

REDLINE GAMING



DOTA 2



CHAMPIONSHIP

TOURNAMENT RULES

<http://dota2.redline-gaming.com>

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1. General Information

- 1.1. The RedLine Gaming (RLG) DOTA 2 Championship, a Gamer.LK Ranked Tournament, will be held in two stages, the first of which will be a double elimination group stage qualifier round played out online and thereafter a group stage which will be held initially online and finish off with a LAN semifinal and final playoff. RLG DOTA 2 Championship will be played with the support of Valve Software (the creators of the Steam platform).
- 1.2. The RLG DOTA 2 Championship is sponsored by Gigabyte and Sennheiser and is organized by RedLine Technologies in partnership with DynamicAV, GLD Studios and Readme and in strategic partnership with Gamer.LK.
- 1.3. All RLG DOTA 2 Championship matches will be played on SEA DOTA 2 Servers. All players who have registered for the RLG DOTA 2 Championship are expected to have Steam and DOTA 2 installed and ready for play by Wednesday, 01 April 2015.

2. Tournament Format

- 2.1. The tournament will consist of two stages: (i) the double-elimination qualifiers (ii) the group stages which will be held initially online and finish off with a LAN semifinal and final playoff.
- 2.2. The group stages will consist of 8 teams placed into two groups. They will play each other in a round-robin format at the end of which the top 2 teams of each group will face each other in the semis and thereafter the winners will qualify for the finals.
- 2.3. The top 4 DOTA 2 teams in the country will earn invites to 4 slots for the group stages. This will be based on the Gamer.LK Ranking which can be found on their homepage (www.gamer.lk).
- 2.4. The double-elimination qualifiers will therefore be held to determine the remaining 4 slots for the group stages.
- 2.5. The double-elimination qualifiers will NOT be completed to find one winner or a runner-up but rather end at the stage where the top 4 overall teams can be determined.
- 2.6. As such, the double-elimination round will be held with the shortest amount of time possible so as to give way to the group stages to take up the focus of the tournament.

- 2.7. In the event of a two-way tie at the end of the group stages, the team that has beaten its opponent in the group stages will be selected.
- 2.8. In the event of a three-way tie at the end of the group stages, a “Time Rating” value will be used to select the qualifying teams. The Time Rating will be a value inversely proportional to the duration of a match. Should a match round up to 20 minutes, the time rating will be 1/20 (0.05). That would grant the winning team a +0.05 time rating and the loser a -0.05 time rating.

3. Team Commitment

- 3.1. By submitting a team registration for the tournament, teams acknowledge without limitation to comply with the rules and regulations of the RLG DOTA 2 Championship and especially with the decisions made by the referees and admins.
- 3.2. All competitors are expected to know and understand all of the rules described below. Not knowing that a rule existed or that it was in place will not be considered an acceptable reason for breaking said rule.

4. Scheduling Games

- 4.1. RLG DOTA 2 Championship matches will be played on all days of the week (inclusive of any public, bank or mercantile holidays). Matches during a weekday will commence at 08:00 p.m. whereas on a weekend it will commence at 10:00 a.m..
- 4.2. Multiple matches may be played at the same time provided there are admins available for each game.
- 4.3. The game schedule and draw will be posted on the RLG DOTA 2 Championship website (<http://dota2.redline-gaming.com>) and on the Facebook Event Page.
- 4.4. RLG DOTA 2 Championship admins will make every effort to inform the teams of scheduled match dates and times – but please note it is the responsibility of the teams to check their game time and date. Not attending a match due to not being informed of the schedule is NOT an excuse.

- 4.5. Both teams scheduled to play at a certain time should be present online on Steam at least 30 minutes before the scheduled start time. If by 20 minutes past the scheduled match start time a team doesn't have enough players to play, the match will be deemed a walkover to the team that is present with its full roster. A team CAN START a game shorthanded. You can only be shorthanded by one player. For example, a team can start a game with 4 players. If you are missing more than one player, you cannot start a game.
- 4.6. In a best of 3 or 5 games match, a maximum delay of 10 minutes in between matches will be allowed.

