



National Selection 2025

Dota 2 Rulebook

Version: 15.01.2025

PARTICIPATION

- A. All participants in the **[National Qualifier Name]** must be at least 16 years old. If national legislation requires, the minimum eligible age for player participation may be raised.
- B. Individuals who are not restricted by applicable laws, tournament organizer rules, or host regulations are eligible to participate in the competition.
- C. Tournament officials and staff are prohibited from participating in events they are directly overseeing.
- D. Only players with a valid Steam account, unless officially banned, are eligible to participate in the competition.
- E. All players must compete using their own Steam account. Using another player's Steam account is strictly prohibited.
- F. The total number of team members is limited to 8, including 5 players, 2 stand-ins, and 1 coach.

TEAM LEADER

Each team must designate a team leader, who can be an external e.g. team manager. The team leader is the link between the team and those responsible for the tournament and may not belong to another team regardless of the function in the same competition. Team leaders have the following responsibilities:

- A. Team representation requires maintaining communication with tournament officials, ensuring constant availability on-site, and providing notification in case of a brief absence.
- B. Representing the team in communications with other teams.
- C. Approve team decisions throughout the tournament.
- D. Ensure the entire team is informed of all essential details, such as the schedule, tournament format, and other relevant information.
- E. Clearly represents the opinions of the entire team.

After the tournament begins, changing the team leader is only allowed if the designated leader is no longer able to manage the team. Tournament officials must be notified immediately of any team leader change.

PREPARATION PROCESSES

Preparation time is the designated period before the start time (unless otherwise specified), set to a minimum of 30 minutes between matches. Teams should use this time to ensure they are fully prepared. During this period, players must complete the following tasks:

1. **ONLINE** (30 minutes):
 - a. During this period, players are free to use any method they deem necessary to prepare for the match.
 - b. If a player is substituted due to an emergency during the preparation time, the tournament organizers must be notified immediately.
 - c. The entire team must be present in the lobby at least 10 minutes before the official game starts.
 - d. To use a substitute for the match, officials must be notified at least 1 hour before the official game starts.
2. **OFFLINE** (30 minutes):
 - a. Any hardware and software that may be required must be approved by the tournament organizers prior to installation.
 - b. Players must connect all necessary personal technical equipment (keyboard, mouse, etc.) to their PC. Each player is responsible for the equipment they intend to use.
 - c. Ensure that all personal equipment is functioning properly.
 - d. Verify that the available sound system is functioning properly.
 - e. Ensure the sound quality is consistent and clear for all players.
 - f. Verify that the provided player's PC runs the game at the desired quality.
 - g. If a technical issue arises during the 'Preparation Time,' the player must immediately contact the tournament referee.
 - h. Join the assigned voice channel for the match.
 - i. Notify the tournament referee that the game is ready to begin.
 - j. Players must be in the lobby and in their designated voice channels at least 5 minutes before the scheduled match start time.

STARTING TIME

The match start time is set by the tournament organizer. The minimum break between match series is 25 minutes. At the scheduled start time, all tournament officials and players must be ready. The tournament organizers are responsible for announcing the start times, while the team leader is responsible for ensuring the team is on time and prepared.

NUMBER OF PLAYERS

Each match can start only with five players per team (5v5). In case the team is not fully present in the lobby 5 minutes before the planned start time, the referee can issue a draft penalty based on delays caused by the team (See Penalties section).

GAME OF RECORD (GoR)

A Game of Record (GoR) refers to a game where all ten players have loaded, and meaningful interaction between opposing teams has occurred. Once a game reaches GOR status, remakes are no longer permitted, and the game is officially recorded. Exceptions may be granted at the referee's discretion, as outlined in the Disconnection section.

Any one of the following conditions establishes a GOR:

- Any attack or ability is landed on minions, jungle creeps, structures, or enemy heroes.
- Line-of-sight is established between players on opposing teams.
- Setting foot, establishing a vision, or targeting a skill shot ability into the opponent's half of the map.
- The countdown timer reaches zero (0:00).
- A rune is picked up.

DETERMINATING A WINNER

1. The first team to destroy the opponent's Ancient is the winner.
2. If "GG" is called by either team in All Chat or the chat wheel that begins at the end of the game countdown, the game is immediately lost for the given team. This rule is intended to prevent any advantage gained by a fake surrender. The referee team reserves the right to judge each case and waive this rule in case the surrender was unintentional (e.g., misclick in the first few minutes of the game)

In the case of a dispute, the referee shall decide.

