



# ESWC 2008 DEFENSE OF THE ANCIENTS REGULATION



GAMES-SERVICES SA  
10, rue d'Uzès 75002 Paris, France  
T : +33 145 081 136  
F : +33 145 081 253  
E : [contact@eswc.com](mailto:contact@eswc.com)

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# CHAPTER 1 – GENERAL INFORMATION

## 1.01 DEFENSE OF THE ANCIENTS

Electronic Sports World Cup 2008 uses the game Warcraft III (Blizzard) in 5 versus 5 in-game players with the mod Defense of the Ancients.

## 1.02 REGULATION

The rules and regulations of Defense of The Ancients discipline are decided and written by the Regulation Committee (RC) of the Electronic Sports World Cup. This committee reserves the right to modify the rules and regulations from time to time without notice. It is encouraged to review these rules and regulations from time to time in order to be apprised of any changes.

## 1.03 ENFORCEMENT

The present regulation will be used during Electronic Sports World Cup 2008 national preliminaries.

# CHAPTER 2 – MATCH FORMAT

## 2.01 MATCH FORMAT

This chapter describes the different match format which may be used during a sanctioned tournament. The choice of the match format is at the sole discretion of the tournament organizer according to his tournament structure.

## 2.02 SINGLE-GAME

A “*single-game match*” is played in one game. The winner of the game is the team that has destroyed opponent ancients or if the opposing team forfeits.

## 2.03 TWO-GAMES

A “*two-game match*” is played in two games. The winner of the match is declared if one of the two teams has won both games. The match results in a draw if both team have won 1 game. The winner of a game is the team that has destroyed opponent ancients or if the opposing team forfeits.

## 2.04 BEST-OF-THREE GAMES

A “*best-of-three match*” is played in two or three games. The match ends when a team has won two games. The winner of a game is the team that has destroyed opponent ancients or if the opposing team forfeits.

## 2.05 TIE-BREAKER MATCH

A tie-breaker match is played as a “*single-game match*”.

# CHAPTER 3 – GAME SETTINGS

## 3.01 GAME VERSION

The competition uses the “Warcraft III – The Frozen Throne” video game and the mod “Defense of The Ancients”. The competition uses the latest stable map version which is currently the 6.48b.

## 3.02 GAME SETTING

The following game setting will be used by default:

- Game Mode: Extended League Mode (-Ap mode have to be typed in-game)

### 3.03 ITEMS AND HEROES RESTRICTION

The following heroes aren't allowed:

- Pit Lord / Azgalor
- Undying / Dirge
- Dark Seer / Ish'kafel
- Templar Assassin / Lanaya
- Sacred Warrior / Huskar
- Storm Spirit / Raijin Thunderkeg
- Faerie Dragon / Puck

Each team may only have in total:

- Two Necronomicon
- One Refresher Orb
- One Arcane Ring

Each team may only have in total either:

- Two Eul's Scepter of Divinity OR
- Two Guinsoo's Scythe of Vyse OR
- One Eul's Scepter and one Guinsoo's Scythe of Vyse

It is not allowed to buy items for other players on your team with exception of the following items which may not be sold if transferred:

- Clarity Potion
- Tango of Essifation
- Observer Wards
- Sentry Wards
- Scroll of Town Portal
- Flask of Sapphire Water
- Gem of Truesight
- Aegis
- Cheese
- Chickens / Animal Courier

The following items may be shared, but must be returned to its owner in a timely manner:

- Ring of Health
- Ring of Regeneration
- Void Stone
- Sobi Mask
- Perseverance
- Bottle
- Ring of Basilius
- Headress of Rejuvenation

It is allowed to share unit control to purchase items, as long as the item is delivered immediately to the player who paid for it.

An enemy item is an Item which are dropped from a kill or chicken. An enemy item may be picked up by:

- Any enemy player, and the item is now considered his. The enemy hero who picked the dropped item is allowed to give the item to his allies, use it during the game, or sell it for gold. If he chooses, however, to give the stolen item to a teammate, that item then becomes a permanent item belonging to the player to whom it was given, and then may not be transferred, but only used and sold.
- Any allied player, who must return the item to its own without attacking/using it (not even neutral creeps), or he can place the item near the fountain so the owner can take it. This will be viewed with tendency and will be judged by administrators if attacking happens to be accidental.

Item Divine Rapier is never considered as an Enemy item.

It is not allowed to purposefully suicide to drop item for another player.

It is not allowed to block his own creeps with the help of spells. It is only allowed to use hero model to intercept creeps.

It is not allowed to trap enemy in forest trees intentionally. However it is allowed to trap enemy in trees with spell "Sprout" from Furion.

Killing a teammate is allowed under the condition that the teammate is doomed or poisoned.

Backdooring is allowed. However a player can not use any form of teleport (fusion skill, ignis fatuus or boots of travel) to enter an enemy base unless his creeps are already present in it.

