

## **Appendix E - Dota 2**

1.0 Each registered team must have a minimum of 5 players on their active roster. And it is allowed online 1 substitute player for the online cup.

- Substitutes may only be swapped between matches
- Team rosters may be edited up until the tournament start time. Edits after the tournament has started will not reflect on the tournament roster
- For the live stage, is allowed the registration of only 01(one) official and substitute

1.1 For the online stages of **E-SPORTS WORLD UNIVERSITY LEAGUE** e for the live phase, there will be used patch current available by the VP and used for the competitions.

1.2 The criterion of participation for the online stages is the “Open for All” for university students, which means that a team must be made of players enrolled in universities in the school-year of 2017, regardless the gender, race or physical/cognitive impairments.

1.3 No tags of the sponsors, nor description of product shall be allowed in the players Nickname.

### **The format of the tournament of Dota 2 and specific rules.**

1.5 Format of the game: Team Match (5 people team)

- Set of games:
  - Online Stage.
    - The first phase will consist of a Round Robin group stage, in a best of 1(BO1) format
    - In the next phase the winning teams will be seeded in a single elimination top cut, best of 3 (BO3) format.
    - The number of teams that will advance from the Round Robin stage will be determined based on the number of participants who register
    - The top placing team of each Regional will advance to a live event in Brazil at the end of the FWG in 2017
    - Unless otherwise noted, all online stages of competition will be seeded randomly
  - Live Stage
    - The 06 (six) teams qualified in the online regionals, plus a team from the host country, will be seeded in a simple elimination table, in the best-of-03 (BO3) format, inclusive the finals.

# Online Cups Manual

- **Schedule**
  - Unless otherwise noted, tournament check in begins 60 minutes prior to tournament start
  - At tournament start, brackets will become available after roughly 5-10 minutes
  - Each team should play, unless otherwise noted, their matches as soon as they become available. If you have questions relating about how to find your opponent on Battlefy, contact the tournament administrators
- **Game Settings and Map Rotation**

The team that has the seed number closest to zero will host the lobby

The team on the top side of the bracket will decide if they want to start the match as Radiant or Dire. Matches greater than best of 1 will have teams flip sides each match until completion.

Battlefy is integrated with the Dota 2 client, allowing for automated lobby creation and score retrieval

If the Battlefy Dota 2 integration is non-functional at any point, the team with the seed number closest to zero will set up the lobby with the following specifications:

- Configuration of the lobby
  - Lobby Password: Any Password
  - Lobby Name: "Team 1" vs "Team 2"
  - Enable Cheats: OFF
  - BOT: OFF
  - Version: Tournament
  - Series Type: No Series
  - Mode of the game: Captains Mode
  - Initial Team: Random
  - Audience: Enable
  - Dota TV Delay: 5 minutes

- **Gameplay**

In order to start the match, at least one player on either team must create the lobby on Battlefy by clicking the "Send Lobby Invite" button. Battlebot will then create a lobby with the right specification and invite each player on each team to the lobby within the Dota 2 client

When both teams are ready, play will commence

- **Reporting Scores**

Player score reporting is disabled. Scores should be reported automatically via the Dota 2 client. If scores are not updated automatically, contact your tournament administrator.

Screenshots are recommended to be taken at the conclusion of every match. You may be asked to produce a screenshot for the administrators if the match is in dispute

- **No Show Policy**

Each team will be required to check-in for their match in order to participate. Match check-in can be found on each match page on Battlefy

- In the case where your team is ready and your opponent is not present, the Match check-in feature should automatically advance your team after a set period of time. If it does not, contact the tournament administrator via the discord channel link as soon as possible

- **Disconnections**

If a team suffers a disconnection, the player will be given 10 minutes to reconnect to the game (the team with the disconnection can request for a pause). If they have not reconnected in that time, the team will have to continue playing without that player.

- **Software**

If it is apparent that any manipulations of in-game software is occurring, that team will be banned permanently from any Fisu Web Game competitions, and any/all information we have regarding this will be forwarded to the relevant judicial parties. Battlefy will also be notified for future events. If a team is caught abusing glitches, bugs, etc., to gain an advantage, they will be auto-disqualified.

## **Live Stage Manual**

- **Selection of side in the map**

The team that chooses the side to start the match, Radiant or Dire, will be defined by coin tossing. In the next match, in the case of best-of-03, the sides are switched, and in the next match of the series the sides will be switched again and again till the end.

- **Game Settings**

Team Size: 05

MODE: Captain's Mode

Map: Tournament Version

Server Location: defined in each regional tournament

- **Pauses**

Players cannot pause the game without permission; they must express their will/necessity to pause by raising the hand. However, players can pause the game in the situations listed below, and must explain to the referee the reason for the pause in the game. The referee is responsible for deciding the situation before resuming the game.

- The malfunctioning of the hardware or software of the computers or failure of Internet.
- In the case of inadequate behavior of one of the teams, with direct impact in the course of the match
- Players of opposing teams shall not establish communication amongst themselves during a pause in the game. Players can communicate with the referee, but only in order to identify and remediate the cause for the pause. If a pause is too long, referees may allow players of the teams to talk to each other and discuss the conditions of the game.
- After the resolution of the situation/problem that led to the pause, the referee can decide to resume the match, at his/her own discretion, after evaluating the impact of the situation to the course of the match.
- To un-pause the match, both teams shall agree and endorse in the chat.
- Abusing of the pauses will disqualify the team, subject to evidence by screenshots

- **Match Restart and Winner by declaration**

Should it be impossible to resume the match due to hardware/software problems of the computer, network failure or another reason of force majeure, the referee can decide for recommencing the match or to declare the winning team directly if the match has been play for more than 30 minutes (the clock of the game will be 00:30: 00).

- In case of recommencing the match there will not be a new phase of “picks & bans”, the athletes will have to use the same heroes selected in the cancelled match.
- The following criteria can be used in the direct declaration of the winner and must manifested and included in the minutes of the match
  - The difference in gold between the teams
  - The difference in the number of towers between the teams.
  - The difference in the number of barracks between the teams
- **Start of the match:**
- Both teams must line up its complete first teams in the lobby of the game server 5 minutes before the schedule hour of match;

- With all the players are present in the lobby of the server, teams will only start the match when they receive the approval from the administrator;
- The teams will receive approval from the administrator once the production team is ready to broadcast the match.