PAUSE/BREAK/TIMEOUT

Players must pause the game immediately if instructed by a tournament official. Players also have the option to pause the game themselves. During breaks or interruptions, players may leave the match area only with official permission. The following types of breaks are recognized:

- A. **Tournament Referee Pause:** Tournament officials have the authority to pause a game at any time, at their sole discretion.
- B. **Team Timeout:** Each team is allowed timeouts per map for the following reasons:
 1. Unintentional disconnection.
 2. Malfunction of hardware or software (e.g., monitor failures, issues with peripheral devices, or in-game errors).
 3. Physical impairment of a player (e.g., broken chair).

The referee has the authority to grant breaks. If the referee determines that the issue cannot be resolved within a reasonable time, the affected team must continue playing. In case of an interruption, the opposing team must be immediately informed of the reason for the break.

The team that paused the game may not resume play until the opposing team or tournament official grants permission. If a team is unable to continue the match before it becomes a GoR (e.g., due to a permanent disconnection), the referee may schedule a new game with the same drafts. In this case, both teams must field the same players, except for the player facing the issue, who must be substituted (the final decision is at the tournament referee's discretion). If the player cannot be substituted, the team automatically loses the game.

- C. **Illegal Pause:** If a player or team arbitrarily interrupts or continues a game, or fails to resume play after a regular pause, they will receive a caution, with escalating penalties for repeated occurrences.

Players may communicate with the coach only before the match, including during the drafting phase, and after the match. Failure to comply with this rule will result in a warning for the team, with escalating penalties for repeated violations.

DISCONNECTIONS

- A. When a player is disconnected, their teammates must pause the game immediately, and the player should promptly work with the referee to resolve the issue.
- B. In the situations listed below, the relevant matches will be declared void upon confirmation and final decision by the referee, and a re-match will be scheduled.
 - 1. In the event of a server-side crash that prevents all players from reconnecting.
 - 2. In the case of unidentified or unintentional bugs that significantly affect the match.
 - 3. When it is impossible to determine a win or loss based on the progress of the match.
- C. In the event of a malfunction with either the referee or observer PC, the match will continue if it is deemed to have no impact on the game. Time will be allowed for players to refocus and adjust their strategies.
- D. If a player disconnects during a team fight, the game will be paused after the team fight concludes.

CONNECTION ISSUES

- A. If a player disconnects during the draft and the affected player is not the captain, the draft will continue until all heroes are selected. A rehost will be conducted with the same picks and bans up to that point if the player is unable to reconnect.
- B. If the captain disconnects during the draft, a pause must be called. If the captain is unable to reconnect, the game may be rehosted with a new draft, based on the referee's decision. The pause time used during the draft will be deducted from the team's total pause time during the live game.

TOURNAMENT FORMAT

The following tournament format and schedule will be applied throughout the tournament, depending on the different tournament phases:

1. Group Stage:

- Teams will be divided into [X] groups, each consisting of [Y] teams.
- Each group will follow a [round-robin / Swiss system], where every team plays against every other team in the group.
- The top [Z] teams from each group will advance to the next stage.

Tiebreakers: If a number of participants are tied by win-loss difference at the end of the group stage, their ranking order will be determined as follows. Only the matches played between the tied teams will be considered.

1. The head-to-head result, if not applicable;
2. One BO1 matchup, if not applicable;
3. Coin toss.

In the case of a three-way or five-way tie, the tiebreaker process will be applied to each tied group individually, and once one tie is resolved, the process will be repeated for the remaining tied participants.

In special cases, the Referee may use alternative methods to resolve an unsolved tie and determine the order of participants.

2. Playoffs:

- The top [number] teams will proceed to the playoffs, which will be conducted in a [single-elimination / double-elimination] format.
- Matches will be played in a [best-of-X] series.

3. Grand Final:

- The winners of the playoffs will meet in the Grand Final, which will be a [best-of-X] match to determine the overall champion.

MATCH SETTINGS

The following lobby settings will be applied for official matches:

- **Game Mode:** Captain mode
- **Server:** The nearest online location servers with the best ping will be used.
- **Selection Priority:** See **Selection Priority** Section.
- **Enable cheats:** Disabled.
- **Fill empty slots with bots:** Disabled.
- **Dota TV Delay:** 5 minutes.
- **All chat:** Enabled.
- **Version:** Tournament.
- **Broadcasting & Observing:** Enabled (Observers and broadcasters to manually set 6 minutes in-game delay and 4 minutes delay on the streaming software).
- **Spectator:** Enabled (Only for broadcast & observer(s)).
- **Coaches:** Disallowed.

VOICE COMMUNICATIONS

All voice communication between players must take place via the tournament organizer-specified software. If the VoIP program is not functioning, an alternative VoIP program may be used at the tournament organizer's discretion.

