

# Relog Rulebook Dota 2

## 1 Validity

This is the only rulebook for the Relog Dota 2 tournaments and all matches played within the scope of the series. By participating in the tournament, you agree to follow the rules stated in this rulebook. It should be remembered that it is always the administration of the tournament that has the last word, and decisions that are not specifically supported, or detailed in this rulebook, or even go against this rulebook may be taken in extreme cases in order to preserve fair play and sportsmanship.

## 2 General rules

Players must be ready to play fifteen (15) minutes before the scheduled start time.

Default server for tournament will be EU WEST (Luxembourg).

If both teams agree to play on different server it can be changed.

Teams shall inform the league administration of their roster for each match prior to the match start. Players who were neither listed on the team sheet nor signed up for the match should be validated first by the league administration.

Official language of the league is English. All communication must be carried out in English.

### 2.1 Roster

Each team must fill out a team sheet before the start of the tournament and send it to the league administration. The team sheet must include the following information for each player:

1. Full name
2. Country of residence
3. Date of birth
4. Picture where the face is clearly visible
5. Steamid

The team logo must be included in the team sheet.

## **2.2 Stand-in**

Each team is allowed to register 2 stand-ins.

Stand-in can be only a player who is not originally from another team or stood-in for different team previously in this tournament.

Stand-in is only allowed if admins are up to date with the situation 15 minutes before match start.

You can register 2 stand-ins before the tournament or even in middle of the tournament. But once your standin has played at least 1 game for your team he is binded and you have only 1 stand-in slot left.

## **3.0 Competition**

### **3.1 Arrangement of matches and scheduling**

All matches will be played on the dates and times agreed in advance. Postponement of games is only possible during certain points of the tournament and must be closely examined by the league administration.

### **3.2 Match start times**

The first matches of the day start according to the schedule. In order to guarantee a smooth process, all the participants must be present and be ready to play 15 minutes before the actual start time. The following matches of the day are played on scheduled time. That is, even if series are finished faster than expected, the next series will start still at scheduled time and will not be played back-to-back.

## **4. Tournament Format**

Round Robin:

Ten teams

Single round-robin

All matches are bo3

Top six teams advance to the playoffs

Bottom four teams are eliminated

Playoffs:

2 Invited teams join the playoffs

Double-elimination bracket,

Grand Final is Bo5, all other matches are bo3

## 5. Punishments

### 5.1 Lateness

If a team is unable to be in the lobby 5 minutes before game start the following punishments apply:

Time XX:XX is time when teams should be inside the lobby;

Time XX:XX + 3 min - Warning;

Time XX:XX + 5 min - Draft penalty level 1;

Time XX:XX + 10 min - Draft penalty level 2;

Time XX:XX + 15 min - Draft penalty level 3;

Time XX:XX + 20 min - Lose first game;

Time XX:XX + 30 min - Lose series;

In some cases, these penalties may be waived if the delay is a result of forces outside of the team's control or matches in tournaments the Administration is coordinating with directly.

### 5.2 Pauses/Disconnects

In online matches, players are responsible for securing their internet connections and preparing a backup solution in case of a technical outage;

Each team is allowed **10 minutes** of in-game pause time per game. After this time has elapsed, the game must be unpaused and the team without remaining time may not pause again. In cases where a game crashes or needs to be restarted, the

Administration will exercise its best judgement to decide the correct course of action;

In general, for games crashes before the horn, an CM Mode remake with all picks / bans remaining **the same** will be used;

If players had already purchased items, placed wards, secured a level 1 Roshan, or entered the lanes, the same actions must be taken for the remake. Changing lanes for a game which was remade after the laning phase began is only permitted after heroes / creeps have met in the lanes;

In case a game crashes after the horn, an CM Mode remake with **new** picks / bans will be used;

In all cases, the tournament administration has ultimate discretion as to how to address a game that has crashed or needs to be restarted.

### **5.3 Cheating or using unauthorized programs**

Teams found to be engaging in cheating, unethical behavior, obtaining any form of unfair competitive advantage, or otherwise using unauthorized programs will forfeit all affected matches;

The Administration will have total discretion and final say over what counts as cheating; In extreme cases, and at the sole discretion of the Administration, cheating may result in a team being immediately disqualified from the Tournament or even being barred from future Valve Tournaments;

Macro scripts are expressly forbidden (including any DOTA 2 configuration file, third party program, or other script which allows multiple keystrokes to be input into the game client through a single keypress or no human input whatsoever).

### **5.4 Stream viewing**

Players are expressly prohibited from viewing broadcasts of their games during an ongoing match. This rule takes effect from the moment the lobby begins to load into game, includes any pauses in the midst of gameplay, and extends until the game officially ends and the game end score screen is displayed;

Broadcasts as defined for our purposes include live video streams, DotaTV feeds, stream chat rooms (including but not limited to Twitch chat), and text-based live report threads (such as those on Liquiddota.com);

While we recognize that players may not have intention of cheating when viewing streams, there is no way for an administrator to determine definitively what a player's intentions were when viewing a broadcast of an ongoing game;

Therefore, any players found in violation of this rule will be punished; the severity of the punishment will be up to the administration's discretion.

## **6. Bugs and Glitches**

Teams who abuse gameplay bugs may be assigned a forfeit loss;

If a team discovers a game-affecting bug (or potential exploit clearly outside of the developers' intended game design) during a game, they are expected to pause the game and immediately inform their opponent as well as the match referee in all chat;

The Administration will evaluate all alleged bug abuses and has full discretion to award a forfeit loss to any team found guilty of abusing a critical bug or exploit that affected the outcome of the match;

In all cases, the tournament administration has ultimate discretion as to how to address a game that has crashed or needs to be restarted.

## **7. Betting, inside information, match fixing and cheating**

No league participants may be involved in betting or gambling, associate with betters or gamblers, or provide anyone with any information that may be helpful for betting or gambling, either directly or indirectly, for any of the league matches or the league in general. Any betting or gambling against your own team will lead to an immediate disqualification