

# **DOTA 2 Regulations – International Computer Sports Tournament for the Deaf (LAN, 5x5)**

## **1. Organizers of the Competition and their responsibilities**

1.1. The organizers of the Competition are not responsible for technical failures of programs and hardware belonging to third parties, including game servers.

1.2. Rights of the Organizers of the Competition

1.2.1. Approve the Regulations and other Regulatory documents of the Competition, regulating the conditions and procedure for organizing and holding the Competition, determining the rights and obligations of the participants of the Competition

1.2.2. Interpret (explain), if necessary, the norms of the Regulations and other Regulatory documents of the Competition, as well as resolve by interpreting (explaining) the norms of the Regulations and other Regulatory documents of the Competition any kind of disputable situations arising in connection with the ambiguous interpretation of certain provisions of the Regulations or other Regulatory documents of the Competition.

1.2.3. To amend, supplement and approve the Rules and other normative documents of the Competition.

1.3. Duties of the Competition Organizers

1.3.1. To carry out the activity of organizing the Competition.

1.3.2. Determine the conditions of admission of the competitors to the Competition.

1.3.3. To take measures to counteract unlawful influence on the Competition results.

1.3.4. To register the results of the Competition matches.

1.3.5. To organize refereeing of the Competition.

## **2. Participants of the Competition. Rights and obligations of the participants**

2.1. The persons or groups of persons, who have submitted the Application for

participation in the Competition, which has been approved by the Organizers' representatives in the established order, are considered as Participants of the Competition.

2.2. The Participants are obliged to communicate with the Competition officials and other participants of the Competition in Russian and (or) English.

2.3. The competitors must know and fulfill the provisions of the Competition normative documents.

2.4 The Participants and their official representatives, who have provided the organizers and officials of the Competition with any information, are responsible for the accuracy of such information. The provision of inaccurate information will result in the application of sport sanctions.

2.5. The Competition Participants are obliged to adhere to the generally accepted norms of behavior, to show respectful attitude to the Competition officials, spectators, press representatives, as well as to other Competition participants.

2.6. The Competition participants are obliged to observe the principles of sports behavior and fair play.

2.7. Names, surnames, photo and video materials with the image of the participants, their representatives, related to participation in the Competition, as well as interviews and other materials may be used by the organizers to fulfill the obligations for the Competition or for other purposes, not contrary to the current legislation of the Russian Federation.

2.8. Participants are obliged to have an account on deafesg.com with verification.

2.9. The Participant is obliged to use the same licensed account and the same nickname. A Participant may participate in the Competition only in one team. It is forbidden to use multiple accounts by one participant in the Competition. Any actions aimed at transferring the account to a third party are prohibited. The participant is obliged to inform the organizer about all changes immediately.

2.10. The participants are obliged to allow official referees and observers into their matches and to give them access to in-match information.

### **3. Format and System Conducting**

3.1 Procedure for determining the winners and prize-winners of the Competition. The main stage consists of group and play-off stages and takes place in LAN format from 28.07.23 to 30.07.23.

3.2 The start of each round of the main stage is set by the Competition Organizers.

3.3 Each match is played strictly according to the schedule or the referee's command. Matches, from which official broadcasting is carried out, start exclusively on the referee's command.

3.4 The communication of the participants with the referees and other officials of the Competition takes place in Telegram-chat, which can be accessed via the deafesg.com website

3.5. The maximum delay time for the start of the match is 10 minutes after the start of the current round.

3.6. After the end of the match, the participants must inform the judges of the result.

3.7 Format of Group and play-off stages

3.7.1. Group stage - matches are played on the system of each against each.

3.7.2. Play-offs - by knock-out system after two defeats.

3.7.3 In case of equality of all criteria to determine the winner, re-matches between participants with equal values are appointed.

3.8 The order of determining the playing side: the right to choose the sides is decided on mutually beneficial terms or by drawing lots.

#### **4. Mandatory conditions for matches**

4.1. It is prohibited to use game bugs, cheats and extraneous programs that affect the gameplay and facilitate the game conditions.

4.2. It is forbidden to watch the opponent's screen during the match, as well as to receive information from strangers outside the team.

4.3. It is forbidden to insult opponents, teammates, other competitors and competition officials. Spam with redundant messages (flood) in the in-game chat.

4.4. It is prohibited to play from another player's account, as well as incitement, inducement or encouragement of a third party or instructing him to play from another player's account.

4.5. It is forbidden to use headphones, speakers and a microphone.

4.6. Players are required to have a prefix before their nickname – the name / tag of their team.

#### **5. Pauses. Disconnecting the player from the server (disconnect)**

5.1. Pauses in the game are allowed. Pressing the pause is allowed only with the consent of the opposing team.

5.2. The total duration of pauses in the game is 15 minutes. If the time has passed, inform the opponents to continue the game (without unnecessary aggression, explaining the situation). In case of restart, the game should be restarted with the same settings as in the first game. Players must choose the same heroes, starting

items and the same lines. Changing lines is allowed after the heroes and creeps meet on the lines.

## **6. Refereeing**

6.1. If a participant commits a violation of the Competition, the organizers of the Competition have the right to apply to such a participant one of the sports sanctions provided for by the rules of computer sports, guided by the analogy of the law, the analogy of law and the principles of good faith, reasonableness and fairness.

6.2. If the start of the match is delayed by more than 10 minutes, the participant may be awarded a technical defeat in the match.

6.3. Sabotage of matches may result in the application of sanctions to the violator up to disqualification.

6.4. It is forbidden to write “gg” in an unfinished game. If there is a missclick or a technical overlay, a warning is issued to the team that wrote “gg”. If the team several times commits such a thing, it will receive a technical defeat.

## **7. Contact details of administrators**

Zinurov Roman (@Zinurov Roman | Telegram)