5. Re-scheduling Games

- 5.1. Due to the nature in which the RLG DOTA 2 Championship will be held, no matches can be requested for rescheduling by any teams regardless of rank or skill. Therefore please refrain from asking for reschedules from the admins and organizers.
- 5.2. A match/game may be rescheduled ONLY under the following circumstances, and is entirely upto the RLG DOTA 2 Championship admins to decide:
 - 5.2.1. The DOTA 2 Network is offline or unavailable due to a mandatory service breakdown or outage which has been announced officially.
 - 5.2.2. The DOTA 2 Network is offline or unavailable due to a sudden service outage which is experienced in the region/country and is notified online (on reddit or the dev forums).
 - 5.2.3. The Steam Network is offline or unavailable due to a service breakdown as in the above points.
 - 5.2.4. Internet connectivity is lost or disrupted in an entire region/the country and more than 3 people from both teams are unable to connect.
 - 5.2.5. RLG DOTA 2 Championship admins are unavailable for a match.
- 5.3. No matches will be rescheduled for any team even due to any personal commitments or Internet bandwidth being used up or seasonal celebrations being underway.
- 5.4. Matches will not be held on the 13th and 14th of April due to the Sinhala and Tamil New Year holiday.

6. Teams and Players

6.1. Team Size:

A Team has to consist of at least five players. Upto TWO substitute players can also be registered for each team. Each player can be registered and can subsequently play for only one team during the tournament.

6.2. Team Roster Changes:

Teams are allowed to change their rosters a maximum of TWO times BEFORE the start of the tournament. However, no roster changes can be done on the day of the first match. Any such changes must be done at least 3 days prior to the first match of the tournament. No changes can be done under any reason whatsoever AFTER the first match is played.

6.3. Substitutions:

The substitute player must be registered with the team prior to the tournament starting. Use of a substitute player must be informed to the RLG DOTA 2 Championship admins well before the start of the scheduled match (preferably 48 hours ahead). The use of non-registered, suspended, or otherwise ineligible players in a RLG DOTA 2 Championship match is not allowed under any circumstances. Doing so will result in a suspension or extended suspension of the individual in question, suspension of relevant team management, and may result in match overturn.

6.4. Stand-ins:

The use of a stand-in is strictly prohibited and is grounds for disqualification. This applies to account sharing and any other means to bypass this rule.

6.5. Sri Lankans Living Abroad:

Sri Lankans living overseas are not allowed to participate in this tournament since part of the tournament will not be held online and all 5 players need to be physically present for it.

7. Compulsory TeamSpeak Use

7.1. It is compulsory that all teams use the Gamer.LK Public TeamSpeak 3 Server accessible at ts.gamer.lk for communication. Specific channels for the RLG DOTA 2 Championship will be available during the period of this tournament. Players connecting should have their nicknames matching their Steam usernames (profile names) as submitted on the

registration. Please note that this will be compulsory for ALL teams regardless of skill level or team rank.

7.2. **Please be informed that no exceptions to this rule can be made to anyone and by registering all players and teams agree to this beforehand.**

7.3. Any team unable to have their full team on TeamSpeak might be penalized and the match may be awarded to the opponents.

8. Tournament Communication

8.1. RLG DOTA 2 Championship Website:

All the match details will be posted on the site with full team rosters, etc. In addition, match results, pick/ban details and other info will be available on the match page on the site.

8.2. Facebook Event Page:

Updates about the tournament, results from each day, etc will be available on the Facebook Event Page here.

8.3. Gamer.LK:

Updates about the tournament, match threads each day, results from each match, etc will be available on Gamer.LK as well.

8.4. Facebook Group:

Each team and player are expected to be a member of the Sri Lanka DOTA 2 Community. All information, match times, schedules, etc will be posted here. Future events and information will also be ONLY posted here.

9. General Game Rules

9.1. **Competition Method:** 5 vs. 5 (Team Play, 5 players)

Match Format: Best of 1 for all matches at all stages except the LAN semis and final.

Match Winner: The team who destroys the opponent's ancient first, or if the opponent surrender.

9.2. Game Settings:

The following settings will be used throughout the hosting of Match lobbies for the RLG DOTA 2 Championship. If a Setting is not listed below, it should not be changed from its default state.

- Enable Cheats: No
- Fill Empty Slots With Bots: No
- Version: Tournament
- Series Type: Best of 1 for all matches at all stages except the LAN semis and final.
- Game Mode: Captain's Mode
- Starting Team: Refer to rules under Hosting/Draft/Pausing/Penalties
- Spectating: Allowed if both teams agree. Tournament staff reserve the right to spectate any match.

