Player = - match loss
Ringer = match loss, possible disqualification
Playing with wrong game account = 1st warning, then match loss
Unsportsmanlike behaviour = 1st warning then match loss
Discriminatory behaviour = 1st warning then match loss and possible disqualification
Cheating = Disqualification, appeals to tribunal
Match Fixing = Disqualification, appeals to tribunal
Tournament officials reserve the right to issue penalties.

Match start time

Users must be present and accounted for within fifteen minutes prior to the scheduled starting time. There will be a grace period of five minutes after the match starting time. Any further time will be granted solely at the discretion of an administrator. As such, it is recommended that you are ready to play at least fifteen minutes prior to your match time.

Pauses

Each team has the right to pause a total of 5 times, amounting to a total of 10 minutes per team, whichever is reached first. Players are to announce a pause before the pause is activated and give a legitimate reason for the pause (exception: not necessary if someone disconnects). The game must not be resumed before both teams agree with it. When either the total number of pauses has been reached or the allotment of pause time per team has been reached the game must continue regardless of any further issues.

Player Connections

Player connections are solely the responsibility of the individual. Should an issue arise regarding widespread connection problems to the server, then the match is rescheduled, cancelled or postponed. This decision is made at the discretion of the administration team.

Match Results

It is required that the team captain reports all match results after the match has been completed regardless of winning or losing. It is highly advised to take a screenshot/photo of the end results if a dispute occurs. Deliberately not confirming or submitting the wrong results may result in a loss.

Substitutes

Teams may add two (2) substitute player to their team for use during the entire tournament. Substitute players need to be registered in the team at the beginning of the tournament. If you are found to be using a player that has not been listed a loss will be issued.

If a team wishes to change out players, they can only do so prior to a match beginning.

Cheating

Cheating will not be tolerated in any form. This includes but is not limited to; bugs, cheats, scripts, hacks and macros. The offender and potentially the team will forfeit all matches for the current tournament.