## CHAPTER 4 – MATCH PROCEDURE

### 4.01 BEFORE THE MATCH

Matches are played according to the tournament structure and the schedule provided by the tournament officials. Participants are encouraged to keep themselves informed about the schedule in order to avoid any delay or default loss.

Before the start of a match each team must introduce his team captain to the tournament officials. It can be one of his 5 players. The team captain must remain the same person during the entire tournament. The team captain is the person in charge of his team toward the tournament officials. He will have to announce which heroes his team removes and chooses.

For a match format "*single-game match*" the side choice between Sentinel and Scourge can be decided by the two teams themselves or by a coin toss if they don't find an agreement.

For a match format "*best-of-two*" each team play alternatively Sentinel and Scourge. For the first game the side choice between Sentinel and Scourge can be decided by the two teams themselves or by a coin toss if they don't find an agreement.

For a match format "*best-of-three*" each team play alternatively Sentinel and Scourge. For the first game the side choice between Sentinel and Scourge can be decided by the two teams themselves or by a coin toss if they don't find an agreement. If a third game has to be played the same rule than for the choice of the side for the first game applies.

Before each game each team will remove 3 heroes by following these steps:

- Team Sentinel removes 1 hero
- Team Scourge removes 1 hero
- Team Sentinel removes 1 hero
- Team Scourge removes 1 hero
- Team Sentinel removes 1 hero
- Team Scourge removes 1 hero

Each team then will pick 5 heroes by following these steps:

- Team Sentinel chooses 1 hero
- Team Scourge chooses 2 heroes
- Team Sentinel chooses 2 heroes
- Team Scourge chooses 2 heroes
- Team Sentinel chooses 2 heroes
- Team Scourge chooses 1 hero

For each of this step the team captain has 1 minute to announce his choice.

It is forbidden to have any hero which is selected differently from what was decided previously.

## 4.02 DURING THE MATCH

An official match may only be started and played when a referee has given the signal to start it. Any match started without approval of a referee will be considered as a non-official match. When a match involves the players to be ready, players have one (1) minute after the signal to be ready and start the match.

During an official match, players may not communicate with people not involved in the match even when there are pauses in the game. People involved in the match are the players and the tournament officials.

Players are not expected to leave an official game in progress unless it is authorized by the match format or it has been expressly authorized by the tournament officials.

During an official match players must save the game every ten minutes or after crucial points if there is no tournament official or host in the game. Players aren't allowed to save the game during a crucial point.

If a match is involuntary interrupted (player crash, server crash, network cuts ...) the following rules will apply:

- If the match is involuntary interrupted before the "first blood" or 10 minutes of game the whole match must be replayed. Before restarting the match all players have to pick the same heroes as and items as previously, and must go to the same starting lane. On initial creep contact, the players may change lane.
- If a player is disconnected after the "first blood" or 11 minutes of game :
  - If team A have killed 5 more heroes than team B during the period of the last savegame and the disconnection, then the team A can choose to continue the game without the disconnected player or to play from the last savegame. To calculate the number of kill teams must consider that a Tower counts for 3 kills, an Aegis counts for ½ kill and a Rax counts for 5 kills.
  - If the two teams have the same number of kill or less than 5 more for one of them, the match will restart from the last savegame.
  - If the same player disconnects more than 3 times, then the opponent can choose to continue the game without the disconnected player or to play from the last savegame.
- If the match continue without a player his teammates can:

- Use his hero and sell his items which can not be given to another heroes.
- Bring his hero to his base and sell his items.

## 4.03 AFTER THE MATCH

Each team must save a replay of the match.

When a team estimates being a victim of rules violations during a match, players are compelled not to stop the game by any means and to properly finish it. Once the match is over, the team captain may officially ask for an investigation to tournament officials. It is strongly advised to provide valuable information that may help the tournament director in his investigation. Unjustified and repetitive use of this right may be sanctioned.

For a match both team captains have to report the match score to the tournament officials and sign the report match paper. After signing the report match paper a team can't comeback on the score and ask for a complaint.

# CHAPTER 5 - RULES AND VIOLATIONS

## 5.01 WARNINGS AND SANCTIONS

A team may be cautioned and receive a warning if one of his players commits any of the following offences:

- refuses to follow tournament officials instructions
- arrives late at his convocation schedule
- shows dissent by word or action
- uses insulting language and/or gestures
- is guilty of unsporting behavior

A team may be cautioned and be sent off if one of his players commits any of the following offences:

- receives more than one warning
- is guilty of violent conduct
- uses any unlawful or unfair proceedings
- mislead or dupe any tournament official
- is not present at his match schedule
- violates a rule of this regulation

A team sent off immediately loses its current match, or next if not playing, by default loss.

After study of the infringement by the competition manager and the tournament director, a sent-off team may be subject to additional sanctions such as multiple default loss, disqualification of the team, and banishment of next year's competition.

A disqualified team will automatically lose all his next matches by default and loses all rights and prizes that would have been awarded. In a group stage, the previous matches' results within the group are cancelled and are also lost by default. All points won or lost are backwardly re-distributed.