



ESWC
ELECTRONIC SPORTS WORLD CUP

Dota 2 regulations

Chapter 1 - General information

1.01 Dota 2 Regulations

Article 1 - Regulation Committee

The present Regulations are decided and written by the Regulation Committee (RC) of the Electronic Sports World Cup. The Regulation Committee is composed of one competitions director and a tournament director for each discipline. The Regulations Committee can be contacted at:

- Edouard Forgeau / Tournament director / xin@eswc.com
- Sylvain Maillard / Competitions director / smailard@eswc.com

Article 2 - Application

The present Dota 2 Regulations applied on every official tournament of ESWC Season 2013. Official tournament includes national, regional and grand final tournaments. The tournament structure is at the sole discretion of the tournament organizer.

Article 3 - Updates

The Regulations Committee reserves the right to modify the present Dota 2 Regulations from time to time without notice. It is encouraged to review these regulations from time to time in order to be apprised of any changes.

Chapter 2 - Dota 2 rules

2.01 Game settings

Article 4 - Game version

The competition will use the latest available version of Dota 2.

Article 5 - Lobby settings

The following game settings will be used:

- Map version: Tournament
- Party name: Team A vs. Team B
- Party password: The game admin must use a password to prevent the game from being joined by non-concerned people
- Game mode: Captains Mode
- Enable cheats: Off
- Series type: Best-of-1 or Best-of-3, based on the match details. No setting if best-of-1 match.
- Spectators: Tournament ticket
- Starting team: Coin toss winner (see Article 1.1)
- Server: Closest server between both teams
 - America vs. Western Europe: US East (then US East/Luxembourg/US East if Best-of-3)
 - America vs. Eastern Europe: Luxembourg (then Luxembourg/US East/Luxembourg if Best-of-3)
 - Western Europe vs. Eastern Europe: Luxembourg, Austria or Stockholm all the time
 - Asia vs. Asia: Singapore or Shanghai
- Dota TV delay: 2 minutes

2.02 Match format

Article 6 - Best-of-one

A best-of-one is played in one game. The winner of the game is the team that has destroyed opponent ancients or if the opposing team forfeits.

Article 7 - Best-of-three

A best-of-three match is played in two or three games. The match ends when a team has won two games. The winner of a game is the team that has destroyed opponent ancients or if the opposing team forfeits.

Article 8 - Tie-breaker match

A tie-breaker match is played as a single-game match.

Article 9 - Team and player names

Every team must show their team tag and flag in the game. To do so, they have to enable it during the lobby phase. If a team doesn't have a team registered in the game system, they will let the default setting, which will either show 'Radiant' or 'Dire', based on the sides.

Players must also use their real nickname, prefixed by their team name.

Article 10 - Live streaming

Authorized broadcasters will be able to join the game and fill a broadcaster slot. Each broadcaster or broadcast team will have to use the same delay on their stream as the Dota TV delay, 2 minutes.

Article 11 - Side and pick order

For a "single-game match" the team who won a coin toss will be able to choose between the pick order and side. The other team will be able to choose the other none selected criteria.

For a "best-of-three match" the team who won a coin toss will be able to choose the pick order and side on the first map. On the second map it is the second team who will be able to choose the pick order and side. When a third map must be played, a coin toss will determine the team who will be able to choose between the pick order and side.

Article 12 - Match interrupted

If a match is involuntary interrupted (player crash, server crash, network cuts ...) the following rules will apply:

- If a player is disconnected the game must be set in pause. The disconnected player must come back into the game.
- If the game is interrupted and all players disconnected the game must restart from the latest backup. If the latest backup is in the middle of a critical action (according to the appreciation of the tournament official) previous backup must be used.
- If any backup can't be used after a game crash or if all players are disconnected, the game must be restarted. All players have to pick the same heroes and items as previously, and must go to the same starting lane. On initial "creep" contact, the players may change lane.

Article 13 - Replay

The replays will be automatically saved in the game and attached to the tournament ticket. Players are no longer required to download the replays.

Article 14 - Forbidden in-game actions

The following actions are strictly prohibited during a game and will result in map loss which will be deducted at the end of the match, and a warning:

- It is not allowed to block the base entrance with the help of spells, such as Earthshaker's fissure, in order to delay a push. It is only allowed to use the hero model to intercept with creeps.
- It is not allowed to purposefully suicide to drop Divine Rapier to Roshan hero.

2.03 Group stage and play-off specifics rules

Article 15 - Group stage specifics rules

In case of a group stage participants meet each others in a best-of-one or best-of-three match (see Article 6 & 7). Each match result awards “group points” (hereafter referred as points) as follows: 3 for a win, 1 for a draw, 0 for a defeat. At the end of the group, the following criteria apply orderly to determine the distinct position of each participant:

- 1) Higher number of points obtained in all the group matches.
- 2) Higher number of points obtained in the group matches played among the remaining tied participants.
- 3) Higher heroes’ kill/death difference of all team players obtained in the group matches played among the remaining tied participants.
- 4) Higher heroes’ kill/death difference of all team players obtained in all the group matches played by the remaining tied participants.
- 5) Higher number of points obtained in tie-breaker matches played among the remaining tied participants (tiebreaker matches are organized specifically for the occasion).
- 6) Higher score difference obtained in the tie-breaker matches;
- 7) Steps 5 and 6 are applied again until no participants are tied anymore.

If a team is disqualified or didn’t finish a match during a group stage, all his matches results within the group are cancelled and are also lost by default score of 0-1. All points won or lost are backwardly re-distributed.

Article 16 - Play-off specifics rules

A play-off can be organized in a single elimination or double elimination bracket.

In each match of a single elimination or double elimination bracket, participants play each others in a best-if-one or best-of-three match (see Article 6 & 7).

For a single elimination bracket the winner of a match advances in the next round of the bracket. An extra match will be played between the losers of the semi-finals in order to establish the 3rd and 4th place.

For a double elimination bracket, the winner of a match advances in a “winners” bracket, losers continue in a “losers” bracket when they have lost one match. Participants are eliminated when they have lost 2 matches. During the grand final, the champion of the “losers” bracket must win 2 consecutive matches against the champion of the “winners” bracket to win the tournament.