



**The Gathering 2010
Defence of the Ancients
Information and rule-set**



BASIC INFORMATION

Tournament starts: Thursday 1st April at 12am.

Version: Newest map at www.getdota.com

Patch: 1.24c (or newest)

Game mode: 5vs5 -cm (captains mode, with bans picks done upfront)

Format: Double Elimination, best out of one. Loser Bracket Final and Winner Bracket Finals are played best out of three.

Server: LAN games.

CONTACT

Every team must have a team leader (captain) who will be responsible for their team. All leaders (and preferably all team members) must be at at #dota.tg @ quakenet.org at any given time. There will be info here that will not be on gathering.org.

REGISTERING

To sign up a team, the team leader must create a team on partyticket.net. He chose the team name and which players who will be a part of the team. Each player must approve this by login on to partyticket.net.

Team leaders must come to the game crew and confirm that the whole team is at TG.

A team needs at least five players. If a team consists of more than five players they are allowed to switch players between each game. All players must be added to the teams roster when registering.

Team leaders are responsible for uploading results, checking the brackets for new opponents and ensuring that his team's players are present and mannerly.

SERVER

You should be able to find each other via LAN games.

If not, you will be given new directions on how to sort this out.

If both parts agree, you may use Garena.

REPORTING

The team that lost has to report the game on the web-page. If you lost in winner brackets, you will face a new opponent in loser brackets.

If the losing team did not report the winning team will have to notify a referee or come by the crew stand.



WALKOVER

A walkover will be given if one of the players has not showed up 20 minutes after the match was supposed to start. Every round has a specific time set to it, which is when the match should start. Both teams shall be ready to start by the start of the round, not get ready at the time given to play the game.

Opposing teams should get ready 10 minutes before the time of your game to prevent delays.

Team leader is responsible to tell the DoTA-Admin if the opposing team is not ready at the time for walkover.

COMPLAINTS

If you suspect that your opponent has broken the rules you have to submit a complaint to a referee.

Please have proof (screen shot/replay) for your complaint ready when submitting it to the DoTA-Admin.

You are **NOT ALLOWED** to submit a complaint if you:

- Have started your next game.
- It was more than an hour since your game ended.

A DoTA-Admin is authorized to:

- Reverse the result of a game
- Revoke the result of a game (the game will be replayed)
- Give a team a warning (two warnings = ban)
- Ban a team

OBSERVING

Only DoTA-Admin can observe a game.



Game Mode

Game Mode: Captain's Mode. (-cm mode will be typed in-game)

Blue and Pink are the team captains. A random side starts the process (you can customize this, see below)

Ban Time: 40

Pick Time: 60

Extra Time: 45

Both teams will be allowed to take out up to 4 heroes from the pool of heroes before drafting starts.

This will work based on a 1-1-1-1-1-1 format.

Teams can choose to stop taking out heroes before the maximum 4 heroes limit and their turn to take out the heroes will be void.

A maximum of (but may not up to) 8 heroes can be taken out before the drafting session happens. After the taking out draft finishes, teams will proceed to pick the heroes for the game. Picking heroes: 122221

1. Team one will pick: 1 hero
2. Team two will pick: 2 heroes
3. Team one will pick: 2 heroes
4. Team two will pick: 2 heroes
5. Team one will pick: 2 heroes
6. Team two will pick: 1 hero

If at any time you run out of time, you start to use up your extra time. If you run out and you are in pick phase, you get a random hero.

Creeps spawn 90 seconds after the pick draft phase is over. Right after the hero pick phase ends, the 5 heroes for your team are presented with a checkmark on them (RD style) allowing players on your team to pick which one they want to be.

The captain that starts this process is random. If you want to give the starting to Sentinel, type «-cm 1» or «-cm 2» for Scourge after the game mode is entered.

The picks, bans, timers, etc are all presented in a board for easy viewing by team mates and observers.



SAVES AND DISCONNECTS

Save every ten minutes, after first blood, after every major battle and after a barracks getting destroyed and on a teams demand if it is rational (demanding a save after every kill is NOT rational).

If a player disconnects within the first ten (10) minutes of the game it must be replayed, unless first blood has been drawn.

If one player on a team disconnects after the first ten (10) minutes, then the game will be replayed from the last save, if that save was made less than ten minutes ago.

However, if the team has gained an advantage since the last save (a rax getting downed or having 3 more kills than the other team during the time since the last save), the game may be decided by a referee to be played on. In case of a dispute, pause the game and try to get a referee. If you save the game save it with another name, otherwise it will be impossible to restore the game from the point when the player dropped.

If the save was more than ten minutes ago the remaining players may choose to play on alone, unless both teams agree to replay from the save. If the game is played on you can sell the disconnected players items or share them between you and use him after that. If an item is given to a player in game, he can't sell it immediately afterward.

If both players or both teams disconnect at the same time (defined as within one (1) second of each other), then the game will be replayed. If the game is judged to be clearly won by one team at the time of disconnect then it will count as a win for that team.

REPLAYS

YOU ALWAYS HAVE TO SAVE THE REPLAY, regardless of your team winning or losing.

BACKDOORING

Backdooring is allowed. However instances of teleport abuse are not allowed. You cannot use any form of teleport (furion skill) to enter an enemy base unless your creeps are already present in the base.

Control Sharing

Control Sharing is allowed



ABUSE & EXPLOITATION

1. Pause Abuse: From the point after hero selection process is completed, pausing without any valid reason is disallowed.
2. Creep Blocking: Creep blocking (such as using Chen's creeps to block the entrance to the base disallowing creeps from moving down the lane completely) is not allowed. Creep slowing is allowed (such as moving in front of the creeps in zigzag manner to slow their progress or using fissure) is allowed.
3. Bug Exploitation: Exploitation of any known or newly discovered bug during the match will result in an immediate disqualification of the team. Excuses will not be entertained. Not knowing the bug is not an excuse, competitors are expected to know the current bugs

NB

This years competition have a compulsory attendance for all winners (1-3) on The Gathering. Fail to show up will have economic consequence for the teams