



Dota 2

Notes:

1. Teams and players are expected to follow all rules and regulations. Failure to do so will result in the team being penalised.
2. The RUMBSA Games committee reserves the rights to alter any of the rules and regulations at any given time to ensure the smooth running of the tournament.
3. Dota 2 will be an ONLINE event.

Registration

1. Team representatives to communicate with the tournament organiser, Adrian Teoh Eu Min in any possible method (e.g. social media, mobile number, e-mail).
2. Upon confirmation of available slot for registration, team representatives are to perform an online bank transfer of **£25** per team.
3. If two (2) teams are registered and there are not enough empty slots for the second team to participate, the registration fee for the second team will be fully refunded as soon as possible.
4. Once payment has been confirmed, the tournament organiser will send an email to the participating team.
5. RUMBSA has the right to refuse or grant any refunds.
6. Upon joining the private Facebook page which will be created in due time, teams will be considered to be locked into the tournament.

Format

Group Stage

1. All teams will be divided into groups of four (4) teams each. There will be four (4) groups in total.
2. Each team will play a maximum of three (3) matches in the group stage.
3. Teams will face against each other within their groups in a round robin format, Best of Two.
4. Winning one game will result in a score of one (1), winning both games will result in a score of three (3).
5. In the event of a tied score, the team with the better record over the other(s) will advance/be placed higher in the group. If the issue cannot be resolved this way, their wins against the team right below them will be compared. If the issue persists, a coin will be tossed to determine the team that advances/gets placed higher. The RUMBSA Games committee respects fair play and will be honest with the result of the coin toss.
6. The two teams with the highest score within their groups will advance into the main playoffs; the other two will be eliminated.

Main Playoffs

1. The main playoffs will consist of a *single elimination* bracket.
2. All matches from here on will be played in a Best of Three format.
3. Winners of each match will advance while the losers will be eliminated from the tournament.



4. All games are to be played in Captains Mode, with spectators open to the public and set to a stream delay of 5 minutes. No cheats are allowed, but bots up to the level of “Insane” are allowed.

Rules and Regulations

Communication and General Rules:

1. A Facebook group will be created where one representative of each team will be required to join.
2. The admin of the Facebook Group will compile contact details of team captains and post it on the Facebook Group. Displaying the group representative’s Facebook Name, Facebook profile link, steam profile link and the University they represent.
3. Each game must be held on the day itself, times for each match will be recommended, but need not be strictly adhered to.
4. To encourage active communication, the first team to contact the other (with a message) will have the right to decide when to have the match. (For this rule to be utilised, games must be at a *reasonable* time, Monday-Friday after 7pm; Saturday & Sunday after 1pm). Organising a game at any other time is acceptable as long as both representatives agree on it.
5. Games can be rescheduled if both representatives agree on it, but must be within the day itself.
6. Lobbies are expected to be up 15 minutes before the time of commencement. Teams must not be 15 minutes later than the time of commencement.
7. In the event of a team being late, the *first* 15 minutes will result in a game being *forfeited*. Being late for an *additional* 15 minutes will result in *forfeiting* the entire **match**.
8. Allowance of being later than 15 minutes is up to the discretion of the team with all their members already in the lobby and ready to play.
9. After completing a match, the winning team must report the score on Facebook with a post with screenshots of the match score and result attached. Also in text, indicating the match which was playing in the following format.
e.g. Team A v Team B, Bo1. Team B win 0:1
10. The post is encouraged to be made as soon as the match is over. The post must be made within 12 hours of the end of the match.
11. The games are intended to be held over the course of two weeks, with at least a single rest day in between matches.

Miscellaneous:

- The tournament has a prize pool for 1st place and 2nd place only.
- The Base Prize for 1st place is £75 while the Base Prize for 2nd place is £50.
- However, once 7 teams have successfully registered, the tournament prize will be percentage based off the tournament prize pool.
- In essence, after 7 teams has successfully registered, first place takes 67% of the tournament prize pool while the runner up takes 33% of the tournament prize pool.
- Final prizes however, should be rounded off to the nearest multiples of five.