

PHILIPPINE GCA DOTA TOURNAMENT SERIES: **THE FIRST**

Competition Flow

- Single Elimination Knockout
 - *Final 4 Teams will be best of 3 series*
 - *Championship Match will be best of 3 series*
- GCA Shop vs. GCA Shop (5v5)
- Match Schedules to be determined and posted by Tournament Committee

Tournament Rules

Game Version

Warcraft TFT v1.23

Map Version(Latest Stable Map)

DotA Allstars 6.59d (No Banned Heroes)

Venue and Game Time

Games > War3 RPG > GCA Event and Tournament Room 01

Games > War3 RPG > GCA Event and Tournament Room 02

IF needed

Games > War3 RPG > Philippine Event and Tournament Room 01

- Match schedules will be released by the Tournament Organizing Committee
- All games **MUST** be played over Garena Client.

Match Length

If the game lasts more than 1 hour and 40mins, Organizer/Marshal(s) will have the right to stop the match and make the final decision on who is the winner after reviewing the replay.

Match Winner

The team who destroys the opponent's Frozen Throne/World Tree first, or if opponent surrenders.

Game Mode

-cm (Captain's Mode)

Rolling:

The match will begin with a coin toss or roll -100:

The one who wins the coin toss or with the higher roll can pick either:

- (a) Sentinel/Scourge side of the map or
- (b) First or Second hero selection from drafting

Drafting Mode: Captain Mode (-cm mode will be typed in-game [-cm 1 if first pick is to be given to sentinel and -cm 2 if first pick is given to scourge])

Game Speed: Fast

BEFORE AND AFTER THE GAME

For Teams playing on the Same Shop

- Team members must play in the same shop
- If a recommendation is available from a Garena moderator screening is not anymore necessary but the moderator is advised to require the teams a screening game as a precaution against double registrations

Scheduling and Rules on Contact Information

All Matches are to be scheduled by the Tournament Committee – See PhGarena & LoadCentral Website/Forums

It is advised that **there should only be ONE contact person per team** as to prevent confusion on the part of the opponent team/organizers regarding who to contact. The contact person should at least be available most of the time.

It is assumed that the shop owner/manager will be the contact person

Each team has to have a contact info (i.e. e-mail, mobile number etc) that is theirs alone. **NO SHARING OF CONTACT INFO WITH OTHER TEAMS.**

Teams would have their own designated admin (i.e. Team X will have Admin X as their contact person). All concerns about their matches will be directed to their Admin so that it can be addressed at once.

It is strongly recommended that communications be done via Forum PM or E-mail. CC your mails to **gcadotaserie@loadcentral.com.ph** and to your assigned admin's email address.

Participants are encouraged to keep themselves informed about the match schedules in order to avoid any delay or default loss.

Hosting

Teams should if possible try and find a neutral host suitable for both teams. Make sure that you test the host for lag before the game commences.

If a host has been decided upon, the entire match will be finished with that host, unless both teams agree to change. If the teams cannot agree upon a host then the host will be decided by a coin flip conducted by an admin.

- ✓ Top 16 Team matches will be hosted by LoadCentral/LC Game Nation

Requesting for Default win

If a team is not available at the scheduled time you have to wait at least thirty (30) minutes before requesting for a default win.

To request a default win you have to speak with an admin/organizer that will look into the case. Organizers will rule on fair play, by trying to help getting in touch with the opponent and rather letting a match start late than giving a forfeit win. However the fair play ruling is not a privilege to any team, and is based solely on the organizer's decision.

If a specific match is not or cannot be played within the designated date and time, both teams must contact the organizing committee to request for the match to be rescheduled. Failure to play on the agreed new schedule will result on the disqualification of both teams from the tournament.

In the case of a missing player the opponent has to wait a minimum of thirty (30) minutes to give the other team the chance to reach him or find a legal registered substitute. Afterwards, they may chose to claim a forfeit win, or they can play the match 4on5 or 4on4. A team may never play a match with less than 4 players. Fair play might overrule unfair decisions (ex. in cases of a far stronger team being forced to forfeit instead of playing 4on5 by a weaker team).

Sending of Replay and/or Screenshots

It is **mandatory to save replays after each game by both teams**. Failing in doing so will result in a warning and/or removal from the tournament. If the game is loaded, take a screenshot of the final scoreboard as reference

After the game, winners should save the replay and get the final score screenshot as evidence, then send it right away to **gcadotaserie@loadcentral.com.ph** or personally to an organizer (make sure that he/she is part of the Organizing Committee)

This is very important because this is the only way to verify the winning team as winners (unless there is a legitimate organizer and/or marshal present during the game). Without it, we can't determine who really won. So please give big attention on this one.

Replay and screenshot name should be as follows:

[GCA Round Number](Name of Winner Team) vs (Name of Loser Team)

(ex.) [GCA Round 1] Team A(W) vs Team B (L)

Punctuality is expected from every team. Failure to report match results on or before the deadline will result in automatic void for that match (disqualification for both teams involved).

We will not tolerate irresponsibility on the part of the teams.

DURING THE GAME

Attitude during the Game

Proper gaming attitude is expected from every individual and every team. Severe trash talking or picking fights with other teams will be dealt with proper sanctions either game loss or disqualification. Everything can be solved in a professional and peaceful way.

