ELITE
— LEAGUE ◆ —

Closed Qualifiers
Dota2
Rulebook

Tournament information

1st Place
Qualifies to Elite League Season 2 Main Event Swiss Stage

Dates & Duration
June, 24-29;
Duration: 6 days.

Definition of region

To determine the region a minimum of 3 players must be based in a country belonging to that region at the time of the match.

Format

- Double elimination bracket
- All matches until Grand Final are BO3; Grand Final is BO5
- Closed Qualifiers are played using the follow-by system. The first game of the day starts as scheduled. The next matches begin after the previous one ends. In this case, we wait for the end of the previous match and start 15 minutes after it is finished. You will be informed about the start time in your team chat.
- The winner of the final from each region advances to the Elite League Main Event Swiss Stage.

Seeding

The invited teams will be seeded by team rankings, regarding the following rankings in the next order: 1. ESL EPT Regional Rankings, 2. GosuGamers Dota 2 Rankings. The qualified teams from the Open Qualifiers that don't have a ranking in their respective qualification result will also be seeded by the rankings mentioned above. If a team is not in the rankings it will be seeded randomly in their respective category. Order of relevance by category:
1. Invited Teams 2. Open Qualifier #1 3. Open Qualifiers #2

If a team qualified due to an extraordinary situation, *Ex: An invited team withdrew from the competition before it began and a team that participated in an Open Qualifiers qualified.* The ranking of that team(s) will be based on the results against other teams in both Open qualifiers.

	6 Invited Teams	5 Invited Teams	4 Invited Teams	3 Invited Teams	2 Invited Teams	1 Invited Team
UB Quarter Finals						
Match 1	Rank 1 / 1st OQ #1	Rank 1 / 2nd OQ #1	Rank 1 / 2nd OQ #1	Rank 1 / 3rd OQ #1	Rank 1 / 3rd OQ #1	Rank 1 / 4th OQ #1
Match 2	Rank 4 / Rank 5	Rank 4 / Rank 5	Rank 4 / 2nd OQ #2	2nd OQ #1 / 1st OQ #2	2nd OQ #1 / 1st OQ #2	2nd OQ #1 / 2nd OQ #2
Match 3	Rank 3 / Rank 6	Rank 3 / 1st OQ #1	Rank 3 / 1st OQ #1	Rank 3 / 1st OQ #1	1st OQ #1 / 2nd OQ #2	3rd OQ #1 / 1st OQ #2
Match 4	Rank 2 / 1st OQ #2	Rank 2 / 1st OQ #2	Rank 2 / 1st OQ #2	Rank 2 / 2nd OQ #2	Rank 2 / 3rd OQ #2	1st OQ #1 / 3rd OQ #2
LB Round 1						
	Loser Match 1 / Loser Match 3	Loser Match 1 / Loser Match 3	Loser Match 1 / Loser Match 3	Loser Match 1 / Loser Match 3	Loser Match 1 / Loser Match 3	Loser Match 1 / Loser Match 3
	Loser Match 2 / Loser Match 4	Loser Match 2 / Loser Match 4	Loser Match 2 / Loser Match 4	Loser Match 2 / Loser Match 4	Loser Match 2 / Loser Match 4	Loser Match 2 / Loser Match 4

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 involved in a competitive matter, may face immediate disqualification from participation in the Tournament.
- In cases where the Dota2 VAC ban is not for an issue related to competitive play, such as account sharing in public matches, the ban will be waived as long as the player plays on a new account in good standing and with no suspicion of account sharing in its past. Should there be any uncertainty as to the reason for the ban, it will be honoured up to two (2) years from the time of its issuance until such certainly is established.
- 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 by June 16th.

