

# **FISSURE Tournaments Rulebook**

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## **Teams & Players**

### **Teams**

- Each team must consist of a minimum of 5 players.
- No Player will be considered eligible to participate in the competition before having lived a full 16 years
- To participate in the competition, players under the age of 18 must obtain consent from their parents or legal guardians. If a minor player participates in the competition, they are assumed to have obtained the necessary prior consent from their parents or legal guardians. The player will be disqualified if unable to satisfactorily prove to the tournament administration that they have obtained the required consent.
- For a team to compete in a region, at least 3 players must be physically located within that region.
- All players who have been banned by Valve on any of their accounts may face immediate disqualification from participation in the Tournament.
- All Players must play with their own personal Dota 2 accounts.
- Team tags and logos must be used.
- Team names cannot contain offensive or discriminatory language.
- In all media of the organizer (social networks, announcements, stream names, printed materials, etc.) will be used only the official name/tag of the team/organization without any advertising attributes
- Team logos cannot contain any offensive or discriminatory language or imagery
- All Players must play with the original nicknames which were submitted during registration. Stand-ins are expected to play with their proper/official nickname.
- It is not allowed to change a player after the start of a match.
- The team can only use up to 2 stand-ins throughout the tournament.
- Stand-ins must not be a member of another team in the tournament.
- If the stand-ins are to be used, Admins must be notified at least 12 hours before the game.
- If the team requires additional stand-ins or is in an emergency where stand-ins are needed less than 12 hours before the game, each case should be discussed with the administration team.

### **Players Information**

Players must send the tournament organizer all the necessary information about the team and players at the official request of the organizer.

## ***Lobby & matches***

### ***Lobby***

FISSURE admins will manually create a lobby. Each team will receive lobby information through FISSURE's Dota 2 Discord channel.

The following settings are to be used in every game:

- Game name: FISSURE "" - Team A\* vs. Team B (change it according to the team names)
- Game mode: Captains Mode
- Lobby Password: will be sent to you by admin in Discord
- **Server**: Western Europe
- Lobby visibility: Public
- Enable cheats: OFF
- Selection priority: Automatic (Coin Toss)
- Penalty-Radiant: No Penalty
- Penalty-Dire: No Penalty
- League: Tournament Ticket
- Spectators: Disabled
- Dota TV Delay: 5 Minutes
- Pausing: Unlimited
- Series: Bo1/Bo2/Bo3/Bo5
- Bots: Off
- Version: Tournament Ticket

### ***Server***

The default server is **Western Europe**. The server can be changed if both teams agree to play on a different server. To change the server, contact the FISSURE admin via the Discord channel. If teams cannot choose a server, the game is played on the default server - **Western Europe**

## ***Priority Selection***

Selection Priority for each game will be determined by an "Automatic" Coin Toss. The tournament administration reserves the right to use a different method of selection priority in a given match.

An Automatic Coin Toss system will determine the selection process:

### 1. For BO1:

1st map - coin toss winner chooses a pick or side, and an opponent selects from the remaining options;

### 2. For BO2:

1st map - coin toss winner chooses a pick or side, and an opponent selects from the remaining options;

2nd map - 1st coin toss loser chooses a pick or side, an opponent selects from the remaining options;

### 3. For BO3:

1st map - coin toss winner chooses a pick or side, and an opponent selects from the remaining options;

2nd map - 1st coin toss loser chooses a pick or side, an opponent selects from the remaining options;

3rd map - New coin toss. The coin toss winner chooses a pick or side, and an opponent selects from the remaining options.

### 4. For BO5:

1st map - coin toss winner chooses a pick or side, and an opponent selects from the remaining options;

2nd map - 1st coin toss loser chooses a pick or side, an opponent selects from the remaining options;

3rd map - coin toss winner chooses a pick or side, and an opponent selects from the remaining options.

4th map - 1st coin toss loser chooses a pick or side, an opponent selects from the remaining options;

5th map - New coin toss. The Coin toss winner chooses a pick or side, and an opponent selects from the remaining options.

### ***Failure to appear / No Show***

- A representative from each team must be in contact with an admin 15 minutes before the game is supposed to start (Team Captain or Manager).
- If the previous match is not finished, the next match will start 20 minutes after the previous one ends.
- Players should be in the lobby at least 5 minutes before the match starts to determine the draft order and sides (coin toss).

