

DOTA 2

1. Roster

1.1. Players

- 1.1.1. 5 main players and up to 1 substitute player (optional)

2. Penalties

2.1. Punctuality

- 2.1.1. 10 minutes late: Match forfeit

3. Game specific rules

3.1. Game mode

- 3.1.1. 5v5 Captains Mode

3.2. Tournament Format

3.2.1. Qualifier

- 3.2.1.1. The tournament format for each qualifier shall be decided and announced by the in-charge committees from each university or college based on the number of participants.

3.2.2. Main Event

3.2.2.1. Group stage: Swiss Style Best-of-One

- 3.2.2.1.1. The 10 champions from each qualifier will split into 2 groups.

- 3.2.2.1.2. Top 2 from each group will enter Playoff

3.2.2.2. Playoff: Double Elimination Best-of-One

3.2.3. Starting side

- 3.2.3.1. Starting sides of each team will be decided by the in-lobby coin flip.

3.2.4. Victory Condition

- 3.2.4.1. Destruction of the opposing team's Ancient

- 3.2.4.2. Opposing team forfeits the match

- 3.2.4.3. All players on a team intentionally disconnects without reconnecting

4. Restrictions

4.1. Item sharing

- 4.1.1. The sharing of basic regeneration items, consumables, and gems are allowed. Items shared may not be kept or used for any other purposes (eg. Reselling).

4.2. Backdoor

- 4.2.1. Backdoor is allowed

4.3. Unfair Advantage

- 4.3.1. Any cheats, hacks, and bug exploits are strictly prohibited.
- 4.3.2. Any use of third party scripts, programs or specialized hardware that leads to an unfair advantage is not allowed.

5. Game Interruptions

5.1. Pausing

- 5.1.1. Pausing at the start of the game to adjust in-game configurations are allowed.
- 5.1.2. Pausing due to technical issues (disconnections, game crashing etc.) are allowed.
- 5.1.3. Tactical pausing (pausing without any apparent technical issues) are NOT allowed
- 5.1.4. Players must provide a valid reason to the officials if a pause is called.
- 5.1.5. Any teams judged by the officials to have abused the pause function will be disqualified with immediate effect.

5.2. External Interruption

- 5.2.1. Any external interruptions (server crash, internet downtime, electrical outage) resulting in a loss of all match data will result in a remake of the game.
 - 5.2.1.1. The hero draft and starting side must remain the same as prior to the interruption.
 - 5.2.1.2. If a significant of game time has been incurred prior to the interruption, a sudden death round may be played at the discretion of the admin.