9.3. Use of Public Chat:

The RLG DOTA 2 Championship will be streamed live via DOTA TV and Twitch. As such, public chat can only be used by the team captains and/or RLG DOTA 2 Championship admins regarding game pauses, disconnections, etc. Team members are allowed to greet each other at the start and end of the match on public chat (i.e: GGWP, GLHF, etc) but should avoid using it during a match. No foul language is allowed on public chat and doing so can get the team disqualified from the match after the first warning.

10. Game Play Rules

10.1. Abuses & Exploitation:

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.

10.2. Use of Third Party Softwares:

The use of any third-party addons, hooks, programs or wrappers that interact with or alter the DOTA 2 client, its appearance or behaviour for the purposes of gaining an unfair advantage is prohibited. Players and teams caught using such addons will, at the discretion of the RLG DOTA 2 Championship admins, be penalized accordingly.

10.3. Impersonations:

Impersonating an eligible player by attempting to alias as them, using their Steam account or by any other method is prohibited and will result in the aliasing player and the player they are aliasing as being removed from the tournament.

10.4. In-game names:

Each team member must have his/her primary nickname or something very similar as his steam name during all matches to be easily identifiable for referees, broadcasters, and viewers. What counts as similar is for the RLG DOTA 2 Championship admins to decide. The only additional information allowed in a player's in-game name is clan tags or sponsor names.

11. Hosting & Settings

11.1. Lobby Hosting:

All lobbies should be hosted ONLY by a RLG DOTA 2 Championship admin, a list of whom will be posted on the site. Under no circumstance should players join a lobby created by anyone else.

11.2. Sides & Drafting Order:

The side and drafting order of each game depends on the mode of the match. The "first team" means the team mentioned first on the match page posted. The sides and drafting order of games within a type of match not mentioned in the following (e.g. best of five) are decided by the admin.

11.2.1. Best of ONE game: The first team chooses the side, the second team the drafting order.

11.2.2. Best of TWO games: The first team is radiant in Game 1, drafting order is random. Game 2 is reverse.

11.2.3. Best of THREE games: The first team is radiant in Game 1, drafting order is random. Game 2 is reverse. In Game 3, the first team chooses the side, the second team the drafting order.

11.2.4. In the LAN matches (semifinals and finals), a coin toss will be conducted before each match to determine which team gets first pick and playing side.

11.3. Spectators:

Team managers are allowed in the lobby, but must leave before the match begins. Random players are not permitted in the private lobby for any reason. RLG DOTA 2 Championship admins and broadcasters have the right to spectate any game.

12. Match Rules

12.1. Picks & Bans:

The hero pool always consists of all in Captains Mode available heroes and might therefore change several times during the competition. The game must not be paused during the draft, unless a drafter disconnects.

12.2. Pauses:

Each team has the right to pause the game for an acceptable duration, if a player announces it at least three seconds in advance and calls a coherent reason (not necessary, if someone disconnects). The game must not be resumed before both teams agree with it. When the number or the duration of breaks becomes too high or long, RLG DOTA 2 Championship admins reserve the right to force the continuation of the game.

12.3. Disconnects & Reconnects:

12.3.1. If a player disconnects, the game is to be paused instantly.

12.3.2. Everyone has up to ten minutes to reconnect to the game (if the same person disconnects more than once, all times get added up). If this time is passed, the opposing team may continue the game, unless an admin demands the opposite. The affected player is in this case still allowed to rejoin later on.

12.3.3. If during a match a player is not able to reconnect for reasons other than a reconnection bug, the team will have to play without that player.

12.3.4. If the player is not able to reconnect because of a game bug, the game will be played forward until the next minute mark and will be reloaded from there.

13. Players' and teams' responsibilities during the LAN Playoffs

13.1. Punctuality:

Teams must arrive at the venue at least one hour before the match starts.

13.2. Dress Code:

All players who will be qualifying for the LAN playoffs are expected to be present with suitable attire and clothing (i.e. not in shorts and slippers). It is encouraged that teams wear their clan tshirts, etc. However, please do keep in mind that you will be playing in a public venue where you need to generate a positive image for eSports in Sri Lanka.

