

Australia Esports Federation Dota 2 Premier League Season 1 Rules and Information

1 TOURNAMENT STRUCTURE

1.1 Schedule

The online stage of the tournament will commence on the 8th of October 2018 and finish 15th November 2018. For all divisions, each team will be play 1 best of 3 series per week.

Premier Division matches will be played in 4 available time slots: 8pm Monday, 8pm Tuesday, 8pm Wednesday, and 8pm Thursday.

Challenger Division matches will be played in 4 available time slots: 8pm Monday, 8pm Tuesday, 8pm Wednesday, and 8pm Thursday.

All referred times are in Melbourne/Sydney time zone, to be affected by Daylight Savings where appropriate.

The offline stage of the tournament will involve the top 3 teams in the Premier Division. These teams will participate in a Lan Finals stage on the 15th of December 2018. This finals will be held in Sydney. Lan Finals details are subject to change.

1.2 Format

1.2.1 Qualifying

Each Division consists of 8 teams.

There will be 2 Open Qualifiers held on 8th-9th October and 10th-11th October. Each qualifier has 32 slots and will begin at 8pm AEST. The 2 winners of the Open Qualifiers earn slots in the

Premier Division. The qualifier will be played in a single elimination bracket of Best-of-1s, except the final, which is Best-of-3.

Each series won in the Open Qualifier grants 1 point to the team. The 8 teams that win the most points over the 2 Open Qualifiers combined, except the 2 winners, are granted the 8 slots in the Challenger Division.

The top 4 teams from the previous season's top division retain their slots in the Premier Division.

The 1st placed team in the previous season's second division earns a slot in the Premier Division.

There will be a 'Admin's Invite' for the last slot in the Premier Division, granted to a team deemed deserving that did not otherwise earn a slot. If any of the invited teams from the previous season turn down their invite, they are replaced with another 'Admin's Invite'.

1.2.2 Group stage

The Group stage begins on 15th October.

Premier Division teams will be seeded into 2 groups of 4 teams each. Seeding is as follows: Group A comprises the 1st and 4th team from the previous season, 1 Open Qualifier winner chosen randomly, and the 'Admin's Invite'. Group B comprises the 2nd and 3rd team from the previous season, 1 Open Qualifier winner chosen randomly, and the promoted team.

Each group will be playing a single round robin format, where each team will play each other team. Matches in the main tournament will be played in a Best-of-3 format.

Challenger Division will be played over a 7-week period in a single round robin format, where each team will play each other team. Matches in the main tournament will be played in a Best-of-3 format.

Each game in a series that a team wins grants 1 point. Winning a series without losing a single game will grant 1 additional point. For example, the team that wins 2-0 will gain 3 league points and the team that wins 2-1 will gain 2 league points. The team that loses 1-2 will gain 1 league point and the team that loses 0-2 will gain 0 league points.

The winner of the Challenger Division will be the team with the highest number of points at the end of the season.

The first tie breaker will be total number of 2-0 victories, and the second tie breaker will be the results of their head-to-head match. As a final tie breaker, there will be a play-off in a Bo3.

1.2.3 Bracket stage

The 8 teams from the Premier Division will all be moving into the Bracket stage. This is a double-elimination bracket where the top 2 teams from each group start in the upper bracket, and the bottom 2 teams from each group start in the lower bracket. All series in the Bracket are Best-of-3.

The elimination bracket will continue until there are 3 teams remaining, with the Lower Bracket finals and the Grand Finals to be played. These 2 series will be played on LAN. The Grand Finals will be Best-of-5.

2 REGISTRATION

2.1 Availability

The AEF Dota 2 Pro League Season 1 tournament is available for all teams provided that they can play on a stable connection to the Australia game server.

2.2 Sign Up

Open qualifiers are open for all teams from Australia, New Zealand, and SEA to register, excepting those teams already invited. Sign up will be done via the Epulze client.

Direct invites for the Premier Division's 6 invited teams will be sent out before the Open Qualifiers.

All team captains and players have a responsibility to read the tournament rules, and check the schedule for their games based off this PDF document sent to them prior to the start of the season, as well as the Discord chat. These are the official channels of communication between Tournament Officials and Captains or Managers.

AEF reserves the right to decline applications from teams to join our events, or to ban individual players from participating. This is subject to various factors, including but not limited to: previous poor behaviour, previous breaking of rules, forfeiting or disqualification from previous events, etc. All AEF decisions on this matter are final.

3 GAME PLAY

3.1 Game Version

All games in the AEF DPL tournament will be played using the current game version of Dota 2, as it is provided by Valve Software. If there are game updates during the tournament, then the most recent game version will be played.

