

DotA Game Night – Season 1 (Q1 2009)

Game Play Rules

Welcome to the DotA Game Night. These rules (“**Game Play Rules**”) set forth the rules of game play for the DotA Game Night (the “**Game Night**”), sponsored by iGames, Inc. (“**iGames**” and/or “**Sponsor**”).

These Game Play Rules are part of the Official Rules located at:

<http://www.igames.org/laddersites/MiniAboutView.asp?MiniID=195&AssetID=1394>, and are incorporated therein.

Please read the Game Play Rules carefully before submitting an entry or participating in the Game Night as these Game Play Rules contain important information about the rules and format of the Game Night.

1. Definitions

- 1.1. **Alternate Player** – Each Team may have alternate Players (each, an “**Alternate**”) which must also register for the Game Night at the Host Location where the Team is registered.
- 1.2. **Approved Team** - A Team that has been guaranteed a slot by first come, first served, based on when registration for the Team is complete and the Team is approved by the Host Location.
- 1.3. **Disconnection** - When one or more Players are disconnected from a Match due to system, PC or network connectivity issues.
- 1.4. **Disputes** - A controversy and/or difference of opinion over which Players disagree or debate and present to an Official for a decision.
- 1.5. **Disqualification** - The removal of a Player or Team by the Official from the Game Night (with no refund) for violation of either the Official Rules or these Game Play Rules.
- 1.6. **Forfeit** - The act of voluntarily admitting a defeat during the Game Night, thereby surrendering victory of the Match or Game Night (as applicable) to the opposition or having a victory or opportunity to play Match(es) revoked by an Official due to Player violation of the Official Rules or Game Play Rules or inability to connect to the Match.
- 1.7. **Handles** - A Player pseudonym used for identification of Players during the Game Night.
- 1.8. **Host Location** – A registered LAN center location that serves as a play site for the Game Night.
- 1.9. **Match** - One Defense of the Ancients (DotA) session ending when either the Tree of Life or The Frozen Throne are destroyed.
- 1.10. **Official** - The designated individual(s) presiding over the Game Night and responsible for enforcing the Official Rules and these Game Play Rules.
- 1.11. **Penalty** - A punishment enforced by the Official toward a Player for violating the Official Rules or Game Play Rules.
- 1.12. **Player** - Any participant who meets the eligibility requirements and properly registers for the Game Night as outlined in the Official Rules located at:
<http://www.igames.org/laddersites/MiniAboutView.asp?MiniID=195&AssetID=1394>.
- 1.13. **Primary Player** – Each of the main 3 Players on a Team.
- 1.14. **Ranking** – Method for listing Teams according to the number of Points awarded for Match play during the Game Night.
- 1.15. **Team** – A Team consists of 3 Primary Players on the roster (one of which is the Team Captain), and an unlimited number of Alternate players. Teams must start each Match with exactly 3 players.
- 1.16. **Team Captain** –The “leader” of the Team responsible for creating a password and then providing the password to the other Team members so they can subsequently register individually for the Team. The Team Captain serves as the primary contact for the entered Team.
- 1.17. **Warning** - A verbal or written indication from an Official to a Player that continued or subsequent actions could result in a Penalty.
- 1.18. **Winning Team** - A Team that finishes the Game Night with placement (as described in the Official Rules located at: <http://www.igames.org/laddersites/MiniAboutView.asp?MiniID=195&AssetID=1394>), which makes the Primary Players on the team eligible for a Prize.

2. Game Night Event Structure

- 2.1. **Pre-Season**: Pre-Season (“**Pre-Season**”) will occur on Tuesday, January 27, 2009. In Pre-Season, Host Locations and Players familiarize themselves with the process of organizing, playing, and reporting Game Night Matches

without the outcomes counting towards Rankings.

2.2. **Regular Season:** Regular Season (“**Regular Season**”) will occur on Tuesday February 3, February 10, February 17, February 24, and March 3. The top 8 Teams at the conclusion of Regular Season will advance to the Playoffs.