If a team is unable to be ready in the lobby 5 minutes before the game starts (coin toss start time) the following punishments apply:

| <b>Offence type</b>  | <b>Penalty</b>                         |
|--|--|
| If any players are not in the lobby <b>5 minutes before</b> the scheduled match start time;      | Warning                                |
| If any players are still not in the lobby and be ready to play by the scheduled match start time | -30 seconds<br>current map draft time  |
| If any players are late by <b>3 minutes</b> from the scheduled match start time                  | -70 seconds<br>current map draft time  |
| If any players are late by <b>3-8 minutes</b> from the scheduled match start time                | -110 seconds<br>current map draft time |
| If any players are late by <b>8-15 minutes</b> from the scheduled match start time               | Lose the first game                    |
| if any players are late by <b>30 minutes</b> from the scheduled match start time.                | Lose the BO3 series with<br>0-2        |

In some cases, draft penalties may be waived if the team experiences delays resulting from factors beyond their control or issues that are being directly coordinated by the administrative team.

### ***The failure to fulfill webcam obligations***

It is mandatory for each player in an online event to provide a clear webcam feed.

Each player must turn on their webcam at least 10 minutes before the match's scheduled start time. Players are allowed to turn off their webcam during breaks between games within a series, but they must turn them back on at least 5 minutes before the start of the next match. If the webcam feed is not provided at any point during the game, it will be considered missing for the entire game. Failing to provide a clear webcam feed during the whole game, including pre-match time, will result in the participant being subject to the following punishments:

| <b>Offence type</b>  | <b>Penalty</b>                         |
|--|--|
| If one player fails to turn on their webcams 5 minutes before the scheduled match start time;              | Warning                                |
| If one player fails to turn on their webcams by the scheduled match start time;                            | -30 seconds<br>current map draft time  |
| If two or more players fail to turn on their webcams by the scheduled match start time;                    | -70 seconds<br>current map draft time  |
| If one player fails to turn on their webcams within 5 minutes of the scheduled match start time.           | -70 seconds<br>current map draft time  |
| If two or more players fail to turn on their webcams within 5 minutes of the scheduled match start time.   | -110 seconds<br>current map draft time |
| If one or more players fails to turn on their webcams within 10 minutes of the scheduled match start time. | -110 seconds<br>current map draft time |

In some cases, draft penalties may be waived if the team experiences issues beyond their control or being directly coordinated by the administrative team.

### ***Schedule rules***

- There will be at least a 40-60 minute break between the lower bracket final and the grand final
- The first match will be hosted by the admin at least 30 minutes before the first match time. The second and following matches will be played on scheduled time.
- 12 minutes break between maps, countdown starts when the game ends;
- 20 minutes after 2:0 for bo5 and after 2:2 for bo5;

# General rules

## ***Clothing***

Players must wear team jerseys during all official matches.. The rest of their clothing can be whatever is comfortable for them. However, any attire featuring offensive, inappropriate, or controversial content that could negatively impact the event's atmosphere, audience, or other participants is strictly prohibited. The tournament administration reserves the right to determine whether an outfit violates this policy and may require a change if necessary.

## ***Communication***

- To participate in the tournament, all players must join the official FISSURE discord before the start of the event.
- All communication between team managers/players and the tournament administration will be on the official FISSURE Discord channel.
- All communication between players during official matches must be in the team's voice chat on the official FISSURE Discord channel.
- FISSURE maintains the right to record all communication during matches. Recording will commence 15 minutes before the start of the match.

## ***Preparing for the game***

- Please resolve any issues that may arise before the start of the match. Connection or equipment problems during the match may result in disqualification by the administrators.
- 5 players should use webcams during all matches
- The use of a webcam is mandatory
- It is allowed to use a phone as a webcam
- Due to the absence of a webcam, the team may be disqualified.
- The admin in the Discord channel will provide the webcam links

## ***Please make sure:***

- Your equipment is in good working order;
- Your webcam is working, and the angle is chosen so that the face is fully visible;
- The match is set up with the correct lobby settings;
- All players are eligible to participate;



- All players are registered with their corresponding teams. The usage of an unregistered player may lead to disqualification.

### ***Disconnects, pauses, and crashes***

- Pausing is not allowed during picks unless the captain disconnects.
  - If the game crashes during the picks, the game will be rehosted and the same picks should be picked.
- Players have the right to pause the game if needed (e.g., device disconnection, discord problems, and similar technical problems). If it is not an emergency, be sure to announce the pause in all-chat a few seconds before.
  - The reason for the pause must be reasonable. Both teams must agree on resuming before resuming the game.
- The Administration reserves the right to examine a pattern of behavior in a Team's pauses and issue a warning if it believes in-game pauses are being abused.
- If a player disconnects, the team should pause the game immediately.
- A team has the right to 10 minutes worth of pause per map. After this time has elapsed, the Map must be unpaused, and the Participant without remaining time may not pause again. Players can utilize the disconnected Player's hero/units until they return. After that, the opponent team can resume unless the admin states otherwise.

