

## **Battle of the Aegis DotA 2 Game Specific Rules**

Before reading the rules below, please make sure that you understand the following:

- These rules and regulations shall govern the Battle of the Aegis DotA 2 Tournaments. By participating in the Battle of the Aegis DotA 2 Tournaments, all applicants and players accept and agree to abide by these rules and regulations.
- The Battle of the Aegis DotA 2 Tournament Rules will apply to all players participating in the events. Failure to abide by the rules set forth in this document, may lead to penalties outlined in this document. It should be noted that KLM E Sports reserves the right to decide on matters not specifically catered for, or detailed in these rules, or in extreme cases, decisions can be made to preserve fair play and sportsmanship.
- Should you find conflicting rules or unclear information, it is your responsibility to contact KLM E Sports for clarification before acting.
- The Tournament Directors decisions are final and can even overrule the rules stated in all documents if deemed necessary. The Tournament Directors may ban a player from the tournament in accordance with the applicable rules and regulations.



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## 1. Format

### 1.1

The Battle of the Aegis tournament is a division-based tournament where teams are placed in two separate divisions. The teams are then further separated in to two separate groups. Teams in their separate groups will play a Round-Robin group stage. Following the group stage, teams will be placed according to points, in to a Double Elimination Playoff Format. Teams that lose a match in the Upper Bracket will drop down to the relevant position in the Lower Bracket. Teams that lose a match in the Lower Bracket will be eliminated from the Tournament.

### 1.2

All matches will consist of three maps (Best of Three – Bo3). The team who wins the majority of the three maps, wins the match.

### 1.3

Any teams found to be “mutually agreeing” to a loss; or starting a match and forfeiting exceptionally early will be penalized, and may be disqualified.

### 1.4

Format Breakdown:

- **Match Format:** Best of Three (Bo3 – First team to win 2 out of 3 matches wins)
- **Game Mode:** Captains Mode
- **Average Match Length:** 2-3 Hours
- **Fielded Players:** 5v5 (Minimum allowed: 4v5 or 4v4)
- **Players Per Team:** 5



- **Reserves Per Team:** Recommended 1-3
- **Roster Locks:** ON for all Divisions

## 2. Side Selection

### 2.1

Team captains will perform a coin toss in the game lobby for Game #1. Selection priority will alternate for Game #2. If a Game #3 is required, teams will perform a coin toss in the game lobby to decide selection priority. Teams are to mutually agree to who is calling heads or tails, if undecisive, the higher seed will call heads or tails.

### 2.2

Teams with the highest seed would be as follows:

#### 2.2.1

The team that's ranked higher on the results log.

#### 2.2.2

If teams are ranked the same in points, your win percentage will be used

#### 2.2.3

If teams are still ranked the same in points, your finishing position from the previous leg will be used.





#### 2.2.4

If teams are still ranked the same, the team on the left side will gain priority.

### 2.3

Best of Three (Bo3) side selection process:

#### 2.3.1

Map 1 – The winner of the coin toss can pick between first pick/second pick/Radiant/Dire, the loser of the coin toss picks between the remaining options.

#### 2.3.2

Map 2 – Side selection priority alternates from Game #1. The loser of the coin toss in Game #1 can pick first pick/second pick/Radiant/Dire for Game #2, the while the other team picks from the remaining selections.

#### 2.3.3

Map 3 (If required) – When lobby is up and both teams are present, it must be decided which team will call Heads/Tails. If neither Team Captain can come to an agreement, the team with the highest seed will be given the choice.

**#Note: The above-mentioned selection process should always be followed in official KLM Esports Matches. If teams come to mutual agreements outside of what is stated above for their matches, they will not be enforced. So AT YOUR OWN RISK!**



### 3. Pauses/Connection Issues

#### 3.1 Connection Issues

- If a player disconnects from the server after the game has begun, the game must be paused by the Team Captain while the player is allowed to rejoin.
- If the match has been going on for less than 5 minutes and a player disconnects and is unable to rejoin, then the game should be restarted.
- In the event of a remake, players play the same heroes, buy the same initial items, pick the same spells, and go to the same lanes as they did in the prior game. Players may change lanes once the creeps in their initial lanes meet. If a team employed a strategy play (such as a level 1 Roshan) that is heavily dependent on the surprise factor of the draft in the opening minutes of the game, and a player legitimately dropped during this stage, and admin may allow a re-draft and re-match (of that individual game).
- Each team has an allowance of 10 minutes of total pause time. It is then up to the opposing team if they are willing to wait or un-pause. If the opposing team is willing to wait, it does not use of their 10-minute pause allowance.

### 4. Victory Conditions

#### 4.1 - A game is finished when:

- An Ancient Fortress is destroyed.
- A team forfeits
- An admin decides the match is over





- A team calls “GG” (Good Game). #Note: Please see section “11 – Calling “GG” (“Good Game”)”

## **5. Item Restrictions & Sharing**

- There are no item restrictions. Players may share items as far as the game permits.

## **6. Creep Blocking**

- There are no restrictions on creep blocks or creep blocking strategies.

## **7. Cheats, Bug Exploits and Forbidden Scripts**

- KLM Esports reserves the right to investigate incidents in which teams have been accused of exploiting a bug which is considered to be an unintended mechanic. KLM Esports can issue any form of punishment it seems fit for the situation at hand.
- Please contact KLM Esports for clarification before using a suspected exploit or bug during your match.
- Cheating is not permitted in any way, shape or form.
- No scripts of any sort are allowed.
- No bind scripts (bind with more than one function) are allowed.
- No software, hardware or drivers may be used to run a script or automate any function or macro.
- No 3<sup>rd</sup> party applications or external devices may be used whilst playing.
- No 3<sup>rd</sup> party scripts/programs which interact directly or indirectly with the game are permitted. This includes



AutoHotkey, cheat applications and any player-created applications.

- Any form of stream sniping is strictly prohibited.

## **8. Servers**

- Only RSA servers will be used.
- Teams may mutually agree to play on servers outside of RSA, however this is completely at the discretion of the teams themselves.
- Mutual agreements must be confirmed by both Team Captains, and the admins must be made aware. Failure to do so will result in game being played on RSA server.

## **9. Coaches**

- Coaches are not allowed to be used in Official KLM Esports Matches. Coaches are not allowed to join the game lobby. The only people allowed to join the lobby are:
  - o The 5 Players from Team A
  - o The 5 Players from Team B
  - o Official Casters/Streamers/Admins

## **10. Casting/Streams/Admins**

- Only KLM Esports admins and official broadcasters may join the game lobby as broadcasters or spectators.
- If a request for an interview with players before or after the game is made, players are well within their rights to refuse to participate in the interview.
- Players may stream their own point of view





- It is highly recommended that if you are streaming your own point of view, that you set a delay on your stream. KLM Esports cannot monitor who is watching your stream and will ignore disputes regarding “stream sniping”
- Casters that are not part of the Official KLM Esports Casters List may cast official matches if both team mutually agree to it.
  - If teams mutually agree to have an outside broadcaster/stream, the match agreement must be known to the Tournament Admins BEFORE match time.

## 11. Calling “GG” (“Good Game”)

- Once a team has called “GG” in public chat, the game will be seen as completed and the opposing team will be given then win.
- Calling a fake “GG” will earn your team a forfeit for the map, and the series will continue. The team responsible will also be under review by management.