2.3. **Playoffs:** The Playoffs (“**Playoffs**”) will occur on Saturday, March 7 from 12:01 PM PST / 3:01 PM EST until all matches are complete, estimated to be around 6 PM PST / 8 PM EST. The Playoffs brackets will be posted on the Mini-Site at: <http://www.igames.org/laddersites/MiniNewsView.asp?MiniID=195&AssetID=1392>.

3. **Ranking** – Teams earn points (“**Points**”) for participation in the Game Night on a Match Night (as defined in the Official Rules), at a Host Location, which then accrue to provide the Team a Ranking. For each Regular Season Match played at a Host Location, the Teams earn Points as described below.

The Points for the Game Night are determined by a level based structure where the winning Team earns a percentage of the opposing Team’s Points. The Team’s level (“**Level**”) is determined by the number of Points the Team has accrued during the Game Night. For each Match played, the Team earns the following Points based on the difference in total Point accumulation Levels.

Level	Points	Level	Points
1	100	11	1250
2	125	12	1500
3	150	13	1750
4	175	14	2000
5	225	15	2500
6	300	16	3000
7	375	17	3500
8	500	18	4000
9	750	19	4500
10	1000	20	5000

- Teams earn exactly 5 Points for a loss
- 0 - 2 Levels Apart - Earn 25% of opponent's Points
- 3 - 5 Levels Apart - Earn 20% of opponent's Points
- 6 - 8 Levels Apart - Earn 15% of opponent's Points
- 9 - 10 Levels Apart - Earn 10% of opponent's Points
- 11+ Levels Apart - Earn 5% of opponent's Points

In the case of a Tie, both Teams earn exactly 25 Points.

4. **How to Win the Game Night** – Teams compete in a Game Night over the course of the Regular Season. Teams accumulate Points for wins that are the basis of Team Rankings. The Rankings are used to seed Teams for the Playoffs. The top 8 Teams according to the Regular Season Ranking advance to the Playoffs. The exact number of Teams advancing from each Conference will be relative the number of total Teams that competed in each Conference.

Teams in the Playoffs will compete in double-elimination for final placing. In double-elimination the Teams are placed into a bracket (based on their final Regular Season Ranking) to play Matches against the other Teams. Upon losing the first Match, the Team is moved to the loser’s bracket to play Matches against the other losing Teams. The winning Teams stay in the winner’s bracket to compete against other winning Teams. When a Team has accumulated 2 losses, they will be eliminated. When the winner and loser brackets are each down to one Team, those Teams compete to determine the winner. Having accumulated zero losses, the winner’s bracket Team will have to win one more Match, while the loser’s bracket Team will have to win 2 Matches in a row to be considered the overall winner. Other final placings are determined by respective placing in the double-elimination playoff bracket.

The Playoffs brackets will be posted on the Mini-Site at:
<http://www.igames.org/laddersites/MiniNewsView.asp?MiniID=195&AssetID=1392>.

5. **Game Night Match Scheduling** – Each Tuesday during the Regular Season, during Match hours, Host Center representatives can go to <http://www.gamesurge.net/chat> and then type /join #iGames-Events to connect to IRC.GameSurge.NET to be scheduled for Matches against other available Teams.

Matches and Match host will be designated by an Official in the #iGames-Events. At the conclusion of each Match, either Player must indicate the Match winner to the Official. For Regular Season Matches, Teams can subsequently stay for additional Matches until the Match night is over, or leave anytime. For Playoff Matches Teams will have designated Matches and Match Times (between 12:01 PM PST / 3:01 PM EST and 6:00 PM PST / 9:00 PM EST that must be played when indicated. The Playoffs brackets will be posted on the Mini-Site at <http://www.igames.org/laddersites/MiniNewsView.asp?MiniID=195&AssetID=1392>.