Player and Team responsibilities

- Players and teams should set official player and team names and team logos in the game client;
- All players are prohibited from broadcasting any games they are playing;

- All players are prohibited from watching any broadcasts while they are currently competing in an official match. This includes broadcasts of both their own match(s) and the broadcasts of other matches taking place at the same time as they are taking part in the competition;
- During the draft only 5 players and the coach can have a presence in the same room. The coaches have to leave the room once the draft is over. No managers or other persons are allowed.
- Players, coaches and other team members are expected to be respectful towards tournament officials, sponsors/partners and members of other teams. They are not allowed (under any circumstances) to verbally abuse any representative of the above-mentioned entities;
- A team may be cautioned and receive a warning if one of its players commits any of the following offenses:
- Refuses to follow the instructions of the tournament officials;
- Arrives late at the scheduled time;
- Uses abusive language and/or gestures;
- Is guilty of unsporting behavior.
- A team may be sanctioned if one of its players commits any of the following offenses:
  - Is guilty of violent behavior;
  - Uses any unlawful or dishonest proceedings;
  - Misleads or deceives any tournament official.
- In all cases, depending on the seriousness of the behavior in question, tournament officials will set the final rules and may apply stiffer penalties if necessary;
- Verbal offense includes, but is not limited to, vulgar language, use of offensive words or gestures and excessive arguments with tournament officials;
  - Players are not allowed to use the in-game chat to advertise companies, sponsors, products or services. Only game-related chat is permitted during the game.

Teams Media Obligations

- For each game played, at least two players from each team must be available for an interview in Spanish and other languages respectively.
- Access to communications for highlights and game integrity (communication during and after the draft can be recorded to control the integrity of the games).

Organizing the matches

- All matches are created by the match admin, no later than 10 minutes before the match starts;
- Players should be in the lobby 5 minutes before the start of their game to determine the draft order and sides;
- During the tournament, players have a total 10-minute break between games. The countdown starts when the match ends;

- 10 minutes after the start of the break, players should be back and join the lobby. If the time runs out before a team is ready, the admin will impose a penalty;
- There is a break of 15 minutes between series (e.g. between two BO3s);
- Players should be ready when the potential last game (second game of BO3) of the previous series starts;
- Playdays are held using the "follow by" system. The first match starts at a scheduled time. The following matches follow each other;
- Only official casters and observers approved by the organizers are allowed in the lobby. Managers and players of other teams are not allowed in the lobby;

Servers

CN	Shanghai / Singapore
SEA	Singapore
EEU	Stockholm
WEU	Europe West
NA	US East
SA	Matches involving teams with a majority of players from Peru will be played on the Peru server. Matches involving teams with a majority of players from Brazil will be played on the Brazil server. Matches involving teams, one with a majority of players from Peru and the other from Brazil will be played on the Argentinian server.

- The server can be changed if both teams agree to play on a different server.

Communication

- To participate in the tournament, all players must join the official ESB discord before the start of the event.
- All communication between team managers/players and the tournament administration will be on the official ESB Discord channel.
- All communication between players during official matches must be in the team's voice chat on the official ESB Discord channel.
- ESB maintains the right to record all communication during matches. Recording will commence 15 minutes before the start of the match.
- Any communication outside of these channels will not be considered for any claim or information. All tournament updates/FAQs will be updated on the official Discord server.

- Lobby password: Will be provided by an admin;
- Game Name: *Region* Elite League S2 Closed Qualifiers;
- Cheats: Off;
- Bots: Off;
- Series: BO3; BO5 (For Final)
- Gamemode: Captains Mode;
- Starting Team: Automatic Coin Toss;
- Dota TV Delay: 15 mins. Priority selection
- Selection priority will be based on the Automatic Coin Toss system in Dota 2;
- For best of three matches:
  - The 1st map - The 1st Coin toss. The 1st Coin toss winner chooses a pick or side, an opponent chooses from the remaining options;
  - The 2nd map - The 1st Coin toss looser chooses a pick or side, an opponent chooses from the remaining options;
  - The 3rd map - New coin toss. The Coin toss winner chooses a pick or side, an opponent chooses from the remaining options.
- For best of five matches:
  - 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.

Game end

- The game lasts until the winner is known;
- The game is over when either team's Ancient Fortress is destroyed or when "GG" is called in all-chat;
- When "GG" is typed intentionally, it's a final surrender of the game.

Refereeing and controversial situations

- The scheduling and refereeing of each individual match is done by an admin team;
- The admin team will make decisions in accordance with this rulebook and inform the teams;
- In emergencies or in situations that are not described here, the chief admin will make the decision, and its decision is definitive;
- On the teams' side, only one team representative (captain, manager or coach) may report any issues or controversial situations;

- If within 15 minutes after the end of the match no queries are received from team representatives regarding a disputed situation, the result is considered to be confirmed;
- Only the team representative (captain, manager or coach) has the right to raise a protest. They should provide all necessary information within 15 minutes after the end of the match, otherwise the result is considered confirmed and is not subject to discussion;
- Decisions on controversial situations can only be made by the chief admin;
- Admins' decisions are final and non-negotiable;
- If two teams have already played a match, it cannot be replayed under any circumstances.