Item Restrictions

There will be NO ITEM RESTRICTIONS

Game play

Backdooring:

- Backdooring is not allowed. This means that players are not allowed to approach an enemy building and attack it without any creep wave.
- If you've reached any opponent building with creeps you are allowed to continue attacking it even if the creeps are killed.
- You are allowed to backdoor if a building is in its deniable stage (10% of total building HP)
- Once you've entered the enemy base, you may backdoor on the other towers located at other lanes provided that you attack it from the point where you entered (ex. you entered with creeps from the bottom lane, you can backdoor top tower but you must walk across the enemy base from the bottom lane to the top tower NOT go around to the top lane and backdoor)
- A Warning or Game Loss will be given by the referee if Backdoor happens

Sharing of Items

- Sharing of items is allowed as long as the game permits

Abuses and Exploitations

- **Trees Trapping:** intentionally trapping enemies in trees is not allowed
- **Pause Abuse:** From the point after hero selection process is completed, pausing without any valid reason is disallowed
- **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 (moving in front of the creeps in zigzag manner to slow their progress). Using spells to slow down allied creeps going down the normal lane is not allowed.
- **Creep pulling** is allowed
- **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

Definition of Bugs

- Anything abnormal which will give a competitor / team an unfair advantage
- Anything which will cause interruption / fatal error to the game

Control Sharing: Control sharing is allowed

When there is one or more team mates disconnects, then you can share the control of that player(s)' hero provided that the items stay or the items can be sold through the left hero.

Penalties

Warning: If three warnings are accumulated then the team will lose for that particular match. If 6 warnings are accumulated then the team will be ejected from the Tournament.

Game Loss: A game loss given to a team means the team loses the current game no matter what the result of that game may be. A win would be awarded to opponent instead.

Disqualifications: A team disqualified will be ejected from the tournament. They will not be able to continue further in the current event.

Save Game and Disconnection

Game Saves

- First save will be at either:

1) 15 minutes into the game

2) First blood

- Second save onwards will be every 10 minutes of the game after the first save
 - Referee has the right to request for additional game save at any moment during the tournament
- Saved Game Validity

A saved game is outdated if since the saved game:

- A tower/barrack has been destroyed
- A total of 12 or more kills has occurred (Aegis charges lost count as kills)
- The net total kills changed by 4 or more (Aegis charges lost count as kills)

The net total is the difference in kill score between both teams.

Examples:

- An 11-4 score at the save leaves a net total difference of 7, a 11-8 score at the drop leaves a net total of 3. The net total went from 7 to 3, a change of 4, as such, the save is outdated.
- A 20-16 score at the save leaves a net total difference of 4, a 26-22 score at the drop leaves a net total of 4. The net total stayed at 4; however 12 kills happened since the save, as such, the save is outdated.
- A 5-3 score at the save leaves a net total difference of 2, a 12-7 score at the drop leaves a net total of 5. No towers/barracks were downed. The net total went from 2 to 5, 11 kills happened since the save, as such, the save is valid.

Intentional Disconnections

Any competitor found to have intentionally disconnected from the game will give that competitor's team a loss for that match

Unintentional Disconnections / Client Crashes

- If any competitors are disconnected within 15 minutes after the game start the game will be restarted
- If any competitors are disconnected 15 minutes after the game start:
 - If there is a valid save, the game will be reloaded
 - If the last save is outdated the game will continue

Fatal Error/Game Crash (all/multiple competitors)

- Any game crash before the 80 minute mark will be reloaded
- Any game crash after the 80 minute mark will not continue and a decision will be made by the Tournament Organizers based on the replay of that match.

The referee's/organizers'/admins' decision will be final. If the participant has any problems regarding the decision made by the referee, he/she can file a report to the organizers and it will be reviewed by the staff and referees.

If one team has more than 3 disconnections and reload within 1 game, the opponent can refuse to load if a 4th disconnection happens.

POST-MATCH COMPLAINTS:

For the post-match complaints, we will only give priority to the following reasons:

- on the grounds of cheating (maphack, bug abuse etc)
- rules violations (item restrictions etc.)
- player(s) from the opposing team has played for more than one team/cafe

Complaints regarding disconnections where (for example) team A complains that they lost the match because team B got disconnected after team A got a lot of kills **WILL NOT BE ENTERTAINED.** Disconnection rules will apply for all cases involving such.

It is your responsibility (unless a referee is present) to save your games especially after what you think is a very crucial turn of events.

NOTE: Marshalls/Tournament organizers who will referee a match that is not assigned to them without prior approval from the organizer assigned for that specific match or from one Head Admins shall be penalized and will be possibly removed from the organizing team.

How to contact the tournament organizers:

All matters regarding matches are to be sent via email to **gcadotaseriess@loadcentral.com.ph**

AND/OR

gcadotaseriess@yahoo.com, alvin@loadcentral.com.ph

OR

Via a Forum Thread addressed to the Organizers

OR

Via Forum PM sent to any of the organizers

These rules are for the GCA Tournament/GCA DOTA Series are subject to modification in the following aspects:

- Use of most recent patch/version release of each official game within Organizers' own discretion
- In-game settings and required factors necessitated by use of most recent patch version/release
- Garena Client settings

NOTES:

Downloading:

Warcraft Version Switcher: <http://ph.garena.com/forum/viewthread.php?tid=594595>

Most Stable DOTA Map: <http://www.getdota.com/>