

Rules for Dota 2

1. - GENERAL INFORMATION

1.1. - All matches will be played on South East Asia (SEA) DOTA 2 servers and all participants are expected to have Steam and DOTA 2 installed and ready for play 2 weeks prior to the start of the tournament. Patching is not a valid reason to delay a match under normal circumstances.

1.2. - Gamer.LK DOTA 2 Referees and Casters will oversee the tournament during the period and their decisions made in communication with the Organizers and the Gamer.LK Staff will be final and overrule any other. A list of Gamer.LK Staff is available on the [Contact Us](#) page and will be posted on the tournament announcement page as well for easy reference.

1.3. - All participants are kindly reminded to make their Steam profiles public during the period of the tournament. This is mandatory for all players, irrespective of skill level or rank.

1.4. - Gamer.LK Ranked Dota 2 tournaments are open to Sri Lankan citizens only.

2. - TOURNAMENT FORMAT

2.1. - The tournament format will be decided by the Organizers and the Gamer.LK Staff and is announced on the Event Announcement on Gamer.LK and the tournament will be held according to this format. The rules found here will apply according to the format chosen by the Organizers. Once the format is decided (eg: Double Elimination bracket, Best of 1 matches until Semis, Best of 3 Semis and Best of 5 Finals) and posted on the Match Thread or announced, it cannot be changed by the Organizer. Tournament Staff however may override this rule.

2.2. - Gamer.LK Ranking

The Gamer.LK Ranking system will be used for the purpose of seeding to make the draws or group allocations as and when needed. No other ranking will be considered.

2.3. - Tie-breakers

2.3.1. - In the event of a two-way tie, the head to head (win-loss ratio/number) value between the two teams will be considered.

2.3.2. - In the event of a three-way tie, the head to head (win-loss ratio/number) value among the teams will be considered.

2.3.3. - In both cases, if applicable, comparing the tied team/s wins vs the seed right below them will be considered.

2.3.4. - If a winner is still unable to be decided, a "Time Rating" value will be used to select the qualifying teams.

2.3.5. - If it is a LAN tournament, and if the above 2.3.1, 2.3.2 and 2.3.3 fail to choose a team, a coin toss should be used. 2.3.4 will not be considered for a LAN tournament.

2.4. - Time Rating

The Time Rating will be a value inversely proportional to the duration of a match. Should a match

round up to 20 minutes, the time rating will be 1/20 (0.05). That would grant the winning team a +0.05 time rating and the loser a -0.05 time rating. The Organizers will not be required to release the rating values.

3. - TEAM COMMITMENT

3.1. - By submitting a registration for the Tournament, all teams and players acknowledge without limitation to comply with the rules set herein and especially with the decisions made by the Tournament Staff (Gamer.LK DOTA 2 Referees).

3.2. - All competitors are expected to know and understand all the rules described here. Not knowing that a rule existed or that it was in place will not be considered as an acceptable reason for breaking said rule.

3.3 - All teams are kindly requested to remove any profanities or obscene language from their team names. (eg: Teams with names such as Team F***s, H***tho Gangsiya, Kiss my A**, etc will not be allowed to register.)

4. - TEAMS AND PLAYERS

4.1. - Team Size

A Team has to consist of at least five players. Upto TWO substitute players can also be registered for each team. Each player can be registered and can subsequently play for only one team during the tournament.

4.2. - Team Roster Changes

4.2.1. - Teams are allowed to change their rosters a maximum of TWO times BEFORE the start of the tournament. However, no roster changes can be done after the day of the first match.

4.2.2. - All roster changes must be done at least 3 days prior to the first match of the tournament.

4.2.3. - All roster changes need to be submitted through the [Roster Change Request Form](#).

Requests via any other platform (Facebook Chat, Steam, the forum personal message) will be ignored.

4.2.4. - All roster changes will be verified with the Team Captain/Contact Person for authenticity and thereafter be confirmed or rejected by the Gamer.LK Tournament Staff. Failure to receive a reply cannot be deemed as confirmation of roster change.

4.3. - Substitutions

The substitute player/s must be registered with the team prior to the tournament starting. Use of a substitute player must be informed to the Tournament Staff (Gamer.LK DOTA 2 Referees) well before the start of the scheduled match (preferably 48 hours ahead). The use of non-registered, suspended, or otherwise ineligible players in a match is not allowed under any circumstances. Doing so will result in a suspension or extended suspension of the individual in question, suspension of relevant team management, and may result in match overturn.

4.4. - Stand-ins

The use of a standin is strictly prohibited and is grounds for disqualification. This applies to account sharing and any other means to bypass this rule.

4.4.1. - The Steam account that was used during registration should be the only one used for playing.

4.4.2. - Upon discovery of the use of a fake/different account apart from the one registered:

4.4.2.1. - If the match has already taken place, the match can be overturned and the win be automatically given to the opponent's team.

4.4.2.2. - If the match has already taken place, and both teams have such offenders, the match can be annulled and a rematch will have to take place. Failure to play or agree to a rematch will result in disqualification in all or both teams concerned.

4.4.2.3. - If the match is yet to start, the Tournament Staff (Gamer.LK DOTA 2 Referees) can ask the offending team to rectify their problem. Failure to comply could result in a match overturn.

4.5. - Sri Lankans Living Abroad

4.5.1 - Sri Lankans living overseas will not be allowed to participate in any part of a tournament that will have a LAN phase in it.

4.5.2 - In online tournaments (such as GCDL, etc) Sri Lankans living overseas are allowed to participate, but it is the responsibility of the team captains to inform the Tournament Staff before the start of the tournament, if they have any such player within their team.

