

General

1.1 Tournament

The International 2013 West Qualifier is a 8-team tournament lasting 7 days. It is divided into three tournament stages: initial group stage, secondary group stage, and the finals.

1.2 Teams

All teams will be directly invited and selected by Valve to compete in the tournament.

1.3 Administration

1.3.1 The GD Studio will be the host of the event and responsible for issues pertaining to the running of the events.

1.4 Team Commitment

1.4.1 By participating in the tournament, teams acknowledge without limitation to comply with the rules and regulations of The International West Qualifier and especially with the decisions made by the referees.

1.4.2 Every participant has to show the needed respect towards other participants and referees. Insults and unfair or disrespectful behaviour towards referees and other participants are not tolerated and will be punished.

1.4.3 Every participant must always have the newest version of steam and Dota 2 installed and has to check for updates in time before each match. Patching is not a valid reason to delay a match under normal circumstances.

1.4.4 Every player should have a backup place to play on in case they lose the ability to reconnect to the match (power outage/internet loss). Inability to reconnect into the game is never grounds for match postponement. Admins will extend the pause time in order to allow a player to move to a different location if that happens, within reason.

1.5 Communication

1.5.1 The primary communication platform for the tournament is skype. At least one member of each team or its manager has to be part of the official Skype group. This member has to be available there as much as possible until the team gets eliminated. These Skype groups get created and moderated by the administration.

1.5.2 The secondary communication platform for the tournament is Tencent QQ. Teams may contact administration in the official Skype group and admins will seek to contact teams there accordingly as well.

Competition Format

2.1 Team Selection

All 8 teams will be selected directly by Valve to compete in the tournament and will be contacted by a The GD Studio admin.

2.2 Group Format

The tournament will use a “GSL format” for all group stages, which is essentially a double elimination bracket between the 4 teams without the final match being played.

2.3 Initial Group Stage

2.3.1 The 8 teams will be divided between two groups with 4 teams in each group.

2.3.2 Each group will be played out in the GSL format where 2 teams from each group advance to the next stage of the tournament. The other two teams are eliminated.

2.4 Secondary Group Stage

2.4.1 The top team from both groups will be matched up against the second qualified team from the other group in another GSL format group.

2.4.2 The two teams who qualify from this group will advance to the next stage, the Grand Final, of the tournament.

2.5 Grand Finals

The Grand Finals will be a full best-of-5 match between the two qualified teams from the secondary group stage.

Teams & Players

3.1. Team Size

A team may only consist of five members. Only these five members are eligible to compete in the tournament for the team.

3.2 Lineup Changes

A team is selected and invited by Valve based on a pre-determined roster. Teams are not allowed to determine the 5 players themselves who will compete upon receiving an invitation. The roster must be approved by the administration.

3.3 Registration

Teams must comply with requests from admins to provide additional information about their team and participants including, but not limited to, team logos, steam accounts of members, full names of members, player photos, and other information.

3.4 Stand-ins

The use of any 6th player or stand-in is strictly prohibited and is grounds for disqualification. This applies to account sharing and any other means to bypass this rule.

3.5 In-game Names

3.5.1 Each team member must have his/her primary nickname or something very similar as his steam name during all matches to be easily identifiable for referees, broadcasters, and viewers. What counts as similar is for the administration to decide.

3.5.2 The only additional information allowed in a player's in-game name is clan tags or sponsor names.

Match Times

4.1 General Timeline

The International West Qualifier will last exactly seven days from May 13th to May 19th.

4.2. Matches

Teams are required to join the game lobby on time for the matches to start.

4.2.1 Games will be hosted at least 15 minutes before the scheduled times and teams contacted accordingly (teams will also be told all lobby passwords before the tournament commences)

4.2.2 If a team fails to have a participant in the lobby or to contact administration 10 minutes before the match start time they will receive a 50 second pick/ban time penalty.

4.2.3 If teams do not have their full roster in the game 5 minutes before the match start time they will receive a 90 second pick/ban time penalty.

4.2.4 Teams should be in the match no later than 30 minute past the scheduled time with their complete roster ready to start or risk punishments harder than a time penalty, which may include a game loss or complete match loss.

Hosting & Settings

5.1 Availability

At least one member of both teams has to be present in Skype 15 minutes before the start of their match to communicate with the administration.

5.2 Lobby Hosting

All games get hosted by a referee. The teams receive the password from him 15 minutes before the start of the match in Skype/QQ as well as pre-tournament for all their matches. Participants are not allowed to pass the password on to anyone but the other members of his team.

5.3 Spectators

Only referees, official broadcasters, and the ten players are allowed to be inside the game. Team managers may join the lobby, but have to leave before the game starts. Everyone else has no permission to enter.

5.4 Server Location

For matches with both teams in Europe, the most neutral EU server will be picked.

For matches between a CIS and USW team, one match will be played in EU West, another one in US East, the third one will be decided by coin toss.

For matches between a EUW and a USW team, a case by case decision (based on latency comparisons) will be applied.

5.5 Sides & Drafting Order

First team to fully get into the lobby before the 1st game gets to choose side or drafting order. This rotates to the other team for the second game. Third game is decided by coin toss.

During the Match

6.1 Picks & Bans

The hero pool consists of all available heroes in Captain's Mode and will not change during the competition. The game must not be paused during the draft, unless a drafter disconnects.

6.2 Pauses

6.2.1 Each team has the right to pause the game for an acceptable duration, if a player announces and explains a coherent reason (exception: not necessary when a player disconnects).

6.2.2 The game must not be resumed before both teams agree with it or the admin decides that should be the case.

6.2.3 When the number or the duration of breaks exceed the acceptable duration, the administration may force the continuation of the game.

6.3 Disconnects & Reconnects

6.3.1 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.

6.3.2 If during a match a player is not able to reconnect for reasons other than a reconnection bug, the team will have to play without that player. If the player is not able to reconnect because of a game bug, the game will be played forward until the next minute mark and will be reloaded from there.

6.4 Broadcasting

6.4.1 Every authorized broadcaster inside the game is allowed to provide a video stream with a delay of at least six minutes.

6.4.2 Spectators from DotaTV are allowed to broadcast a match with any delay.

6.4.3 The players are neither allowed to watch or listen to any of these video streams or DotaTV at any time during their match, nor may they provide a stream themselves.

6.5 Bugs & Exploits

If any serious bug or exploit occurs, the game has to be paused immediately and the administration will decide how to continue. Intentional abuse of bugs or exploits is strictly prohibited.

6.7 Ending

A game is finished, when one team's ancient is destroyed, when one team obviously forfeits, or when the majority of a team leaves on purpose. An admin may force-end the game in cases apart from the first.

Rules & Punishments

7.1 Rule Violations

Breaking of the rules or ignoring the order of an admin may result in a punishment. Type and amount is chosen by the administration.

Punishment Level 1: -20s penalty

Punishment Level 2: -50s penalty

Punishment Level 3: -90s penalty

Punishment Level 4: Opponent picks side AND firstpick next game.

Punishment Level 5: Game loss

Punishment Level 6: Match Loss

Punishment Level 7: Tournament Disqualification

7.2 Rule Changes

Administration are allowed to ignore or overrule any of the previous rules in order to make the competition as fair as possible. Teams and participants acknowledge the right for The GD Studio to modify the rules and regulations for adjustments.