

Dota 2 Rules Frag 17



DOTA 2

General

General Rules

- Every player must be registered on the tournament's platform.
- Every player must read, understand, and agree to the rules for participation in the FRAG tournament.
- Players agree to and consent to these rules, as well as FRAG's authority to enforce them, as a condition of their participation. Each player is therefore expected and required to abide by the rules, and any failure to follow them will result in punitive measures.
- Every player on the team must own a BYOC ticket before the tournament.
- Every player has to be physically present at FRAG to participate in any tournament.
- Every player must play with their main game account during the entire tournament. No smurf/alt accounts will be allowed.
- Finals might be played on stage. If that's the case, the teams are required to move their setups.
- Every team must hold an appropriate name. Any team attempting to sign up for a tournament with a name deemed unsuitable will be asked to create a new team name in order to participate. Rules are subject to change by Tournament Administrators at any given time if deemed necessary.
- Any Tournament Administrator decisions are final.

Team Roster

Team Captain

- Each team must have a designated captain. The captain is the link between the organizers, administrators, and their team before, during, and after the event.
- The captain must be a member of the team.
- The captain must check in their team on Friday in the DOTA 2 Discord channel.
- The captain has to report their team matches on Discord after each game.
- The captain has to contact other captains during the tournament to coordinate the next game that has to be played.
- The captain has to be reachable at all times during tournament hours.
- The captain has to frequently check the DOTA 2 Discord channel for any updates.
- The captain will be the spokesperson of the team in case of a dispute.

Streaming / Spectators

- Streaming is allowed with a delay set to a minimum of 3 minutes unless mentioned otherwise by a Tournament Administrator.
- In-game spectators are not allowed.
- Official streamers are allowed to spectate any game at any given time.

Tournament

**Any disputes must be brought up to a Tournament Administrator as soon as possible.*

Tournament Rules

- All games are played in Captains Mode.
- Round-robin BO1 games must have automatic (coin-toss) selection for first pick.
- Playoff BO3 games must have automatic (coin-toss) selection for first pick.
- Should a player drop during a game before first blood (e.g., disconnected due to technical problems), the game is either paused until they reconnect or the map is restarted with the same picks and bans. In any other case, the team can use the pause option for a maximum duration of 10 minutes; the team must continue the game 4v5 while their player reconnects.
- Should a player drop during the pick phase, the game should be paused, after which both teams can negotiate to restart the pick phase or wait for the player to reconnect.

Banned Skins

- No skins are banned for this tournament. However, skin mods such as Dota 2 Skin Changer are not permitted.

Tournament Format

- When a match ends, the team captain from each team must come up to the desk to report the match outcome to the Tournament Administrator. Following confirmation, your next match will be displayed on the tournament's platform.
- During the group stage, if a team is not fully present in the lobby 10 minutes after the scheduled time, their match will be automatically forfeited. Any matches that started after the scheduled time will be discarded. Proof showing the current time must be presented immediately to the Tournament Administrators for confirmation.
- During the playoffs, if a team is not fully present in the lobby 10 minutes after the scheduled time, they will lose the first BO3 match. If after 30 minutes from the scheduled time of the first match the team doesn't show, the series will be forfeited to the team present. Proof showing the current time must be presented immediately to the Tournament Administrators for confirmation.
- Each round of a BO3 must be played one after the other. No breaks will be allowed between rounds.
- You may challenge scoring to the Tournament Administrators. Procedures and decisions are at the discretion of the Tournament Administrators. Any delay must be immediately reported to a Tournament Administrator.

Technical Issues

- For any valid reason (disconnection, lag, equipment issues, dispute), each team is allowed to pause the game for a maximum duration of 10 minutes.
- "Strategic" breaks are not allowed.
- Teams that requested a pause need to announce the reason before or immediately after the pause.
- Custom game hosts/moderators/players have to pause the game immediately when staff requests it in chat.
- When resuming the game from a pause, both teams need to confirm that they are ready to continue.
- If the total pause time of 10 minutes runs out, the game has to be resumed, whether the issue got fixed or not. If one team refuses to resume the game, the opposing team will receive a default win.
- Tournament Administrators hold the right to request teams to pause during the match in case of any other issues, and the time used to pause the match will not count against the team it was requested for.
- Tournament Administrators hold the right to make the final call in regard to a pause. Any proven false claim of an issue in order to benefit a team will result in a sanction at the discretion of the Tournament Administrators.

Tournament Structure

- The tournament begins with a Round Robin group containing all teams on Saturday, where each team plays every other team in a Best of 1 match for a total of 7 games per team.
- On Sunday, teams will be seeded into a Single Elimination bracket based on their placements in the Round Robin group stage (each match in the bracket is a Best of 3).
- Ties in the Round Robin will be broken by head-to-head record.
- In circumstances where there is a three-way tie where the head-to-head record doesn't determine a winner, the three teams will participate in a 5v5v5 Overthrow match (provided it is approved by all captains; otherwise, placements will be determined by game length).

Code of Conduct

All players are expected to exhibit good sportsmanship and maintain respect for one another, players, visitors, and Frag and Black Rock Esports staff. They are to treat others as they themselves would like to be treated. Any behavior that is considered to be inappropriate and in violation of the code of conduct includes, but is not limited to, the following:

- Unsportsmanlike behavior, or physical or verbal abuse towards players, staff, or any participant.
- Acting in an unsportsmanlike or disruptive manner, or with the intent to disrupt or undermine the legitimate operation of the Tournament, or to annoy, abuse, threaten, or harass any other person.
- Engaging in collusion, which is any agreement between two or more teams or players on different teams to predetermine the outcome of a game.
- Hacking, exploiting, using any kind of cheating device and/or cheat programs, or any similar cheating method.
- Intentionally using any in-game bugs or so-called "hacks" to seek an advantage.
- Cheating, manipulating game files, using unapproved game modifications, or any other method by which one may gain an unfair advantage over another player.
- Drugs, alcohol, illegal substances, illegal activities, and gambling are strictly prohibited on-site. Players under the influence of drugs, alcohol, or illegal substances may be removed from the tournament and/or the Frag event.
- Engaging in violence or any activity which is deemed in the judgment of the Tournament Administrators to be immoral, unethical, disgraceful, or contrary to common standards of decency.
- Touching or otherwise interfering with lights, cameras, or other studio equipment.

You must inform a Tournament Administrator if you witness inappropriate or suspicious behavior as soon as possible. Picture (screenshot) proof or video (screen recording) proof is highly recommended to facilitate the resolution of the problem. Any player who violates these rules may be disqualified or sanctioned. Warnings and sanctions may lead to the immediate disqualification and removal of the player and their team from the tournament and/or the Frag event. This decision will be at the discretion of Frag. You can talk to your Tournament Administrator if you see any improper or suspicious behavior.