Players are accountable for their actions/inaction within the game. If a Player accidentally abandons the game or selects the wrong hero, skill, or item, this is not a valid reason for a remake. If a technical issue causes a disruption of play within the start of a game, a remake may be requested at the Administration's discretion. Conditions for a remake may be set in advance, such as repeating hero/item/skill selections, lane configurations, ward placements, bounty rune acquisition, or first blood.

### ***Rematch***

- A match may be restarted at the discretion of the Administration and only under the following conditions:
  - Any attack or ability is landed on creeps, jungle creeps, structures, or enemy heroes.
  - Line-of-sight is established between players on opposing teams.
  - Setting foot, establishing vision, or targeting a skill shot ability in the opponent's jungle.
  - The countdown timer reaches zero (0:00).
- Following the rules, the game can be restarted with the same drafts.
- A player experiencing connection problems can only be replaced by a stand-in, if the stand-in player is registered on the tournament and not a member of another tournament team. In extraordinary cases, the decision rests with the tournament administration.

- If the problem occurs after the conditions described above the game will continue

### ***DDOS attacks***

- If a player experiences connectivity issues or game freezes due to DDOS attacks, the pause and disconnect rules continue to work all the same.
- The administration is not responsible for players' lack of proper protection against DDOS attacks.

### ***Coach rules***

- The coach can communicate with the team via voice chat until the end of the draft stage(including strategy time), after which the coach will be server muted till the end of the game.
- During the match, only 5 players and the coach can be in the same room
- During a match, coaches are prohibited from interacting with the players in any way.
- During the match, only 5 players are allowed to communicate with each other until the end of the game.
- One of the players can use the Screen Share feature in the Discord voice channel to provide the coach with the opportunity to watch the game

### ***Game end***

- The game is over when either team's Ancient Fortress is destroyed
  - "GG" is typed, is a confirmation of defeat

### ***Additional content***

- During the tournament before or after a match, teams/players may be asked questions about the players/team/game/match to create additional content.
- Teams/players may also be invited to film additional content (for example, pre- or post-match interview, analytics studio etc.).
- We would also appreciate it if you would post information about your participation in the tournament and matches on your social networks.

### ***Cheating or using unauthorized programs***

- Cheating is prohibited. "Cheating" is defined as the use of any in or out-of-game method, technique, or technology that affects the outcome of a game or that gives a personal or team an unfair advantage, including, for example, the use of hacks, bug exploits, cheats, or communication with individuals who are not playing in the game
- 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 Tournaments.
- Macro scripts are expressly forbidden (including any Dota 2 configuration file, third-party program, or script allowing multiple keystrokes to be input into the game client through a single keypress or no human input).

### ***Banned players***

- Players who have been banned by the game publisher or have a Dota 2 VAC ban may not be allowed to participate in the competition.
- If it is discovered that a banned player is participating in the tournament, the team will be disqualified.

### ***Streaming and spectating***

- Teams cannot refuse to have their matches broadcast by official broadcasts, nor can they choose how the match will be broadcast. The broadcast can only be rejected by the administration. The teams agree to make sufficient accommodations so the broadcasting of matches can take place. The teams cannot stream their own matches by themselves or give the server information to the third person without the administration's permission.
- Only chosen streamers, producers, and admins will be allowed in the spectator spots.
- Streaming will be in the following languages:
  - *English*
  - *Russian*
  - *Community casters languages*

### ***Stream viewing***

- Players are prohibited from viewing their games' broadcasts during an ongoing Match. This rule takes effect from the moment the lobby begins to load into the game, includes any pauses in the midst of gameplay, and extends until the game officially ends, and the game end score screen is displayed.
- Broadcasts, as defined for our purposes, include live video streams (including but not limited to those broadcast platforms such as Twitch, YoutubeLive etc.), DotaTV feeds, stream chat rooms (including but not limited to Twitch chat), and text-based live reports threads
- While the Administration recognizes that players may not intend to cheat 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 violating this rule will be punished; the severity of the punishment will be up to the Administration's discretion.

### ***Rules about slots in the tournament***

- Slot in tournaments have any 3 players from teams, and in case of their withdrawal from team they have primary right to the slot (Players are eligible for a slot only after one game in the tournament). In case of their refusal from the slot - admins decide who will get it.