FORBIDDEN BEHAVIOR

If a player on a team engages in misconduct or inappropriate behavior during a team event, the referee may take disciplinary action against the team. This can include a caution, warning, forfeit, or expulsion. Examples of misconduct include:

- a. All participants must show respect towards referees and fellow competitors. Insults, dissent towards officials, and any unfair or disrespectful behavior towards others will not be tolerated and will result in penalties.
- b. Each team and participant must strive to win every game at all stages of the competition. Deliberately losing, betting on tournament results, or intentionally manipulating outcomes in any way that could be considered match-fixing for any reason is strictly prohibited and will result in disqualification from the tournament.
- c. If a player on a team is found to be manipulating the game client beyond the available in-game settings or using third-party tools to do so, the team may be disqualified.
- d. Causing intentional delays to the match start time.
- e. Players must participate in the match using their own ID and accounts as specified in their registration details, as well as their own account on the

tournament platform (if applicable). Using accounts other than those registered (smurfing), allowing ineligible players to participate, or impersonating a registered player is strictly prohibited.

- f. Using in-game IDs that contain offensive, political, or otherwise inappropriate content.
- g. Stream sniping is strictly prohibited and will lead to severe penalties. This includes watching a live stream of a game or using any other means (e.g., live score websites) to gather information about an ongoing match, or receiving such information from external sources.

Cheating of any kind is strictly prohibited within the tournament. This includes, but is not limited to, the use of macros, alterations to game files, third-party software that provides an unfair advantage, hardware cheats, collusion, or any other methods aimed at gaining an unfair advantage. Any participant found cheating will be immediately disqualified and banned from participating in tournaments for at least two (2) years.

PENALTIES

This rulebook follows the IESF penalty structure, which consists of four (4) levels: caution, warning, forfeiture, and expulsion. A penalty automatically progresses to the next level after two prior infractions (e.g., 2 cautions result in a warning). Failure to comply with the rules may lead to a penalty at one of these levels, depending on the severity of the infraction and the referee's discretion.

1. Caution

A caution is given for the following infractions:

- Disregarding instructions from the officials (referees).
- Disrespect or disagreement with referees/officials.
- Unauthorized pauses (arbitrarily interrupting or resuming a game, or failing to continue play after a regular pause).
- Unacceptable use of all-chat.

2. Draft Penalty

Draft penalties may be imposed for delaying the start time of the match, along with other offenses at the referee's discretion. If a team is late (not ready in the lobby and VoIP channel at least 5 minutes before the scheduled start time) and this directly causes a delay in the game start, the following penalties will apply:

- Up to 5 minutes of delay - Level 1 Draft Penalty
- Up to 10 minutes of delay - Level 2 Draft Penalty
- Up to 15 minutes of delay - Level 3 Draft Penalty
- Over 15 minutes of delay - The game will be counted as a no-show, and the referee will issue a Forfeiture.

3. Warning

A warning is given for the following infractions:

- Receiving two (2) cautions.
- Communicating with the team coach or any other unauthorized party during the game (after the draft has started).

4. Forfeiture

A forfeiture may be issued for the following infractions. It can apply to a single map or an entire series, depending on the circumstances or nature of the offense committed:

- Receiving two (2) warnings.
- Failure to show up (a delay of 15 minutes or more from the scheduled game start time).
- Inappropriate conduct, whether verbal or written, toward tournament officials or referees.
- Stream sniping.

5. Expulsion

An expulsion is given for the following infractions:

- Receiving two (2) forfeitures.
 - Severe insults directed at a person (referee, official, or opposing team) via all-chat, using discriminatory or hateful language targeting a specific group (e.g., race, religion, gender, or disability).
 - Manipulating the outcome of a match (Match-fixing).
 - Offering or accepting bribes.
 - Placing bets on the outcome of the tournament.
 - Threatening officials, viewers, or other players.
 - Cheating.
- A. Committing fraud (e.g., using a false identity, exploiting bugs to gain an advantage).

These examples serve as a guideline for referees and may vary depending on the situation. Ultimately, it is the referee's responsibility to make the fairest decision, ensuring the protection of all participants and the smooth conduct of the competition.

MATCH-FIXING

Teams are expected to perform at their best in every match. Any agreement between participants from different teams to not compete at a reasonable standard is prohibited. Deliberately losing a match or inciting others to do so is forbidden.

CHEATING

Any modification or manipulation of the game client, as well as the use of cheating software or devices, is prohibited.

CONFIDENTIALITY

Sharing any communication between a team member and the tournament organizer without prior approval is prohibited. Violation of this may result in an official ban from future competitions.

CHANGE OF RULES

This regulation applies to the **[National Qualifier Name]** and may be amended under the following circumstances:

- Rules are subject to change after the release of new patches.
- Upon discovery of other reasonable factors.
- Official head referee decision.
- Additional rules were added by the official local organizer.

Referees have the authority to address any cases not explicitly covered in this rulebook, and their jurisdiction extends to the entire tournament. Any changes made will be effective immediately upon communication with the participants.