



SOFTEC 2017

SOFTEC GAMING COMPETITION

DOTA 2 Rules

Format

- This year the tournament is split into two stages:
 - Online Qualifiers
 - LAN Playoffs
- The Online Qualifiers will be held one week before the main event. Exact dates and schedule will be announced once registrations end.
- Only top 16 teams will proceed to play on LAN at the main event.
- A team will consist of 5 team members and one official stand-in.
- A player can only play for **ONE** team as an active member or stand-in.
- A player registered in a team can **NOT** play as a stand-in for any other team.

Online Qualifiers Format

- Teams will be divided into several groups depending on the number of registrations and a round robin format will be followed. The top teams from each group shall proceed.

For Example:

- If 32 teams register. 4 groups will be formed which will have 8 teams each.
- Each team will play every other team in their group (7 Best of 1's).
- Each win will earn a team 2 points.
- Top 4 teams from each group will proceed to the main event on basis of points.

Main Event Format

- 16 teams will be placed in the winner bracket and a double elimination format will be followed.
- A loss in the winner bracket will place you in the loser bracket while a loss in the loser bracket will eliminate you from the tournament.
- All Winner Bracket matches are a Best of 1.
- All Loser Bracket matches are a Best of 1.
- Grand Final will be a Best of 3 matchup.

NOTE: A STRICT SCHEDULE WILL BE FOLLOWED TO FINISH THE TOURNAMENT IN THE ALLOCATED TIME. TEAMS FAILING TO SHOW UP ON TIME SHALL BE GIVEN A DEFAULT LOSS IN THAT SPECIFIC MATCH.



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General

- Competition Method : 5 v 5 Teams
- Game Length: until the winner is determined.
- Game Winner: The first team to destroy the other team's ancient (main building) or a team calls "gg".
- Sides: (Radiant / Dire; Ban first) will be announced before the match or decided by a coin toss.
- Arriving late for a scheduled match may result in a forfeit at the discretion of the Chief Referee.
- At the end of each match, the players must remain seated, remain at the victory/defeat screen and await a referee to record the results.
- Closing the victory/defeat screen without the result being saved by a referee may result in a default loss.

Game Settings

1. Game Mode : Captains Mode
2. Sever Location : Variable
3. Bots : No
4. Cheats: No
5. Allow Spectators : Yes
6. Game Version: Tournament

Backdooring

Backdooring is allowed

Item Sharing

The sharing of basic regeneration items, consumables, and gems are allowed. Items shared may not be kept or used for any other purpose (i.e. reselling).



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Abuse & Exploitation

Creep Blocking: It is not allowed to block his own creeps with the help of spells. It is only allowed to use hero model to intercept creeps.

Exploiting game or map bugs/glitches/flaws ("exploits") for the purposes of gaining an unfair advantage is prohibited. Exploits that are not specifically named here are still prohibited but will be dealt with on a case-by-case basis. Any cheats, hacks or exploits are illegal and not allowed in play. Any unauthorized usage of third party software to the end of assisting a player or team's performance within this tournament will result in immediate disqualification.

* Exceptions: Third party voice communication software such as (but not limited to) Ventrilo, Teamspeak and Mumble are allowed.

In the case of any bugs or other issues not enumerated in these rules, a case by case ruling will be made by the administration in how to continue.

Disconnects and Reconnects (Online Qualifier):

If a player disconnects, the game is to be paused instantly. Players have up to 10 minutes to reconnect to the game. If this time is passed, the opposing team may continue the game AFTER seeking an admin's approval. If the game is continued, the affected player may still re-join later.

Server Crash

If a server crash occurs, then the referee or administrator will decide either between restarting the game or awarding the game to one of the teams. As a guideline, a game victory will only be awarded in a situation where one team was on the verge of certain defeat.

Unfair play

The following actions will be considered unfair play:

1. The use of any cheat program and/or map hack program.
2. An intentional disconnection.
3. The use of any settings exceeding the standard and permitted settings.
4. Any "unnecessary chatting" during the match.
5. "Unnecessary chatting" means any chatting other than the cases listed below:
 - a. Greeting messages between the players.



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Possible Team Punishments

- Default Loss / Null Game
- Score Reduction (during a pool stage)
- Prize Reduction
- Temporary or Permanent ban from the competition.

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