

**DotA Constitution v1.2**  
**Revised for Davao Cyber Games 2007**

**Article 1. Tournament Setting**

**Section 1.** The version that will be used for the duration of the tournament will be DotA Allstars v6.43b.

**Section 2.** The game will be a 5 on 5 match.

**Section 3.** All matches will be on alternate All Pick mode.

**Section 4. Matches**

- a) Eliminations will be one-match knockout mode.
- b) Champion-Eliminations (Final 16 team eliminations) will be on a best-of-three match mode, where the third game is optional and will only be used in the event of a tie after the first two matches.
- c) Champion-Semi-Finals (Semi-Finals for final 8 teams) will be on one-match knockout mode.
- d) Grand-Championship will be on a best-of-three match mode, where the third game is optional and will only be used in the event of a tie after the first two matches.

**Section 5.** In case of a tie, the tie-breaker game will be an All Pick-Duplicate mode. No team is allowed to pick the same hero twice, but the other team can have as much similar hero or heroes as the other team.

**Article 2. Team Setting**

**Section 1.** Each team will have five (5) up to seven (7) members. Each team can have one (1) or two (2) reserve players.

**Section 2.** All teams must have a team captain.

**Section 3.** Each team will decide their team name. Team names and member game names must not be and must not contain offensive characters and words, other player's name, incorporates vulgar language, defamatory, obscene, hateful, or racially, ethnically or otherwise objectionable, belonging to any religious figure or deity, contains, is substantially similar to a trademark or service mark, whether registered or not, related to drugs, sex, alcohol, or criminal activity, comprised of partial or complete sentence such as "inyourface", that belongs to a popular culture figure, celebrity, or media personality, and comprised of gibberish words.

**Section 4.** Each team is required to pay five hundred (500) pesos, substitute players are free of charge.

**Section 5.** Substitute players are not universal. Substitute players can only substitute or play for ONE TEAM only.

### **Article 3. Pre-game and Hero Selection Process**

**Section 1.** All teams must be present fifteen (15) minutes before their required schedules. Ten (10) minutes of wait time will be given to late teams before they are forfeited. Time is synchronized from the head marshal's watch.

**Section 2.** The two (2) matched up teams are called up by the marshal/referee for briefing of the rules, toss coin, and for the hero selection. The hero selection may be done face to face with the other team or on-chat before the game starts.

**Section 3.** The team who wins the coin toss will choose only one of the following:  
(1) Host the game and gets to choose either Sentinel or Scourge side of the map to start  
(2) Be the team that chooses the first hero.

**Section 4.** The hero selection process has no time limit and will be done in the following manner;

Step 1:

Team that will start the selection process will have to decide the selection of their first hero. After their first hero is selected, the selection of hero will be passed over to the other team.

Step 2:

The other team will now have to decide their hero.

Step 3:

This process will repeat till both teams selected their five heroes. Referee will record down the heroes selected by both teams.

Step 4:

The two teams will go back to their seat and start the game. After game complete it's loading both teams are to select the heroes that they have earlier decided (heroes that are recorded down by the referee).

Step 5:

If any team is found to have any hero which is selected differently from what was decided earlier, the referee has to be informed immediately to have a restart of the game. However, the team which made the mistake of selecting the wrong heroes after game starts will be penalized accordingly (Warning or Game Loss).

**Section 5.** Substitutions are to be made before the start of every game and not in-between. Only players who are registered can substitute.

### **Article 4. Game Rules**

**Section 1.** First team to completely destroy the enemy's Frozen Throne or Tree of Life will be declared the winner or if some technical problem occurs or for the tie-breaker match, referee will declare the winner.

**Section 2.** All games have to start with the confirmation of the referee and/or marshal. The team creating the game must set the game to –ap.

**Section 3.** Players are not allowed to change seats once the game has started.

**Section 4.** Games can be saved at anytime provided that it is convenient to both teams. There is also a mandatory game save every thirty (30) minutes. This is every player and marshal/referee duty to do so.

