



# Australian Esports University League

## Dota 2

Ruleset v1.1

Season 2, 2020

## Table of Contents

<b>1. Player Eligibility</b>	<b>3</b>
1.1. Terms & Conditions	3
1.2. Player Information	3
1.2.1. AEL Player ID	3
1.2.2. Student Verification	4
1.2.3. In-Game Name, Alias and/or Avatar	4
1.2.4. Game Account	4
1.2.5. Discord	5
1.2.6. Multiple Campus Locations	5
1.3. Team Information	5
1.3.1. Minimum Number of Players	5
1.3.2. Substitutes	6
1.4. Changes to Information	6
1.5. Player Bans	6
<b>2. League Information</b>	<b>7</b>
2.1. Matches	7
2.1.1. Match Scheduling	7
2.1.2. Match Start Times	7
2.1.3. Match Seeding	7
2.2. Competition Stages	8
2.2.1. Group Stage	8
2.2.2. Tiebreakers	8
2.2.3. Playoffs	8
2.3. Tiebreaker Scenario	8
<b>3. Player Connections</b>	<b>9</b>
<b>4. Observers &amp; Streaming</b>	<b>9</b>
<b>5. Match Settings</b>	<b>9</b>
5.1. Platform	9
5.2. Competition Format	10
5.2.1. Group Stage	10

5.2.2. Playoff Stage	10
5.3. Match Settings	10
5.4. Side Selection	10
5.5. Match Server	10
5.6. Game Conclusion	11
<b>6. Pauses</b>	<b>11</b>
<b>7. Match Rehosting</b>	<b>11</b>
7.1. Inappropriate Rehost	12
<b>8. Cosmetics</b>	<b>12</b>
<b>9. Sportsmanship</b>	<b>12</b>
<b>10. Cheating</b>	<b>12</b>
<b>11. Penalties</b>	<b>13</b>
11.1. Lateness Penalties	13
11.2. Dota Lateness Penalties	13
<b>12. Competition Administration</b>	<b>13</b>
<b>13. Version History</b>	<b>14</b>

# Overview

As an Australian University Esports League (AEL University League) competitor, players must abide by rules listed within this document.

## **1. Player Eligibility**

Players may register their interest or teams via the [AEL Website](#). A team can only consist of players from the same institution. For teams from institutions with multiple campuses, please refer to [1.2.6. Multiple Campus Locations](#).

### **1.1. Terms & Conditions**

Players wishing to enter and compete in this tournament must have read, adhere to and be aware of the [Terms & Conditions of Entry](#).

### **1.2. Player Information**

Users are required to forward accurate personal details when registering for the tournament. All personal information a user provides to the Australian Esports League must be accurate. Any information collected will be handled pursuant to our [Privacy Policy](#).

#### 1.2.1. AEL Player ID

An AEL Player ID is an identifying number that will be used to track your registration. All players must provide an AEL Player ID when signing-up to an AEL competition.

To obtain an AEL Player ID, please head to this [form](#).

### 1.2.2. Student Verification

A player must provide a current and valid student ID or statement of enrolment issued by their tertiary institution in order to compete in this competition. Student ID's and statement of enrolments will be verified prior to the competition start date.

A statement of enrolment may be obtained from the university for FREE or a FEE, this is dependent on each institution. Please seek your institution's assistance prior to contacting the AEL University League admins for help.

### 1.2.3. In-Game Name, Alias and/or Avatar

All players must label themselves in their matches with in-game alias' similar to or distinguishable enough to their alias provided during registration.

Inappropriate alias', handles or avatars will not be tolerated, including names which contain themes of discrimination, racism or sexism.

### 1.2.4. Game Account

Competitors must play on their own game accounts that have been provided to the AEL during registration.

You must provide your correct account details or you will be ineligible to compete. game accounts are the sole responsibility of the user. We are not responsible for any issues, problems or concerns regarding game accounts.

#### 1.2.5. Discord

The AEL University Esports League's Discord channel will be the primary mode of communication between players and tournament officials regarding this tournament.

All players must join the AEL University Esports League [Discord channel](#). Teams that do not abide by this rule and miss out on communications may be subject to disqualification from the league.

#### 1.2.6. Multiple Campus Locations

Institutions with multiple interstate campus locations may compete under the same team.

### **1.3. Team Information**

Teams must be formed only with players from the same Australian University. A player may only play for one team per game for the duration of the tournament. This includes substitute players (a player may not substitute for two different teams, even within the same organisation).

Team names containing any of the following will not be tolerated: profanity, racism, sexism, drug use or too big in size. Refusing to change a team name or repeat use of an inappropriate name will result in punishment. Teams may not use the name of a team which is not theirs.

#### 1.3.1. Minimum Number of Players

The minimum number of players for a team when registering in the AEL University League: Dota 2 is 5 players.

### 1.3.2. Substitutes

Teams are allowed up to two (2) substitute players during the tournament.

Player substitutions may only occur prior to a map/game starting. All substitute players must also be enrolled at the same institution as their teammates.

**Note: additional substitutes may be allowed at the discretion of an admin and the opposing team.**

## **1.4. Changes to Information**

If a player seeks to change their information, please contact the AEL University League admins via the Discord by opening up a ticket via the #support\_request channel ([1.2.5. Discord](#)).

## **1.5. Player Bans**

Players that have been banned from their respective games, either by tournament organisers, AEL or game publishers will not be eligible for this competition.

## **2. League Information**

### **2.1. Matches**

The AEL will arrange teams into matches and provide a schedule three (3) days prior to the competition start date.