3.2 Game Mode

All games will be played in the Captain's Mode format. A coin flip will occur before each game for a series. The team that wins the flip will choose side or pick order. The team that did not win the flip in the first game will get to choose side or pick order for the second game. If there is a third game, there will be another coin flip.

3.3 Pauses

Teams are entitled to pause the game if there are latency issues or if a player disconnects during the middle of the game, or even if they just need a break for any reason. AEF are aware of technical issues with Dota 2 and will allow players to pause games within reason.

Teams are entitled to a total of 15 mins pause time each, per game. Explanation for each pause in game should be provided by the team.

If a team exceeds their pause time, it is up to the opposing team's discretion to use their own pause time to wait. If the opposing team does not agree for more time, then the team with the disconnected player(s) must continue to play with remaining players, but they may use the missing player(s) hero, as per the ingame client.

Teams that intentionally unpauses the game during the allocated time may be penalised for unsportsmanlike behaviour. Penalties may be deduction of league points or fines, as determined by the AEF admins.

Teams are allowed up to 5 minutes of rest time in between each game in a series.

3.4 Remaking of Lobbies

If there is an issue that arises during the drafting stage or first 5 minutes of gameplay, a team may suggest a remaking of the game. This is up to the opposing team to accept.

If a remake is requested due to a player's inability to maintain a stable connection to the game server, due to either hardware or internet connection issues, then the player's team may request that the game is remade with a replacement drawn from their list of registered substitutes. This must be approved by the other team.

In that case, the game will be remade as a Captains Mode lobby, and drafters will pick and ban the same heroes up to the point where the previous lobby was remade.

If a remake is to occur after the drafting stage has been completed, it will be remade as an All-Pick lobby and players will pick the same heroes with no exceptions. There is no requirement from that point on regarding gameplay decisions such as items, skilling of abilities or any other variable.

There will be no remakes for the Open Qualifier stage.

3.5 Game Server

All games are to be played on Australia servers, with no exceptions. If a connection cannot be made to the servers for technical reasons, the series will be rescheduled. Note that this is not if a singular player cannot connect, but rather the server itself is down. AEF admins have final say on reschedules due to server issues.

3.6 Lateness

Any lateness will be penalised by levels 1, 2 or 3 drafting time penalties, for less than 5 mins, 5 to 10 mins, and 10 to 15 mins lateness respectively. Any lateness in excess of 15 mins will result in a game forfeit in favour of the other team. Any lateness in excess of 20 mins will result in a series forfeit in favour of the other team.

Lateness to Open Qualifiers or failure to check in will result in forfeits.

It is the responsibility of players to ensure that their game client is fully updated. Lateness based on the need to download the update will not be accepted, unless in exceptional circumstances, to be decided at admin's discretion.

4 PRIZE MONEY

4.1 Distribution

The winning team of the AEF DPL Season 1 Premier Division will take away \$3000. The second team will take \$1500. The third team will take \$500.

The winning team of the AEF DPL Season 1 Challenger Division will each receive a Kuiper Gear Mouse and Mousepad set of their choice.

Any prize won will be sent by the AEF to the Captain or Manager of the winning team. From that point on it is the responsibility of the team captain or manager to distribute prize pool.

5 TEAMS AND PLAYERS

5.1 Players per team

Each team can register up to 5 primary players and up to 2 substitutes within their roster (may be increased at the league's discretion). Each player may only be registered to one team. Players may not create alias ('smurf') accounts to hide their identities to get around this rule. If any player is found to breach these rules, both the team and players may be subjected to severe penalties up to and including disqualification from the event.

This should be considered a roster lock as per Valve event rules.

5.2 Stand-in players

Stand-in players may be used in special circumstances where a team cannot field 5 players drawn from their roster. A stand-in for a Premier Division team may be drawn from any rostered Challenger Division players, or any player not rostered onto a team for either Division. A stand-in for a Challenger Division team may be drawn from any player not rostered onto a team for either Division.

Each usage of a stand-in must be cleared in advance with an AEF admin. AEF prefers at least 24 hours notice but will accept less notice if unforeseen circumstances can be demonstrated, eg a player taking ill at the last minute.

Any team found to be attempting to abuse this rule will be subject to severe penalties up to and including disqualification from the event.

Stand-ins cannot be used for the Open Qualifier phase.

5.3 End of Season Transfers

If a Premier Division team changes more than 50% of their roster, then their invite to the next season is not guaranteed, and will be assessed on a case-by-case basis by AEF admins.