6. **Player Handles** - Handles containing any of the following will not be tolerated: profanity, racism, sexism, drug use, or general vulgarity. Players found with offensive Handles will be contacted by the Official and asked to edit their Handle to something more appropriate. If a Player is found to be using a Handle that is deemed offensive after being asked to have it changed by an Official, that Player will be issued a Warning. If the rule is violated a second time, that Player will be Disqualified from the Game Night and no refund will be issued. Handle changes are allowed at any time during the registration process, but are limited to 1 change and the Handle cannot be changed once the Player becomes an Approved Player.

7. **Sportsmanship** - All Players will be required to uphold and observe a universal level of sportsmanship. Any unsportsmanlike action, which includes but is not limited to: racism, profanity, rude acts, vulgar acts, acts of belligerence, and disrespect of an Official, may be reviewed and is grounds for Player and/or Team Disqualification by an Official.

7.1. **Rulings on unsportsmanlike actions are subject to the Official's interpretation. If a Player and/or Team is found in violation of this rule the following actions may happen:**

- 7.1.1.1. Minor infractions as judged by an Official: Warning
- 7.1.1.2. Major infractions as judged by an Official: Forfeit of a Match
- 7.1.1.3. Severe infractions as judged by an Official: Forfeit the Game Night

- 7.2. Any accusations of unsportsmanlike conduct by a Player and/or Team must be brought to the attention of the Official immediately following the Match in which the alleged action has occurred for investigation by presiding Official.

8. **Play Location** - All individuals competing MUST be playing from the Host Location where they are registered. Host Location IP addresses may be used to verify a Player's location. Players that attempt to participate from a different Host Location than where they registered will be Forfeited from the Game Night by the Official.

9. **Connection Issues**

- 9.1. Disconnections: If any Disconnection takes place the match must be restarted from the last save point. If no save has been made yet, the Match must be restarted from the beginning.

- 9.2. Failure to Connect:

In the case of a Regular Season match, if Teams are unable to connect to a Match, the Official will make best attempt to determine the source of the connection issue and provide a further course of action that will allow for connection and the Match to take place. If still, after best effort, a Team still cannot connect to a Regular Season Match, the Official will cancel the Match and no Points will be awarded.

In the case of a Playoffs match, if Teams are unable to connect to a Match, the Official will make best attempt to determine the source of the connection issue and provide a further course of action that will allow for connection and the Match to take place. A neutral host is among the potential solutions that may be attempted. If still, after best effort, a Team still cannot connect to a Regular Season Match, the Official will be forced to Forfeit one or both teams based on an assessment of who is at fault for the connection problem.

10. **Game Time** – Once a Regular Season Match has been designated by an Official in #iGames-Events, all players will be expected to connect immediately. If teams do not connect promptly, the Match will be cancelled by an Official at the request of either team.

Once a Playoffs Match has been designated Teams have 15 minutes from the set Start Time to connect and be ready to play. After 15 minutes has passed, a Team who continues to delay may be issued a Forfeit, depending on the circumstances. Exceptions will be made, for example, if a Player is experiencing connection issues that are brought to the attention of an Official.

11. **Server** - The machine that hosts the match, identified by a unique internet protocol address and port. Teams must play on the Server(s) provided or otherwise indicated by an Official. Servers will be provided by iGames.
12. **Game Environment Requirements** - The “**Game Environment**” is defined as any and all files used to control or play the game. All Players are required to use the default Game Environment that is created upon a clean installation of the most current version of the game.

13. **Game Settings & Match Format** –

Format: 3 vs. 3

Mode: -em (Easy Mode) only

Version: Latest – at all times

Hero Restrictions: None

Item Restrictions: None

Sharing Restrictions: Automatically enforced

During the Regular Season and Playoffs, the Host will be randomly determined and will play as Sentinel.