**Section 5.** At the end of the match, players must maintain the final screenshots and receive confirmation from the referee. At the end of the game, replay has to be saved and named as DCG\_TEAM1\_VS\_TEAM2 by the winning team leader or at least one of the team members. Failure to do so will cause the game to be void and no winner will be declared for that game.

**Section 6.** The game will enforce a complete no feeding rule, no borrowing of any items, no ally control, and no buying of items from other teammate's gold. Items bought with the player's own money can only be carried or sold by him. This rule only applies to players on the same team. Players can pick up items dropped by their opponents. You can use your Flask of Sapphire Water only to heal your teammates but you cannot pass it, and you can also purge your teammates using Diffusal Blade but you cannot pass it.

**Section 7.** All heroes are allowed.

**Section 8.** All items are allowed, however Arcane Ring is only limited to one for every team. All other items have no limitations.

**Section 9.** Backdoor is allowed.

**Section 10.** Creep blocking is not allowed but creep slowing is allowed. Blocking here refers to the prolonged blocking of creeps to disrupt their usual path. (ie: Using Chen's creeps to block the entire entrance of the base for a long time.) Creep slowing means that you can stop the creeps from moving in their usual path for a few seconds. (ie: Using Earthshaker's Fissure)

**Section 11.** Trapping enemies in trees intentionally is not allowed.

**Section 12.** Pause abuse is not allowed. All teams are only allowed to have two (2) ingame pauses at their disposal in every game.

**Section 13.** No Exploitation of any known old or new bug discovered during play. Explanations like "exploiting/activating the bug unknowingly", "we had no idea this bug

existed" or similar excuses will not be entertained. Participants/Teams are expected to know what these are.

**Section 14.** Use of map hacks and other hack programs are strictly not allowed.

#### **Article 5. Disconnection Issues**

**Section 1.** Any team members who intentionally drop out of the game might cause that member's team to be given a game loss for that game. Appeals can be made but decision by the referee will be final. If the game hangs, do not change anything and leave the screen as it is. Pause the game and notify the referee immediately.

**Section 2.** If any players are disconnected within ten (10) minutes after the game has started, the game will have to restart. If any players are disconnected after ten (10) minutes from the game, the game will continue. For remake games, all players will have to pick the same heroes, they do not, however, necessarily be in their lanes as they were from the previous game or buy the same items.

**Section 3.** In the occurrence of game errors or unintentional player disconnection after the ten (10) minute mark, they just have to load the latest saved game and continue the game from that point.

**Section 4.** In case that there is no saved game and if all of the players' systems hang or the game cannot continue because majority of the players within the same game experience a game hang, the referee can decide to restart the game or award a win to either team.

**Section 5.** If a player disconnects and there is neither remake nor loading of a saved game, the team is allowed to; (1) Use the hero and his items; (2) Sell all items from the hero. They are not allowed to take the items and sell them, or take the items and use them, or buy items for the hero to use except for Town Portal.

#### **Article 5. Unsportsmanlike Conduct**

**Section 1.** There will be no intentional disconnection.

**Section 2.** No use of any settings exceeding standard and permitted settings.

**Section 3.** During the course of any match, the marshal and/or referee may determine other actions to be unfair play at any time.

**Section 4.** Unsportsmanlike behavior displayed by any members of any team will lead to a warning or disqualification at the marshal's discretion.

**Section 5.** Name calling and excessive shouting is not allowed.

**Section 6.** Any act of disrespect to the marshal or the opposing team is prohibited.

**Article 6. Penalties**

**Section 1.** The marshals and/or referees are to enforce the rules of the tournament and of the game, they cannot change, omit, alter, or add what is in the rules.

**Section 2.** The marshals and/or referees are allowed to exercise their full power and give sanctions and penalties accordingly. Their decisions are final.

**Section 3.** The following are just for reference to all concerned, the marshals and/or referees may need not follow them, they solely have the right to come up with their own sanctions. (1) Any players or teams that violated Article 5 are considered to commit a minor offense. They will be given two (2) warnings, the third time they do it, they will be given a game loss or disqualification from the tournament. (2) Any players or teams that violate Article 4 are considered to commit a major offense and therefore given a warning, the next time they violate the same article are immediately disqualified from the tournament.

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