



# MPLD 2009

## DEFENSE OF THE ANCIENTS

### RULE SET

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## 1.01 DEFENSE OF THE ANCIENTS

MPLD 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 Various Professional International leagues and MPLD uses an adaptation of these rules. MPLD 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 2009 by MPLD

## 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*”.

## 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 6.57b.

## 3.02 GAME SETTING

The following game setting will be used by default:

- Game Mode: -cm (Captains Mode)
- Full shared unit control: is assigned by players themselves, it could be changed during the game.
- Lock teams: Yes
- Observers: Full observers
- Random hero: No

### 3.03 BUGS, HEROES AND ITEM RESTRICTIONS

- Bug using will be punished and may result in a default loss. If you are not sure if something is a bug or not it is your responsibility to find out.
- Backdooring is forbidden. This means you are not allowed to attack towers or other buildings without creep support. If your Creeps are in the enemy base you are allowed to attack any building inside the base and you may enter the base via any means. You may continue to attack buildings within the enemy base even if your creeps die, however once you leave the base this rule re-applies.
- You are allowed to attack a deniable tower without any creep support. A deniable tower is defined as having less than or equal to 10% of its maximum HP.
- Item Restrictions per team:
  - 2 Guinsoos + 1 Eul or 1 Guinsoo + 2 Euls;
  - 1 Refresher Orb.
  - 2 Archane ring per team
  - 1 Necromicon book per team
- Item sharing is strictly forbidden. Excluded items should shareable in 6.57b. If you share an item, you have to return the item in a mannered time.
- You can use other heroes to buy your items as long as you use your money and they are not used by this hero. Remember that you are not allowed to make any kind of recipes with items the other hero bought with his/her gold.
- Completely closing any entrance to a base using the Earthshaker's Fissure spell is forbidden.

You are not allowed to block creeps with the use of spells such as Fissure, Sprout, Summons or any other spells which hinder your own creeps from getting to their destination. However, you may use fissure to completely block a lane outside the base if it's done with the intention of killing a hero or saving an allied one

### 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.
- 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.

## 4.02 IN GAME RULES

- If one team is incomplete (i.e. 4 players or less) the other team may claim the win. If both teams agree, the game(s) may be played with less than 10 players and uneven teams.
- Any team has the right to pause game for up to 5 minutes, but only with a proper countdown of at least 3 seconds. A maximum of 2 pauses per team are allowed per game. A team is also obliged to give a countdown of at least 3 seconds before un-pausing.
- Teams must save after First Blood and should save frequently during a match in order to compensate for disconnects.
- If a player disconnects before 10 minutes and before First Blood has occurred, both teams are obliged to load from last save game. If the game has not been saved yet, a remake must be made.
- If you remake the game all players must choose exactly the same heroes and same items. Additionally all heroes must be in the same lane as they were for the first game and all wards must be placed on the same places or not placed. After creep contact on the lane you can change lanes.
- If a player disconnects after First Blood or after 10 minutes both teams may agree to load from last savegame - otherwise both teams must keep on playing without the load. If both teams agree to load, you must load from the latest savegame.
- A team which has obtained an Advantage (see next point) over the other team since the last save may force a load from last savegame if a player disconnects.
- An Advantage is defined as follows: If Team A has obtained more than 5 hero kills more than Team B, Team A is counted as having an Advantage. Tower kills count for 3 hero kills and barrack kills count for 5 hero kills when calculating who has the Advantage.
- If a player disconnect less than two minutes after the last savegame and nothing substantial happened (no herokills , destroyed buildings, killing roshan), you must reload.
- If a player disconnects and the game is not loaded you are allowed to EITHER:
  - Use the hero and ALL his items as they are or;
  - Teamsell all items from the hero itself. You are not allowed to take the items and sell them from any hero other than the leaver and you are not allowed to take the items and use them on another hero. Please note that this rule does NOT forbid you from using the hero, even if you sold all his items.
- The game is over and the winners found when:
  - The World Tree or Frozen Throne is destroyed or;
  - The other team gives up and types "ff", "forfeit" or "gg" in all chat to confirm that they have given up.
- After your match you must enter the result or confirm your enemies result within 2 days. Failure to do this will earn your team penalty points.
- The winning team must upload the replays AND a screenshot proving who won each game. If it was a reload, upload the replay to the load (last\_replay.w3g) and a screenshot proving you won. If you do not do this within 30 minutes, your team will get penalty points.

## 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.

## 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
- s 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 the next 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.