



ESWC 2008 USA NATIONAL QUALIFIERS

DEFENSE OF THE ANCIENTS

ONLINE COMPETITION GUIDE

1.01 WARCRAFT 3

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 Warcraft III 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.

2.01 MATCH FORMAT

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

2.02 TOURNAMENT FORMAT

The tournament will be a single elimination bracket until the final four which will be a straight double elimination bracket.

2.03 SCHEDULE

Registrants	Stage 1	Stage 2	Stage 3	Stage 4	Stage5	Finals
16	Double Elimination Bracket					

The default match time for ALL matches will be broken down into one of a few time-slots depending on the amount of registrants. Matches will begin at 9:00 PM EST but can be re-scheduled if mutually agreed upon by the competitors (and approved by an admin) as late as 10:30 pm EST on the scheduled match night. A tournament administrator must be notified of the reschedule or the reschedule will be invalid!

Any matches that are not played by 11:30 pm EST will be ruled as a double forfeit.

3.01 GAME VERSION

The competition uses the latest version of “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'kael
- 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 is 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 an Enemy item.

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

It is not allowed to block a players own creeps with the help of spells. It is only allowed to use hero models to intercept creeps.

It is not allowed to trap enemies in forest trees intentionally. However it is allowed to trap enemies in trees with the 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.

4.01 BEFORE THE MATCH

Each team should assign a team captain. The team captain is the person in charge of his team during the tournament. He will be responsible for announcing which heroes his team removes and chooses.

All players should make sure that their battle.net ID is listed on their profile, especially the team captains.

Team captains should meet on the official ESWC USA IRC Channel #eswc.usa on irc.gamesurge.net. Matches can be played on either US East or US West, but players must meet up to schedule with each other.

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.

The side choice between Sentinel and Scourge will be decided by the higher seeded team. The lower seeded team will host the game.

Before each game, the team captains should meet and discuss which heroes they will remove by following these steps:

1. Team Sentinel removes 1 hero
2. Team Scourge removes 1 hero
3. Team Sentinel removes 1 hero
4. Team Scourge removes 1 hero
5. Team Sentinel removes 1 hero
6. Team Scourge removes 1 hero

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

1. Team Sentinel chooses 1 hero
2. Team Scourge chooses 2 heroes
3. Team Sentinel chooses 2 heroes

4. Team Scourge chooses 2 heroes
5. Team Sentinel chooses 2 heroes
6. Team Scourge chooses 1 hero

For each of these steps, the team captain has 1 minute to announce his choice.

It is forbidden to have any hero which was not selected during the selection process.

4.02 DURING 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 players of Sentinel and players of Scourge.

During an official match, players must save the game every ten minutes or after crucial points. Players are not 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 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 kills, 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 kills or less than 5 more for one of them, the match will restart from the last save game.
- 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 save game.

If the match continues without a player his teammates can:

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

If a team believes they were the victim of a rules violation, do not stop the game by any means and properly finish it.

4.03 AFTER THE MATCH

All players must record replays at the end of each match that they play in.

When a team believes that they were a victim of a rules violation during the match, the team captain must file a dispute via Support ticket at <http://www.eswc-usa.com> .

At the end of the match, the team who won must report the match score on the tournament website by logging into their account at <http://www.eswc-usa.com> through their **My Matches** link.

5.01 WARNINGS AND SANCTIONS

A team may be cautioned and receive a warning if they commit any of the following offences:

- refuse to follow tournament officials instructions
- arrive late at their convocation schedule
- show dissent by word or action
- use insulting language and/or gestures
- is guilty of unsportsmanlike behavior

A team may be disqualified if they commit any of the following offences:

- receive more than one warning
- use any 3rd party programs or cheats
- mislead or dupe any tournament official
- is not present at their match schedule
- violates a rule of this regulation

A disqualified team will automatically lose all their 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.

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