

RULES AND REGULATIONS

1. General

1.1 Administration & Announcements

- Everybody who is authorized by TechAura Gaming to administrate the competition based on its rules and regulations will be called an "admin" or "referee" in the following, the collectivity of all admins will be called the "administration".

- Official announcements as well as statements of referees at any place can ignore or overrule the following rules in order to make the competition

as fair as possible. In case of contradicting declarations, the most recent announcement or admin statement counts.

1.2 Participants & Teams

- Every person (unless officially banned) with a valid steam account is allowed to participate in the competition and will be called "participant" and the participants joining a team in order to fulfill the minimum required amount of team members will be called a "team" in the following.

1.3 Commitments

- By attending the competition participants acknowledge without limitation to comply with the rules and regulations, official announcement, and with the statements and decisions made by the referees.

- Every participant acknowledges the right for the administration to modify the rules and regulations for adjustments at any time without notice.

- Every participant has to show the needed respect towards referees and other participants. Insults and unfair or disrespectful behavior towards anyone are not tolerated and will be penalized.

- Every participant has to check for updates in time before each match. Unless a new version comes out right before the match, patching is not a valid reason to delay it.

- Every team accepts the official schedule of the competition and declares its ability to be available during these times.

2. Teams & Players

2.1 Registration and Team Size

- Registration fee: Rs. 1250 per team(Substitution Rs. 100-if any)

- In order to sign up for the competition, a team has to fulfill all requirements the tournament platform forces.

- A Team has to consist of at least five participants. Those persons will be called "team members" or "members" of the team in the following.

[Note: The administration highly recommends a lineup of at least 6 or 7 players. Unexpected issues for one single player are not a valid reason to postpone matches.]

2.2 Lineup Info

- Match bracket will be displayed on the screen after all the team has registered.
- All teams have to provide the administration the following information upon request:
 - team name
 - full names of all members
 - steam accounts of all members
 - primary nicknames of all members
 - identity of the captain
 - clan logo (100x100px or bigger) [optional]

2.3 Lineup Changes

- Team members can be removed anytime as long as at least five members are left. To request a removal, the captain of the team or the affected member himself has to contact an admin about it.
- A new member can only be added during the competition, if he/she hasn't played a game for another team inside the competition. To request an addition, the captain of the team has to provide the administration all additional information as per the above rule.
- If any data about the team needs to be changed, the captain of the team can request this towards an admin at any time. If any data of a specific team member needs to be changed, the participant or his captain can request this towards an admin at any time.

2.4 Bi Selection

- Depending on the number of teams, there can be a 'bi' round between the teams where a team may be selected to go to semi-final or final match directly (not in the first round) which will be decided through a coin toss by the admins or referees.

3. Schedule & Punctuality

3.1 Game times

- If a delayed end of a previous match prohibits a match to start on schedule (due to either one of the involved teams still playing), the match time is changed to 5 minutes after the end of the previous match.

3.2 Rescheduling

- The change of a match time is only possible under exceptional circumstances and has to be confirmed by the administration.

3.3 Punctuality

- All team members are to be present before the commencement of the game (5 minutes before the commencing of the game). If a team is not ready to start a game in time, the opposing team wins by default (as a means of forfeiting the game).
- In case of extraordinary circumstances, the referee may decide to abstain from forfeiting the game.

4. Hosting & Settings

4.1 Lobby Hosting

- Every game gets hosted by a referee. At least one member of each team has to be present at the time before the commencement of the game to communicate with the opponents and administration.

4.2 In-Game Room

- Only referees, anyone authorized by a referee, and the ten players are allowed to be inside the game room. Everyone else has no permission to enter.

4.3 Sides & Drafting Order

- Selection priority for the first game of a match is decided by a coin-toss done by the match admin.

- Before each game, the team with selection priority may either select a side or a draft order. The opposing team can choose the remaining factor.

4.4 Game Settings

GAME MODE - Captains Mode, unless stated otherwise by the individual competition rules

STARTING TEAM - Selection Priority

Enable cheats - No

SPECTATORS - Enabled (5sec delay)

[Note: For a better gaming performance, players are requested to bring their own mouse, mouse-pad, keyboard and headphone. Gaming mouse with multiple buttons are also allowed.]

5. During a game

5.1 Picks & Bans

- 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

5.2 Pauses

- 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.

5.3 Disconnects & Reconnects

- 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.

5.4 Spectators

- Every spectator can spectate the match through a projector which is provided in a separate room with a delay of five seconds.

5.5 Bugs

- If any serious bugs occur, the game has to be paused immediately and the administration decides how to continue. Knowingly abusing a bug is strictly forbidden.

5.6 Tools / Hacks

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

5.7 Ending

- 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!]

5.8 Final Match

- In order to be fair, the final match will be played in Best-Of-Three match.

6. Rule Violation & Punishment

6.1 Breaking of the rules or ignoring the order of an admin may result in a punishment for a whole team.

6.2. Possible Team Punishments

-Default Loss for the whole match

-Prize Money Reduction