

Dota 2 BEAT Invitational Tournament Rules – November 3rd 2016

1. Intent and Modification.

It is the objective of these regulations (the "Tournament Rules") to provide a fair and friendly environment for players, commentators, and spectators. Players agree that Dota 2 BEAT Invitational management may modify or alter these Tournament Rules at any time and without notice.

2. Player Participation Requirements and Commitments.

2.1 Player Participation Requirements. Any individual with a valid Steam account ("Player") is permitted to play in tournaments governed by these Tournament Rules.

2.2 Player Participation Commitments. Players participating in tournaments governed by these Tournament Rules agree to abide by these Tournament Rules, and decisions made by the Tournament Administrator and Tournament Referees in accordance with these Tournament Rules, without limitation. Players further agree to show due respect to other Players, the Tournament Administrator, and the Tournament Referees at all times and without limitation.

2.2.1 Players must wear noise cancelling headsets at all times. Failure to do so will result a match remake or disqualification of the game.

2.2.2 It is forbidden to bring or eat any food in the gaming areas. Smoking is also strictly prohibited.

2.2.3 Participants are not allowed to bring mobile phones, tablets or similar devices into the gaming area and they have to be handed to tournament officials before the first match. Tournament officials will keep such devices until the player or team has played all of its matches.

2.2.4 Internet access on tournament computers is filtered for all participants. A player may install required drivers required for the equipment.

2.2.5 It is strictly forbidden to connect, or use any removable media on the tournament computers.

2.2.6 Northern Arena provides monitors and computers for all matches as well has headsets for stage matches. Participants have to bring their own equipment (example -> Mouse, Keyboard mousepad, Headsets, In-Ear headphones with a long enough cable. Our machines do not support PS2- keyboards so please bring an adapter.

2.2.7 Players must respect and obey the admins decisions. Failure to do so will results in draft penalties or disqualification from match.

2.2.8 Players must respect their opponent and refrain from unsportsmanlike behaviour. This includes BM pauses, fake gg's, insulting players, admins or other tournament staff or spamming chat with nonsense. Penalties vary from verbal warnings to draft penalties. In extreme circumstances a match DQ will be handed out.

3. Team Participation Requirements and Commitments.

3.1 Team Formation. To participate in a tournament governed by these Tournament Rules, Players must form a “Team” of no fewer than five (5) Players and no more than six (6) Players.

3.2 Captain Designation. Each Team must designate one Player to serve as its Captain. The Captain agrees to serve as the primary point of contact for his/her Team.

3.4 Stand-Ins Permitted. From time to time, Players on a Team may be unable to play in a tournament governed by these Tournament Rules. If such an occasion should arise, a Team may elect to substitute additional Players (“Stand-Ins”) in accordance with this section and its subsections.

3.4.1 Agreement to Follow Tournament Rules. Stand-ins shall be held responsible for following and upholding these Tournament Rules at all times.

3.4.2 Maximum Number of Stand-Ins. Teams may employ as many Stand-Ins throughout the course of a tournament governed by these Tournament Rules as they wish, however Stand-ins may not be on more than one active roster at a time throughout the tournament.

4. Competition Format & Tie breakers

4.1 Team Selection – 7 teams get directly invited to the main tournament and will be contacted about it by an admin. 1 team will qualify via a qualifier stage for a total of 8 teams in the main tournament.

4.2 Lobby settings

US East

Captains mode

Cheats = off

Spectators – Enabled

League - Northern Arena BEAT Invitational by Bell

Lobby Visibility – Public

4.4 Playoff Stage

4.4.1 8 teams enter the playoffs. Once a team loses they are placed into the lower bracket. If they lose again they are eliminated from the tournament. The winner advances to the next round.

4.4.2 All winner bracket playoff matches are bo3 while loser bracket matches are bo1 with the exception of the loser bracket finals. Loser bracket finals is a bo3.

4.4.3 The grand final is a best of three (bo3). That means: The two opposing teams play against each other until one team has two wins. The winner of the grand final is the winner of Dota 2 BEAT Invitational, the loser finishes Dota 2 BEAT Invitational as second place.

5. Lobby Hosting and Server Selection.

5.1 Lobby Hosting. All games get hosted by a referee / admin. The teams receive the password from the admin 30 minutes prior to the start of the match on Skype and Whatsapp. Participants are not allowed to pass the password on to anyone but the other members of his team and the stand-in(s) for the match.

5.2 Server Selection. Matches of the Dota 2 BEAT Invitational are hosted on US east unless both teams agree to another server.

5.3 Lateness and Penalties – Teams who are more than 5 minutes late will face a draft penalty for the game. Players must join their next game within 10 minutes or face a draft penalty as well. The admin may choose to not enforce this rule barring unforeseen circumstances.

Example – A team is 5 minutes late they will be assessed a -30S draft penalty. At 10 minutes -60. 15 minutes -90s. 25 minutes DQ

6. Sides and Drafting Order.

The sides and drafting order of each game depend upon the length of the match.

