GESC: Indonesia Qualifiers Rulebook

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1. General information

GES Championship is a series of global DOTA 2 tournaments. This document pertains to the gameplay rules for the teams and Admin interaction within the competition for the qualifiers of GESC: Indonesia.

Tournament Administration (aka admin or administration) is comprised of representatives from GESC, Ligagame and Beyond the Summit-appointed competition staff.

The Administration is allowed to ignore or overrule any of the following rules in order to make the competition as fair as possible. In cases not covered by these rules, Administration has sole discretion and obligation to make what it deems the fairest possible ruling.

2. Tournament Overview

The qualifier will be divided into seven regions: Southeast Asia, China, Europe, CIS, North American, South America, and Indonesia.

For the Indonesia qualifier, an open qualifier will be open to any Dota 2 teams based in Indonesia consisting of a minimum of three Indonesian Nationals. Teams will play in a single elimination format, all matches will be Best of Ones. The top four teams of the open Qualifiers will compete with four directly-invited teams from Indonesia; BOOM ID, EVOS Esports, The Prime NND, Rex Regum Qeon in a closed qualifier.

For the Indonesia closed qualifier, eight teams are divided into two groups of four teams each where they play in a double-elimination (GSL) format for the group stage. All matches will be Best of Three. The top two teams from each group advance to the playoffs.

For playoffs, four teams will play in a single-elimination bracket. All matches will be Best of Three until the Grand Final which will be Best of Five. The winner of the grand final in each region will advance to the offline finals. The offline final is a Valve-sanctioned minor that will be held in Jakarta, Indonesia March 15-18 with a $300,000 prize pool.

3. Roster

Up to two stand-ins may be used each game. The stand-ins may not be active members of any team in the event. Stand-ins are expected to play with their primary (most well-known) nickname. If their official name is locked, they must declare their primary nickname to their opponents and broadcasters before the game begins. If a team uses more than one stand-in during the qualifier, they will be subject to the Qualifying Point penalties outlined in Valve's policies.

4. Nicknames

All players must play with their original nicknames which were sent to the Tournament Administration at the start of the tournament unless it is locked through Valve's long-term roster registration. Official rostered players must use a team's tag. Reserve players must have a stand-in tag.

5. Official Broadcasts

Unless otherwise indicated by the lead administrator, all Tournament matches will be played LIVE, with live broadcasts by official Tournament streaming partners providing coverage in a variety of languages to a global audience.

Only those commentators that are announced as official have the right to broadcast matches. All other broadcasts are considered as illegitimate and must be closed.

Spectators in the lobby reside there only at the referee's permission. Managers and other teams' players are not allowed to be in the lobby (except by explicit approval from both teams).

In order to prevent unfair play in online matches, broadcasts will be set with two minutes delay. The Administration may choose to increase this delay at its discretion.

Using rude lexis and insulting opponents / organizers during official Tournament matches is strictly prohibited.

Neither teams nor players competing in the Tournament may organize or publish unofficial livestreams of official Tournament matches. Teams / players are required to promote only the official tournament broadcasts.

Teams and all other content creators must receive permission from the Administration in order to use any gameplay / video content related to the tournament.

6. Refereeing

Match referees are responsible for organizing and judging every single match. Referees will make all decisions in accordance with the provisions of these regulations and will bring them to the attention of the teams.

Selection priority will be based on the Automatic Coin Toss system in Dota 2. Selection priority will be given to the coin flip winner for game one, the coin flip loser in game two. For the third game in a Best of Three or fifth game in a Best of Five, another coin will be flipped to determine selection priority.

Only the team manager or captain should communicate directly with the match referee for matches and controversial situations.

Official channels of communication during the Tournament include the game lobby, Discord, or direct personal communication between players and referees.

In case of dispute, the match referee and the Administration will be responsible for making a decision. Decisions on all disputes are final and not open to further appeal.