Disciplinary punishments and fines
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:

- Warning - If any players are not in the lobby 5 minutes before the scheduled match start time;
- Draft penalty level 1 - If any players are still not in the lobby and be ready to play by the scheduled match start time;
- Draft penalty level 2 - If any players are late by 3 minutes from the scheduled match start time
- Draft penalty level 3 - If any players are late by 8 minutes from the scheduled match start time
- Lose the first game - If any players are late by 15 minutes from the scheduled match start time
- Lose the BO2 series with 0-2 - if any players are late by 30 minutes from the scheduled match start time.
- Lose the BO3 series with 0-2 - if any players are late by 30 minutes from the scheduled match start time.

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.

Pauses/Disconnects
- In online matches, players are responsible for securing their internet connections and preparing a backup solution in case of a technical outage;

- Each team is allowed 10 minutes of in-game pause time per game. After this time has elapsed, the game must be unpaused and the team without remaining time may not pause again. A team reserves the right to lend their pause time to the opposing team if they are willing to.
- The team that has paused should immediately write to the in-game chat or the team communication channel and explain the reason for the pause.
- In cases where a game crashes or needs to be restarted, the chief admin will exercise its best judgment to decide the correct course of action;
- For games crashes before the horn, an CM Mode remake with all picks / bans remaining the same will be used;
  - If players had already purchased items, placed wards, secured a level 1 Roshan, or entered the lanes, the same actions must be taken for the remake. Changing lanes for a game which was remade after the laning phase began is only permitted after heroes / creeps have met in the lanes;
- For games crashes after the horn but before commiting the first blood, an CM Mode remake with all picks / bans remaining the same will be used;
  - If players had already purchased items, placed wards, secured a level 1 Roshan, or entered the lanes, the same actions must be taken for the remake. Changing lanes for a game which was remade after the laning phase began is only permitted after heroes / creeps have met in the lanes;
- In case a game crashes after the horn, an CM Mode remake with new picks / bans will be used;
- In all cases, the chief admin has ultimate discretion as to how to address a game that has crashed or needs to be restarted.

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).

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.

Stream viewing

- Players are expressly prohibited from viewing broadcasts of their games during an ongoing match. This rule takes effect from the moment the lobby begins to load into 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, DotaTV feeds, stream chat rooms (including but not limited to Twitch chat), and text-based live report threads (such as those on Liquiddota.com);
- While we recognize that players may not have intention of cheating 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 found in violation of this rule will be punished; the severity of the punishment will be up to the administration's discretion.

Bets and match fixing

- Players, managers, coaches are prohibited from making any kind of bets on these tournament matches. If it is proven that a player/coach/manager had made a bet or had purposely tried to achieve a certain result in a game), then the team will be punished up to disqualification and banned from future TO events.

Bugs and Glitches

- Teams who abuse gameplay bugs may be assigned a forfeit loss;
- If a team discovers a game-affecting bug (or potential exploit clearly outside of the developers' intended game design) during a game, they are expected to pause the game and immediately inform their opponent as well as the match referee in all chat;
- The Administration will evaluate all alleged bug abuses and has full discretion to award a forfeit loss to any team found guilty of abusing a critical bug or exploit that affected the outcome of the match;
- In all cases, the tournament administration has ultimate discretion as to how to address a game that has crashed or needs to be restarted.

Special Notes

- If the rules do not cover a particular situation or string of events, TO and the tournament staff will have the final word on the matter. Decisions on all disputes are final and not open to further appeal
- Rulings will always be made in the spirit of the regulations
- TO and the tournament staff will always try, to the extent allowed by the rulebook and the situation itself, to resolve an issue in a fair way for all parties involved
- If needed to preserve the fair play and integrity of the tournament, the rules can be amended, modified or supplemented. Teams will be informed immediately when such a modification occurs
- TO will have the final ruling on all tournament matters

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.

- Voice 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 ESB tournaments for at least 6 months).