ISCA Games 2024
Rules and Regulations LAN Gaming - DOTA

1. **LAW OF THE GAME**

   The normal rules of LAN gaming (DOTA) shall apply.

2. **REPRESENTATION**

   Teams must consist of 5 members and a maximum of 1 reserve member from their respective firms. Members must be currently employed by their respective firms and must produce proof of employment on competition day.

3. **GENERAL RULES**

   a) Team composition must be decided 2 weeks prior to the competition start date, and their names must be given to the convener. If there are any changes to team composition after the submission date, it will be reviewed by ISCA and the convener on a case to case basis to determine if the change is acceptable.

   b) If one team has not shown up 10mins before the stipulated match time, a default win should be requested by the other team. The default win for both games will be confirmed by an admin under normal circumstances.

   c) A coin toss will determine the decision maker of the match. The winner of the coin toss can either pick the side or the drafting order for his/her team. For example, the winner of the coin toss chooses to pick a side, and then his opponent will be taking the first pick or if the winner decides to take the first pick, his opponent will choose the side.

   d) Best of three (or three games series): Every game will start with a coin toss.

   e) The hosting team has to put the following settings to the lobby:
      - GAME MODE - Captains Mode, unless stated otherwise by the individual competition rules
      - PENALTY-RADIANT - None, unless stated otherwise by an admin
      - PENALTY-DIRE - None, unless stated otherwise by an admin
      - SERIES TYPE - free choice, recommended to fit the match mode
      - Enable cheats – No
      - Fill empty slots with bots – No
      - All Chat - No

- VERSION - Tournament, unless stated otherwise by an admin or official announcement
- SPECTATORS - Enabled DOTA TV DELAY - 2 minutes

f) The hero pool always consists of all heroes the game mode allows and might therefore change several times during the competition. The game must not be paused during the draft, unless a drafter disconnects.

g) Each team has the right to pause the game for an acceptable duration, if a player announces it at least three seconds in advance and calls a coherent reason (exception: not necessary, if someone disconnects). The game must not be resumed before both teams agree with it. When the number or the duration of breaks becomes too high or long, the administration may force the continuation of the game.

h) If a player disconnects, the game is to be paused instantly. Everyone has up to ten minutes to reconnect to the game (if the same person disconnects more than once, all times get added up). If this time is passed, the opposing team may continue the game, unless an admin demands the opposite. The affected player is in this case still allowed to rejoin later on.

i) If any serious bugs occur, the game has to be paused immediately and the administration decides how to continue. Abusing a bug is forbidden.

j) The usage of any Dota-related tool aside from Steam and Dota 2 during a match is strictly forbidden.

k) A game is finished, when an Ancient Fortress is destroyed, when the majority of a team leaves on purpose, or when the administration decides on it. (note: A game is not forfeited, when a player types "gg" or "ff". Always wait for the ancient to be destroyed!)

l) Breaking of the rules or ignoring the order of a convenor/ISCA may result in a punishment for the whole team. Type and amount is chosen by the convenor/ISCA.

m) Possible Team Punishments Default Loss for one game Default Loss for the whole match Time Penalty for the next draft Score Reduction (during a group stage) Disqualification

4. REFRESHMENT

All teams are to provide their own refreshments.