14. **Schedule** –

Pre-Season (Tuesday January 27)

Regular Season Week 1 (Tuesday February 3)

Regular Season Week 2 (Tuesday February 10)

Regular Season Week 3 (Tuesday February 17)

Regular Season Week 4 (Tuesday February 24)

Regular Season Week 5 (Tuesday March 3)

Playoffs (All Day - Saturday March 7)

15. **Game Play**

- 15.1. **Match Start:** A Match will start/launch once all Players are connected to the Match and indicate they are ready to begin.
- 15.2. **Match Reporting:** At the completion of the Match both Teams must report the Match winner to the Official on GameSurge IRC. Players caught reporting Matches fraudulently will be issued a Forfeit loss.
- 15.3. **Message Modes:** In game chat, while frowned upon, is not illegal so long as it is done in a positive nature. All in game chat must be kept to a minimum and may not include any profane or derogatory comments. In game chat violations fall under unsportsmanlike conduct and may be disputed, resulting in an Official enforcing a Penalty.
- 15.4. **Recording:** Players should ensure they record and save replays of all Matches, if they can. A Player that has not saved the replay cannot file a Match dispute with the Official. The Official has the right to request the replay. If a Player refuses to provide the replay or cannot provide the replay that they should reasonably have then a penalty and possible forfeit of the Match can be imposed by the Official depending on the circumstances.
- 15.5. **Creep-Skipping / Backdooring:** Creep-sleeping, also known as Backdooring, will not be allowed. Allied creeps must be within sight of an enemy building before players can start to attack it. Players may continue to attack buildings once their creeps are dead, but only until such time they leave the area or base. If creep-sleeping occurs players are asked to continue to play until the end of the match and to file a dispute afterwards with a presiding Administrator. Depending on the circumstances, impact, and intent, an Official will determine a penalty up to and

including Match Forfeit.

15.6. Creep Blocking: Players may block creeps in any manner, such as by standing in their way, using spells, etc.

16. Match Media Coverage Guidelines - Sponsor reserve the right to utilize Match broadcasting.

17. Game Exploits and Violations - It is illegal to intentionally utilize any game exploits or program bugs. For any exploits used that are not explicitly covered, Officials have discretion to determine the intention, extent of the violation and Penalty.

17.1. Outside Applications: The use of outside applications and programs to influence or manipulate the Game Environment is strictly prohibited. Any such situations will be regarded as a cheating violation and will result in a Forfeit and possible Disqualification from the Game Night.

17.2. Use of Map Hack Program: If a Player is found by the Official to have used a map hack program the Player found in violation of the rule will Forfeit the Match and be Disqualified from the Game Night.

18. Dispute Rights, Requirements, and Guidelines - Disputes are a serious issue and to ensure that the Game Night is run in a just and fair manner, all Disputes are taken seriously and ruled upon within a week.

18.1. Dispute Process: All Disputes must be filed within 15 minutes following the completion of the Match with the presiding Official. A Match must be reported regardless of whether a Dispute is being filed. If a Dispute is filed later than 15 minutes after the Match, the Dispute will be disregarded. A ruling will be made within one week. At that time, the Official will contact the Players/Teams involved in the Dispute and present those Players/Teams with the details of the ruling.

18.2. Dispute Submission Detail: If a Player and/or Team is suspected of cheating, the Player and/or Team filing the Dispute will need to list exactly where the cheating occurred in the Match. The Player and/or Team filing the Dispute should supply as much detail as possible to provide the Official with the most accurate information.

18.3. Discussion of Disputes: Disputes should only be handled in private between the Officials and those Players directly involved. Raising a Dispute as a public matter for the purpose of appealing, criticizing, or complaining about the verdict may result in Disqualification and/or Match Forfeit, depending on severity and malicious intent as determined by the Official.

19. Contacting Officials - All contact with Game Night Officials should be performed via e-mail to [eventsadmin\(at\)igames.org](mailto:eventsadmin(at)igames.org) or through IRC in #iGames-Events on irc.GameSurge.net.

20. Exploitation of Rules - If a Player attempts to manipulate or exploit these Game Play Rules in any way other than for its intended use, Officials reserve the right to make a final ruling on the rule in question for the given Match and/or Dispute.