13.3. **Sponsor Requirements:**

Teams that qualify for the LAN playoffs will be called in for photoshoots and may have to provide interviews at the event.

13.4. **Player Restrictions:**

Players should not leave the match area during the pauses between games, without a RLG DOTA 2 Championship admin's permission. Once a match starts and until it is completed players should remain seated at their terminal at all times.

13.5. **Player Conduct:**

Swearing or any kind of hostility, racist or any sort of abuse verbal or physical is prohibited strictly. Please mind your language as much as possible since this is a public venue in which the tournament will be held. Players are strictly prohibited to be drunk or under drugs in the match area.

14. LAN Playoffs General Rules

14.1. **Match Area:**

- 14.1.1. The match area is defined as the area surrounding any competition machines (PC) that are used during tournament play.
- 14.1.2. During match periods, the only persons allowed in these areas are the participating players, RLG DOTA 2 Championship staff and broadcasters.
- 14.1.3. No other persons including managers, well-wishers, coaches, etc can remain in the playing area once the picking phase starts.

14.2. **Team Managers:**

- 14.2.1. Managers may be in the match area prior to the beginning of the picking phase of the first game of a series.
- 14.2.2. They may return between games for up to 5 minutes before the next game in a series.
- 14.2.3. Under no circumstances may a manager be in the match area while a game is being played, including during pauses.

14.2.4. If a manager is found in this area or to be communicating with his team during tournament play then the entire team may be disqualified at the RLG DOTA 2 Championship admin's discretion.

14.3. Tournament PC Setup:

14.3.1. No USB storage devices should be plugged into any of the tournament PCs under any circumstance. Failure to comply might lead to penalties for the infringing team or player.

14.3.2. Players of the selected teams who require their configs saved on the Tournament PCs, need to email them to admin@gldstudios.lk before the 20th of April 2015.

14.3.3. Players are expected to inform the RLG DOTA 2 Championship admins of any drivers required for the proper usage of their gaming gear.

14.3.4. All tournament PCs will come installed with TeamSpeak (VoIP software).

14.3.5. A local TeamSpeak server will be provided by the organizers for best quality and minimal latency.

14.3.6. Any attempt to overclock or in any way alter the default PC configuration for an additional boost in performance is strictly forbidden. Any such attempt will lead to an immediate loss of the current match and can lead to a disqualification from the entire tournament.

14.4. Audio Equipment:

Participants of the LAN playoffs may receive promotional audio equipment. The usage of this cannot be rejected by the participant.

14.5. Shoutcasting Setup:

14.5.1. All matches played at the LAN playoffs will be shoutcasted live and broadcast via Twitch and DOTA TV.

14.5.2. Participants of the teams that get selected for the LAN playoffs must always wear headphones during their matches.

14.5.3. The live casters will be restricted in their commentary of live game situations (roshan fights, smoke ganks, rune controls, wards, etc), however in any circumstance where the "live cast is heard" by the players it will NOT be stopped and play must carry on.

14.5.4. All teams must agree that the casting/game sound might interfere and must acknowledge that it is something they have to work around with and not request for unnecessary pauses and pleadings at the event.

14.6. Spectator Section and Crowd:

14.6.1. The LAN Playoffs will be held at a public venue and even though a spectator area is separately set up, participants have to acknowledge that people will be outside the match area and watching them play.

14.6.2. The RLG DOTA 2 Championship staff will make sure that spectators do not enter the match area during games.

14.6.3. However, participants need to acknowledge and understand that it will be a very live atmosphere with spectators cheering, etc.

14.6.4. All teams must agree that the spectator/crowd sounds might interfere and must acknowledge that it is something they have to work around with and not request for unnecessary pauses and pleadings at the event.

15. 1v1 Mid Solo Championship

15.1. The 1 v 1 Mid Solo Championship will be held LAN at a time and venue which will be announced by the RLG DOTA 2 Championship organizers.

15.2. The winner of the 1 v 1 Mid Solo Championship will be adjudged the Best Mid Player.

15.3. Lobby settings will essentially be the same as in a usual game lobby (see clause 9.2) except the Game Mode.

15.4. Each match will be a Best of 3 encounter: two (2) same hero games and the last game with a Shadow Fiend. The first hero pick will be given to the player mentioned first on the 1v1 match page.

