WESG_APAC_DOTA2 RULE BOOK

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01. CONDUCT OF PLAYERS

-All participating players must only use DOTA2 game client and any other software program forbidden by Steam cannot be installed without the approval of the Organizers.

-All participating players must be ready to play within the given time.

- All participating players may not gamble that are involved directly / indirectly related with the match, the result of everything related with APAC WESG tournament

-All participating players may not use any bugs inside of the games that may favor a team intentionally.

-All participating players may not use violence, threats, or physical or non-physical intimidation to any other person including the players, referee and the audience

-Additionally, all participating players must read and understand the entire rulebook and accept the result of the game with Sportsmanship.

02. Tournament Format

Regarding Client

-Players must play on the newest live patch of DOTA2.

-If there is an update during the tournament in the captain mode, any new item or new hero can be used on the same day.

-Qualifier format is Group Stage divided into four (4) groups, Round-Robin Best of two (2).

* The winner of the Coin toss will choose the Side or First Ban. Then the loser of the coin toss will choose the left over choice.

-Playoff from Round of eight (8) will be single elimination Best of three (3) format.

-Win points will be given as following:

 Win (2Wins) 2points / Tie (1Win1Loss) 1point for both teams / Loss (2Losses) 0 point

-The 1st and 2nd place of each group will advance into the playoff

-The 1st and 2nd place of the group will be decided from the total points won from winning.

-If two teams tie in the win points, winner will be made through head to head rule.

-If the two teams have the same win points and they tied before, another Best of one (1) match will decide the winner of the match (coin toss for choosing sides)

-Round of eight (8) Single Elimination : 1st and 2nd place from the groups advance and drawing will be held on site.

* 1st place from each group will come out and draw in the order of group A, B, C and D.

When the 2nd place teams draw for Ro8, they may not face their 1st place team that was in the same group from the group stage. 2nd place drawings will also go in the same order from Group A to D

-Tie breaker for the 5th place : After the Ro8, the four (4) teams that lost will proceed a Best of 3 matches.

Matches will be proceeded in order as it is written in the Round of 8 Bracket.

Game Lobby Settings

l Cheat allowed : Uncheck

l Fill the empty slots with Bots : Uncheck

l Version : Newest version

l Series type : Follow the rules from the Referee

l Disadvantage – Radiant/Dire : None

l Server Location : Japan / Singapore (depending on the situation)

l Spectator : Allowed

l Dota tv delay time : 2 Minutes

l Casters : Only the casters who WESG permitted are allowed

03. WINNER-DECIDING METHOD

Game will continue until we have a winner of the game.

A team will win when they destroy opponent team's 'Ancient' or the opponent team surrenders.

When three (3) of your teammates type GG (chat GG of wheel GG) in game, it will automatically result as a forfeit and there will be no reverse in the decision.

04. Game Issues

Server Issues

-When there is an issue related with the connectivity of the game server, Organizers have the rights to change the match time as needed

-When a player disconnects from the game without the approval of the referee that creates a situation where the player can't reconnect to the game, the game will result as a Loss.

-When the player loses connection or client/computer shuts off for unknown reason, game will resume after the player connects back and the referee will decide the result depending on the situation.

05. Game Regulations

-If you cheat during the game by looking at any other screens, other than your own, your team will be disqualified from the tournament.

-Unmannered plays, intentional feeding for the benefit of the opposing team will count as an invalid match and there will be a rematch.

-In game macros, wheel communication is free to use.

- /all chatting intentionally, cursing or showing bad sportsmanship will result in warnings or upto a forfeit from the referee's discretion.

06. GAME PAUSE

-When a player disconnects from a game, the game will pause until the player reconnects to the same game.

-Referee can request a pause during the game at any time with a reasonable cause (server, broadcast, spectator issues)

-Players can also request for a pause by raising their hand when following happens:

  -Game bug, packet loss, lag, etc. that may cause unstable game.

  -Sudden issue with personal devices (not working) that may stop the game play

  -A bug is found that may cause impossible for the game to proceed.

  -Using the bug or prohibited programs with intentions

Using any prohibited software will result in forfeit of the entire match.

All players must let the referee know when a bug is found.

07. Types of Warnings and Penalties

-Organizers have the power to establish and decide the final call on all issues during the tournament.

-Give penalties for violating the rulebook (Warning or Forfeit)

-When player let the referee/Organizers know of any problem, Organizers will decide whether to have a rematch or not.

-Matches will be postponed when there are natural disasters or any special situations that may create impossible situations to proceed the tournament.

-To make the best decision, referee may have a discussion under the supervision of the Organizers and may delay the final call.

08. Server & Disconnection issues

-When there is a connection problem with the server, Organizers has the right to re-schedule the matches

- When a player disconnects from the game without the approval of the referee that creates a situation where the player can't reconnect to the game, the game will result as a Loss..

- When a player disconnects from the game without the approval of the referee that creates a situation where the player can't reconnect to the game, the game will result as a Loss.

-During game, if an issue if caused from the network or the PC connection, referee may decide to have a rematch.

09. Rule Changes

-WESG APAC has the right to revise the guideline and the right to prohibit a player from participating in the tournament due to a severe/special situation.

-WESG APAC Organizers and referees may make a decision that violates the rules of the rulebook during certain situations.

- WESG APAC Organizers and referees may make a decision that may not be specified in the rulebook during special situations.