7. Disciplinary Penalties and Fines

7.1 Lateness

All teams are expected to join the lobby at least 15 minutes before the start of each match. Any team who does not have all 5 players in the lobby by the scheduled match time will be penalized according to the following rules:

5 minutes late - Level 1 Time Penalty
10 minutes late - Level 2 Time Penalty
15 minutes late - Level 3 Time Penalty
20 minutes late - Game 1 Forfeit (or match forfeit in BO1)
30 minutes late with no players in lobby / no communication from the players or manager – match forfeit.
1 hour late - Game 2 Forfeit (or series forfeit in BO3)
1 hour 30 minutes late - Game 3 Forfeit (or series forfeit in BO5)

In some cases, these penalties may be waived if the delay is a result of forces outside of the team’s control or matches in tournaments the Administration is coordinating with directly.

7.2 Pauses/Disconnects

In online matches, players are responsible for securing their internet connections and preparing a backup solution in case of a technical outage. Each team is allotted 10 minutes of in-game pause time per game. After this time has elapsed, the game must be unpaused and the team without remaining time may not pause again. Players are allowed to utilize the disconnected

player's hero/units until they return. If the player is unable to reconnect and less than 10 minutes of active gameplay have elapsed, an All Pick remake may be attempted at the Administration's sole discretion.

7.3 Cheating or using unauthorized programs

Teams found to be engaging in cheating, unethical behavior, obtaining any form of unfair competitive advantage, or otherwise using unauthorized programs will forfeit all affected matches. The Administration will have total discretion and final say over what counts as cheating. In extreme cases, and at the sole discretion of the Administration, cheating may result in a team being immediately disqualified from the Tournament or even being barred from future GESC Tournaments. Macro scripts are expressly forbidden (including any DOTA 2 configuration file, third party program, or other script which allows multiple keystrokes to be input into the game client through a single keypress or no human input whatsoever).

7.4 Stream viewing

Players are expressly prohibited from viewing broadcasts of their games during an ongoing match. This rule takes effect from the moment the lobby begins to load into game, includes any pauses in the midst of gameplay, and extends until the game officially ends and the game end scorescreen is displayed.

Broadcasts as defined for our purposes include live video streams, DotaTV feeds, stream chat rooms (including but not limited to Twitch chat), and text-based live report threads (such as those on Liquiddota.com)

While we recognize that players may not have intention of cheating when viewing streams, there is no way for an administrator to determine definitively what a player's intentions were when viewing a broadcast of an ongoing game. Therefore, any players found in violation of this rule will be punished; the severity of the punishment will be up to the administration's discretion.

7.5 Betting / Gambling

Players, managers, and other affiliates of participating teams are expressly prohibited from making bets of any kind that are in any way related to the event on matches, including virtual item bets (including but not limited to Dota2Lounge) or real money bets (including but not limited to Vulcun, eBettle, eGamingBets, Pinnacle, etc).

Indirect methods of betting (such as players / managers / other team affiliates who knowingly consort with 3rd parties to arrange bets on matches) will be treated the same way by the Administration as the direct methods outlined above.

In extreme cases, and at the sole discretion of the Administration, illegal betting may result in a team being immediately disqualified from the Tournament or even the team being barred from future events.

8. Dota 2 Rules

Southeast Asian games will be played on Singapore servers. Online tournament games will be played on the specified servers UNLESS both teams agree to play on an alternate server.

Teams who abuse gameplay bugs may be assigned a forfeit loss. If a team discovers a game-affecting bug (or potential exploit clearly outside of the developers' intended game design) during a game, they are expected to pause the game and immediately inform their opponent as well as the match referee in all chat.

The Administration will evaluate all alleged bug abuses and has full discretion to award a forfeit loss to any team found guilty of abusing a critical bug or exploit that affected the outcome of the match.

In cases where a game crashes or needs to be restarted, the Administration will exercise its best judgement to decide the correct course of action.

In general, for games which have just begun, an All Pick remake with all picks / bans remaining the same will be used. If players had already purchased items, placed wards, secured a level 1 Roshan, or entered the lanes, the same actions must be taken for the remake. Changing lanes for a game which was remade after the laning phase began is only permitted after heroes / creeps have met in the lanes.

In all cases, the tournament administration has ultimate discretion as to how to address a game that has crashed or needs to be restarted. The above regulations are only general guidelines, not hard / fast rules.

Teams that breach any of the rules will be disqualified.

Contact our Ligigame admin via Discord if you experience any issue with the games.
Discord Link: https://discord.gg/EZFnVvj
Good luck, have fun.