To explain this further, in a match between Player A vs. Player B:

- Game 1: Player A gets first hero pick
- Game 2: Player B gets first hero pick
- Game 3: Both players play with Shadow Fiend.

15.5. The default in game determination of the winner will be used. The first player to achieve two kills or destroy an enemy tower wins.

15.6. The following will be allowed:

- Runes
- Bottle Crowing
- Upgrading Courier

15.7. The following will not be allowed:

- Jungling
- Major creep blocks/reroutes/obstacles (eg; Fissures, etc)

16. Player Conduct

16.1. All participants in the RLG DOTA 2 Championship are required to uphold the highest standards of fair play and sportsmanship.

16.2. Every participant has to show the needed respect towards other participants and RLG DOTA 2 Championship staff. Insults and unfair or disrespectful behavior including swearing, racist threats, etc towards RLG DOTA 2 Championship staff and other participants are not tolerated and will be punished.

16.3. RLG DOTA 2 Championship staff reserves the right to take action against flagrant disregard for rules regarding conduct. Action that may be taken includes, but is not limited to forfeiture of bans, forfeiture of matches and dismissal from the tournament.

16.4. Players who are caught swearing or behaving in a hostile manner towards their opponents or staff will be issued with a warning upon their first infraction. Continued infractions will result in the following: forfeiture of a ban upon the second incident and forfeiture of the match upon the third incident.

16.5. Any participant who attacks or physically harms another participant in his team or the opposing team will immediately result in the perpetrator's team being disqualified from the tournament.

16.6. Players are expected to compete in a professional manner. Throwing a match, halting play without cause or showing a flagrant lack of effort will be construed as a violation of player conduct, and will result in match forfeit and disqualification from the tournament.

17. Penalties and Violations

17.1. Penalties:

Violation of the rules or failure to comply with RLG DOTA 2 Championship admins may lead to the following penalties. Depending on the severity of the offense, levels of penalties may be skipped.

17.1.1. **Warning:** After a warning is given during a game it will continue until the game is completed. If three warnings are accumulated then the team will be disqualified from the RLG DOTA 2 Championship upon receiving the third warning.

17.1.2. **Game Loss:** Game loss given to a team means that the team loses the current game no matter what is the result of that game. A win would be awarded to opponent instead. In a best of 3/5 games situation this refers to the game that is being played.

17.1.3. **Disqualifications:** A team disqualified will be ejected from the RLG DOTA 2 Championship. They will not be able to proceed in the bracket.

17.1.4. **No Show:** A team that registers for RLG DOTA 2 Championship and doesn't show up for a match or pulls out of the tournament will be considered "no show". This will affect their ranking as this will reduce their points. In the bracket however, the scheduled match would be considered a walkover.

17.1.5. **Walkovers:** A team reserves the right to award a walkover if they are unable to play or have the full team present for a match ONLY during the qualifier rounds and the group stage. Any team that reaches the semifinals or finals and decides to give a walkover due to whatever reason will be automatically disqualified from the tournament and the next best team will be allowed to play. If in any case, there are two teams who are deemed suitable the choice will be made by way of a coin toss. The disqualified team will not receive any prize money of any percentage and a decision about whether they will be allowed to take part at future RLG, Gamer.LK or GLD Studios events will be taken after the end of the tournament.

17.1.6. **Ban:** In extreme circumstances, a team/player might be banned from playing in any single match (disqualified) in RLG DOTA 2 Championship. Based on the severity of the violation this ban might extend to future RLG, Gamer.LK and GLD Studio events or affiliated ranked tournaments.

17.2. Procedure:

17.2.1. Based on the violation or failure to comply the following line of communication will be undertaken to inform of any relevant penalty.

-Inform the Player

- Inform the Team Captain
- Inform the Clan Leader (if it applies)

17.2.2. In case the Player or Team Captain wishes to dispute or challenge the decision they are free to contact the Gamer.LK Administration in this regard.

17.2.3. Under no circumstance will any penalty be issued without informing the relevant parties concerned.

17.3. **Rule Changes:**

The RLG DOTA 2 Administration are allowed to ignore or overrule any of the previous rules in order to make the competition as fair as possible. Teams and participants acknowledge the right for the organizers and RLG DOTA 2 Championship administration to modify the rules and regulations for adjustments.

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