#### 2.1.1. Match Scheduling

Matches should be scheduled with, at minimum, 24 hours notice. Matches can be scheduled or rescheduled by contacting the opposing captain via Discord. Matches that are not scheduled with at least 24 hours notice may be further rescheduled by an admin.

#### 2.1.2. Match Start Times

After the scheduled match time has passed and players haven't joined the lobby penalties will be applied as per [11.2.](#)

After 10 minutes the first game will be deducted with a further game being deducted every 10 minutes.

Any further time will be granted solely at the discretion of the waiting team or an administrator. As such competitors are encouraged to check in within 15 minutes prior to the scheduled starting time.

#### 2.1.3. Match Seeding

A team that is designated on the LEFT/TOP SIDE is considered Team A. A team that is designated on the RIGHT/BOTTOM SIDE is considered Team B.

## **2.2. Competition Stages**

The competition will consist of three stages.

### 2.2.1. Group Stage

The group stage will consist of multiple groups of teams battling it out for their spots in the playoffs.

The top two teams from each group will advance to the Playoffs Stage.

### 2.2.2. Tiebreakers

The tiebreaker stage will only occur if teams in the group stage are tied with one another.

### 2.2.3. Playoffs

The playoff stage will be a double-elimination bracket with the top teams from the group stage.

The playoff seeding format is as follows:

A1 vs B2

D1 vs C2

B1 vs D2

C1 vs A2

## **2.3. Tiebreaker Scenario**

All ties in standings will be resolved in the following order:

1. Head-to-Head Results
2. Time Rating of All Victories

If any step resolves the tie for one or more teams but not all teams, a new tie will be declared between the remaining tied Teams. This tie will be resolved using the same tiebreaking mechanisms listed above.

**Note: additional 'tiebreaker' matches may be organized at the discretion of an admin as per [2.2.2. Tiebreakers](#).**

### **3. Player Connections**

Player connections are solely the responsibility of the individual. Should an issue arise regarding widespread connection problems to the server, then the match is rescheduled, cancelled or postponed. This decision is made at the discretion of the administration team.

### **4. Observers & Streaming**

Only tournament admins or casters that have been approved by AEL admins may observe in game and/or stream the matches.

Players may only stream their point of view.

Teams that allow an individual to cast their matches may be penalised or have matches overturned.

### **5. Match Settings**

#### **5.1. Platform**

Dota 2 is to be played on PC (via Steam).

## **5.2. Competition Format**

### 5.2.1. Group Stage

The Group Stage will consist of Best of 2's (2x Best of 1's).

### 5.2.2. Playoff Stage

The Playoff Stage will consist of Best of 3's.

## **5.3. Match Settings**

The Game Mode for this tournament is Captains Mode.

The team with the higher seed (Team A) will be awarded host. However, if both teams agree due to location or other issues, the host may be changed to the lower seeded team (Team B).

## **5.4. Side Selection**

Selection Priority will be determined by a coin flip with the winner deciding the first game's side selection and the loser deciding the second game's side selection.

For a playoff match, the in-game setting for Best of Three (3) will be used alongside a coin toss.

## **5.5. Match Server**

Match servers will be hosted by players. Ensure that the match settings listed above ([5.3. Match Settings](#)) are adhered to.

## **5.6. Game Conclusion**

A game is concluded once a team destroys the Ancient, when the majority of a team leaves on purpose and/or when the administration concludes a game is completed.

A game is not forfeited when a player types 'gg' or 'ff', please wait until the ancient is destroyed.

## **6. Pauses**

Each team has a right to pause for a total of five (5) times or up to a total of ten (10) minutes, whichever is reached first.

Once a pause is required, an announcement in All Chat (SHIFT + ENTER) stating a pause is required and reason (unless a disconnection occurs).

A game must not be unpaused until both teams acknowledge they are ready.

Once a total of five (5) pauses are initiated or a total of ten (10) minutes is reached in pause time, the match must resume.

## **7. Match Rehosting**

Players may encounter issues during tournament play that may require a rehost.

Matches can only be rehosted if an issue occurs with the server.

## **7.1. Inappropriate Rehost**

A rehost may not occur due to incorrect cosmetics or wrong hero picks.

## **8. Cosmetics**

All cosmetics are allowed in this competition.

## **9. Sportsmanship**

Users are required to uphold, observe and respect a reasonable level of sportsmanship. This level of sportsmanship is expected to be conducted prior to, during and after matches and during their general participation in Our tournaments. Unsportsmanlike conduct is not allowed. This includes, but is not limited to, interactions with other teams and general abuse or non-compliance towards administrators, casters or spectators.

## **10. Cheating**

Cheating will not be tolerated in any form. This includes but is not limited to; bugs, cheats, scripts, hacks and macros. The offender and potentially the team will forfeit all matches for the current tournament.

## **11. Penalties**

Tournament officials reserve the right to issue any of the following penalties:

- Warning
- Final Warning
- Forfeiture of a single round or game
- Forfeiture of a match
- Player suspension from competition
- Player disqualification from competition
- Team disqualification from competition
- Temporary ban from all AEL events
- Permanent ban from all AEL events
- Forfeiture of prize money

### **11.1. Lateness Penalties**

See [2.1.2. Match Start Times](#)

### **11.2. Dota Lateness Penalties**

If a team is more than five (5) minutes late to their scheduled match, forty-five (45) seconds of reserve time will be forfeited.

## **12. Competition Administration**

A no-tolerance policy will be in place for abuse, harassment and/or assault of any AEL or Game Admin.

In addition to this, administrators reserve the right to alter and/or update the rules at their own discretion to maintain competitive integrity.

## **13. Version History**

Version	Date	Change Log
0.1	22/06/2020	
0.2	19/07/2020	
1.0	23/07/2020	
1.1	27/07/2020	Formatting