6 UNACCEPTABLE BEHAVIOURS

6.1 Unsportsmanlike

All players and teams playing in the league are expected to behave with good sportsmanship at all times. Any unsportsmanlike behaviour is subjected to a range of penalties that will be imposed by the league. Unsportsmanlike behaviours include, but are not limited to:

- In game swearing, trolling, spamming or any other action that is designed to anger other viewers or players
- Unpausing a game within the allocated period of 10 times when another player has disconnected
- Pausing a game without good reason in critical moments (tactical pause)
- Intentional feeding, ability abuses or deliberately throwing a game
- Giving false intent to surrender, such as saying “gg” and taking advantage of the opposition when they have assumed that you’ve conceded

All-chat that is part of friendly banter is a valued part of Dota2 and is such encouraged in reasonable doses. All-chat that is NOT friendly banter will not be tolerated. Admins reserve final decision on what sort of all-chat is acceptable and what is not, and penalisation applied where appropriate. The general rule here is ‘Don’t be a dick’.

Any player or team that conducts unsportsmanlike behaviour will be subjected to penalties ranging from deduction or league points, monetary fines or bans from the league.

6.2 Unprofessional

The AEF is a professional league designed for players who wish grow as professional players. As such, professional behaviour is expected at all times. Unprofessional behaviours include, but are not limited to:

- Not showing up to a game, without notification
- Showing up late to a game, without notification
- Quitting the league mid tournament
- Deliberately throwing games

A specific ban against any player accessing the twitch stream during a game they are participating in is in place. A game is deemed to have started when the lobby starts. Therefore no participating players are allowed to access the twitch stream during the drafting stage of the game. Any player found to be doing so will be considered 'stream sniping' and subject to the most severe level of penalties.

6.3 Legitimate Scheduling Issues

Rescheduling due to technical difficulties will be granted on a case-by-case scenario. These technical difficulties include, but are not limited to, inability to connect to game servers, inability to download updates, power grid failure, and natural disasters. A team desiring to participate in another tournament that clashes in time will not be granted a reschedule unless in special circumstances, such as unexpected progression, and will be granted on a case-by-case scenario.

7 PENALTY SYSTEM

7.1 Penalties: Light and severe

Light: All-chat that is not friendly banter

Lateness to games

Disrespect shown to either admins or opponents, in whatever way shape or form

Foul language in all chat, whether part of friendly banter or not

accidental 'gg' calls (chat-wheel)

Severe: Consistent all-chat mocking/flaming

Consistent lateness to games

Deliberately unpausing the game without agreement from both teams

Tactical pausing or dc to gain advantages

Intentionally feeding or losing games

Match fixing of any sort

False/cancelled GG calls.

Stream sniping

Penalties will range from, but are not limited to, players being suspended for a certain number of series, players being suspended from playing entirely, teams being awarded forfeits, and teams being disqualified. All penalty actions will be documented in a report released no later than 3 business days after the event.

All penalty actions taken will require a majority decision from all AEF tournament officials.

7.2 Tournament Officials Accountability

Any decision made through Admin discretion will be reviewed by another Admin in the interests of objectivity and consistency within this AEF rules document. In any decision that imposes a penalty on a player or team, the Admin that made the decision will provide an explanation and rationale to the affected player or team.

8 TEAM PAYMENT DISPUTES

In light of recent events in the esports scene, it is come to the league's attention that the professionalism of esports teams' payments is not as good as it could be. In a tournament players or teams may experience internal disputes regarding payments.

If there are disputes of this kind, the AEF is happy to act as a 3rd party arbitrator for such matters to ensure that everyone is treated fairly. The directors of the AEF have experience with legal matters and will do its best to provide factual advice to all involved parties.

Admins reserve the right to make any final decisions on the rules based on their discretion and interpretation. All admin decisions are considered final. No debating or attempted altering of an admin decision by players will be tolerated. No attempted bribery or corruption of admins will be tolerated, and will be penalised severely.

9 SCHEDULE, BRACKETS AND RESULTS

The correct schedule, bracket and results are emailed to Team Captains/Managers or published on official AEF social media. Liquipedia pages should NOT be taken as accurate or up to date.

10 TERMINOLOGY CLARIFICATION

Game: 1 individual game

Series: The match-up including the entirety of the Bo3.

Substitute: A registered player on a roster who is not part of the primary 5.

Standin: A non-registered player standing in as a replacement.

Admin: AEF currently have 2 official admins, aka Tournament Officials: Charlie 'Cerulean Blue' Fenderson, Elliot 'Cognus' Yung. Any changes to admin positions will be announced officially.