### ***Offensive Language***

- In case of offensive language towards opponents, the tournament organizers, or tournament partners in interviews, social media, all chat, Discord channels, etc., the team may be punished up to disqualification from the tournament and banned on FISSURE tournaments.
- In cases of particularly severe abuse, involving radical statements or threats of physical violence, the penalties imposed will be significantly more severe, which could include penalties up to the deduction of 50% of the prize money, player exclusion, or team disqualification. The severity of the insult will determine whether the individual player is penalized or the entire team will be held responsible.
- The organizer reserves the right to determine the severity of the insults.

### ***Public behaviour***

All participants are required to maintain a consistent respectful attitude towards anyone associated with the tournament. They must refrain from engaging in any conduct that may harm the reputation or standing of individuals involved in the event. This includes avoiding any actions or inactions that could bring public disrepute, contempt, scandal, or ridicule to any party connected to the tournament. Additionally, participants must avoid making derogatory remarks about FISSURE, its partners, or products in any interviews, statements, or on social media platforms.

### ***Betting***

No players, team managers, staff, or management of attending organizations may be involved in betting or gambling, associate with betters or gamblers or provide anyone any information that may assist betting or gambling, either directly or indirectly, for any of the matches or the tournament in general. Any betting or gambling against your own organization matches will lead to immediate disqualification of the tournament and a minimal ban of 2 years and 6 months from all Fissure events for all persons involved. Any other violation will be penalized at the sole discretion of the tournament direction.

### ***Competition manipulation***

Offering money/benefits, making threats or exerting pressure towards anyone involved with FISSURE with the goal of influencing a result of a match is considered competition manipulation. The most common example is offering your opponent money to let you win. When attempted competition manipulation is uncovered in the FISSURE, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and be banned from all competitions in FISSURE for a duration of between one and two (1-2) years. A monetary fine is possible. In

team competitions, the team will be disqualified from the FISSURE event where the attempt occurred.

### ***Penalties***

- If the team violates the rules of paragraph “Teams & Players” the team may be disqualified from the tournament and have 3-month ban on FISSURE tournaments
- If the team behaves unsportsmanlike, the team that loses the map/match may be disqualified from the tournament or have an up to 10-month ban on FISSURE tournaments. The team may also receive penalty points.
- The team or the player can be disqualified from the tournament in cases:
  - Insults or any racist remarks to the opponents, teammates, and other members of the Tournament e.g. of judges, commentators, etc.
  - Unsportsmanlike conduct (e.g. sabotaging the matches)
- Also, penalty points can be issued to a team for breaking the rules mentioned above.
- Penalty points can be issued to a team for breaking the rules in the following paragraphs:
  1. Media day;
  2. Matches;
  3. Coach rules;
  4. Streaming and spectating;
  5. Stream viewing;
  6. Offensive Language;
  7. Unsportsmanlike behavior;
  8. Using alcohol or other psychoactive drugs ;
  9. Public behavior.
- The referee board has the discretion to assign 1 to 5 penalty points, depending on the severity of the rule violation.  
1 penalty point = 1% prize money
- At the end of the tournament, all penalty points will be summarized, and a percentage equal to the number of penalty points will be deducted from the team's prize money.
- The Organizer reserves the right to impose penalties not included in the above list. Each situation can be individually considered

### ***Team and Roster Changes***

All team or roster changes require approval from the tournament administration before they can take effect. This includes, but is not limited to:

- Adding or removing players
- Modifying the team name
- Updating the team logo

## ***Prize money***

Prize money is typically processed within ninety (90) days after the conclusion of the event. However, in some cases, the payment may take up to one hundred eighty (180) days to be fully completed.

## **Administration**

The instructions of administrators should always be obeyed and followed. Failure to do so may result in penalties.

The Tournament Administration will make all decisions in accordance with the provisions of these regulations and will bring them to the attention of the Participants, escalating key issues to administrative leads if necessary.

Official communication channels during the Tournament include the game Lobby, Discord, TeamSpeak or direct personal communication between the Manager and Tournament Administration. Discussion in All Chat should be kept to a minimum.

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

The administration has the right to overrule the rules described above to make the competition as fair as possible. The head admin has the right to overrule any statement of the rules described above or the decision made by the tournament administrators. If such a situation arises, the administrators will promptly notify the teams.

Recording and/or publication of the conversations with admins and/or opponents without their permission is strictly forbidden (in case of violation, the team gets banned on all FISSURE tournaments for at least 6 months).

***Thank You! Goodluck & Have Fun!***