6.1 **Best of Three.** a coin flip will determine the side and pick for games one and three.

In the grand finals, the team from the WB will get pick of side or first pick in games one and three.

7. Game Settings.

The server location and lobby password shall be set according to Section 4 of these Tournament Rules. The starting team shall be set according to Section 5 of these Tournament Rules. The game mode “shall be Captains’ Mode,” cheats shall not be enabled, spectators shall be enabled, and the version shall be “Tournament.”

8. In-Game Conduct.

8.1 **The Drafting Stage.** The hero pool shall consist of all heroes available in Captains’ Mode at the time of the game. The game must not be paused during the draft, unless a drafter disconnects.

8.2 **Pauses.** Pauses shall be divided into two categories:

8.2.1 **Player Pauses.** Players may pause the game at any time for any reason, however at no time is such a pause to be longer than ten (10) minutes and no more than three (3) times per game, as counted by the Dota 2 BEAT Invitational Referee. Upon pausing, the Player must provide a coherent reason for the pause to the opposing Team and the Dota 2 BEAT Invitational Referee through in-game all chat. The game must not be resumed before each Team has stated its agreement to resume the game through in-game all chat. Referees may allow additional pauses upon their discretion.

8.2.2 **Referee Pauses.** The Dota 2 BEAT Invitational Referee may pause the game at any time for any reason. Players may not un-pause the game if the Dota 2 BEAT Invitational Referee pauses the game. The Dota 2 BEAT Invitational Referee shall state the reason for the pause to the Players via in-game all chat as soon as practical under the circumstances.

8.3 Disconnects. The game must be paused immediately should a Player disconnect from the game. The disconnecting Player shall receive a ten-minute window to reconnect to the game without penalty, should this window be exceeded the game may be unpaused by any Player unless the Dota 2 BEAT Invitational Referee elects to extend the time window. In any event, the disconnected Player may rejoin the game later on.

8.4 Use of Bugs and Glitches Prohibited. Players are not permitted to use any bug or glitch within the game. Should a Player employ a bug or a glitch, the game must be paused immediately and the Dota 2 BEAT Invitational Referee informed of the use of the bug or glitch. The Dota 2 BEAT Invitational Referee shall decide how to proceed with the game.

8.5 Use of Tools and Hacks Prohibited. Players are not permitted to use any tools or hacks at any point during a game. If they are caught doing so they will be banned from the tournament.

8.6 Ending the Game. The game shall be deemed concluded when an Ancient is destroyed, when one Team concedes, when the majority of Players on a Team leave the game, or when the Dota 2 BEAT Invitational Referee declares the game finished via in-game all chat.

8.7 Betting / Matchfixing. Players may not bet or matchfix games during the Dota 2 BEAT Invitational. Any evidence of matchfixing in the Dota 2 BEAT Invitational or other tournaments will result in a ban that is to be determined by the Dota 2 BEAT Invitational management.

9. Broadcasting.

9.1 Player spectating. Players are not allowed to stream during the Dota 2 BEAT Invitational.

9.2 Official Spectator Exception. Spectators deemed to be official spectators by Dota 2 BEAT Invitational management may stream the game with a 2 minute delay (default) or 5 minute delay (special circumstances). Official spectators may, upon request from Dota 2 BEAT Invitational management, be required to fulfil additional conditions.

9.3 Players Prohibited from Watching Streams. Players playing within a game may not watch or listen to these streams at any time during their match

10 Rule Violation and Punishment.

The breaking of any of these Tournament Rules, or the willful ignoring of an order from the Dota 2 BEAT Invitational Referee, is prohibited. Players or Teams breaking these rules shall be punished at the discretion of the Dota 2 BEAT Invitational Referee according to this section and its subsections.

10.1 Player Violations. Should a Player violate any of these Tournament Rules from the Dota 2 BEAT Invitational Referee, that Player may be temporarily or permanently banned from the tournament, and/or banned from future tournaments governed by these Tournament Rules.

10.2 Team Violations. Should the Dota 2 BEAT Invitational Referee deem any violation of these Tournament Rules to be the fault of a Team, that Team may be deemed to lose the game, lose the match, be temporarily or permanently banned from the tournament, and/or banned from future tournaments governed by these Tournament Rules.

11. Distribution & Prize Money.

11.1 Prize money shall be distributed within two (2) months of the conclusion of the tournament to the winning Teams. Teams agree to provide, at the close of the tournament, sufficient information to Northern Arena management to effect a transfer of the prize money via PayPal or bank transfer to the organization.

11.1.1 **Distribution of Prize Money to Players.** It shall be the sole responsibility of the team manager and organization that is receiving prize money to distribute the prize money to individual Players

11.1.2 Prizes are as follows:

1st – \$48,000,
2nd - \$20,000,
3rd - \$12,000,
4th - \$8,000,
5&6th - \$4,000,
7/8th - \$2,000.