4.5.3 - In such online tournaments, one team may only have a maximum of two (2) Sri Lankans who live abroad.

4.5.4 - In such online tournaments, Sri Lankans living abroad will necessarily need to be present on TeamSpeak and use voice communication to prove their identity, etc before the start of matches. Failure to do so can lead to match overturn or subsequent suspension of offenders.

4.5.4 - Matches will be played according to the Sri Lanka Standard time (GMT+5:30) and matches will not be rescheduled because of Sri Lankans who live abroad.

5. - SCHEDULING GAMES

5.1. - Matches can be played on all days of the week, depending on the Organizer's schedule and this is available on the Event Announcement on Gamer.LK.

5.2. - Matches can also be played on public, bank and mercantile holidays at the discretion of the Organizer and the Tournament Staff (Gamer.LK DOTA 2 Referees).

5.3. - Multiple matches can be played at the same time provided that adequate Tournament Staff (Gamer.LK DOTA 2 Referees) and/or Casters are available.

5.4. - The Organizers will make every effort to inform the teams of scheduled match dates and times – but please note it is the responsibility of the teams to check their game time and date. Tournament Staff (Gamer.LK DOTA 2 Referees) will not be responsible to inform matches to teams. Not attending a match due to not being informed of the schedule is NOT an excuse.

5.5. - Both teams scheduled to play at a certain time should be present online on Steam at least 30 minutes before the scheduled start time.

5.6. - If by 20 minutes past the scheduled match start time a team doesn't have enough players to

play, the match will be deemed a walkover to the team that is present with its full roster.

5.7. - A team CAN START a game shorthanded. You can only be shorthanded by one player. For example, a team can start a game with 4 players. If you are missing more than one player, you cannot start a game.

5.8. - In a best of 3 or 5 games match, a maximum delay of 10 minutes in between matches will be allowed.

6. - RE-SCHEDULING GAMES

6.1. - Re-scheduling of matches will be at the discretion of the Gamer.LK Staff and not the Organizers.

6.1.1. - If re-schedules are decided to be not allowed in any tournament, please understand this will be enforced strictly to all teams regardless of rank or skill.

6.1.2. - If re-schedules are allowed, such can be requested at least 48 hours (2 days) before the match. The Tournament Staff (Gamer.LK DOTA 2 Referees) can reject any request for re-schedule made after this period.

6.1.3. - Organizers will not have any decision whatsoever in the granting of a re-schedule.

6.2 - A match/game can be rescheduled at less than 48 hours (2 days) notice ONLY under the following circumstances:

6.2.1. - The DOTA 2 Network is offline or unavailable due to a mandatory service breakdown or outage which has been announced officially.

6.2.2. - The DOTA 2 Network is offline or unavailable due to a sudden service outage which is experienced in the region/country and is notified online (on reddit or the dev forums).

6.2.3. - The Steam Network is offline or unavailable due to a service breakdown as in the above points.

6.2.4. - Internet connectivity is lost or disrupted in an entire region/the country and more than 3 people from both teams are unable to connect.

6.2.4. - The supply of electricity is lost or disrupted in an entire region/the country and more than 3 people from both teams are unable to connect.

6.2.5. - Tournament Staff (Gamer.LK DOTA 2 Referees) are unavailable for a match.

7. - COMPULSORY TEAMSPEAK USE

7.1. It is compulsory that all teams use the Gamer.LK Public TeamSpeak 3 Server accessible at ts.gamer.lk for communication.

7.2. - Specific channels for the tournament will be available during the period of this tournament. Players connecting should have their nicknames matching their Steam usernames (profile names) as submitted on the registration. Please note that this will be compulsory for ALL teams regardless of skill level or team rank.

7.3. - Please be informed that no exceptions to this rule can be made to anyone and by registering

all players and teams agree to this beforehand.

7.4. - Any team unable to have their full team on TeamSpeak might be penalized and the match may be awarded to the opponents.

8. - TOURNAMENT COMMUNICATION

8.1. - Gamer.LK

Updates about the tournament will be made publicly available on the Gamer.LK forums. Daily match threads, results from each match, etc will be available on Gamer.LK including upcoming match information, updated draws, etc. It will be the responsibility of the Organizer to facilitate such updates and co-ordinate with the Tournament Staff (Gamer.LK DOTA 2 Referees) in this regard.

8.2. - Sri Lanka DOTA 2 Community Facebook Group

Each team and player are expected to be a member of the [Sri Lanka DOTA 2 Community](#) Facebook group. All information, match times, schedules, etc will be posted in the group.

8. - GENERAL GAME RULES

9.1. - **Competition Method:** 5 vs. 5 (Team Play, 5 players)

9.2. - **Match Format:** Best of 3, Semi-finals onwards. Best of 1 for all matches in previous rounds.

9.3. - **Match Winner:** The team who destroys the opponent's throne/ancient first, or if the opponent surrender.

9.4. - Game Settings:

The following settings will be used for the hosting of Match Lobbies. If a setting is not listed below, it should not be changed from its default state.

- Enable Cheats: No
- Fill Empty Slots With Bots: No
- Version: Tournament
- Series Type: Best of 3, Semi-finals onwards. Best of 1 for all matches in previous rounds.
- Game Mode: Captain's Mode
- Starting Team: Refer to rules under Hosting/Draft/Pausing/Penalties
- Spectating: Set to the Dota TV ticket (if available). If not by default spectating will be Enabled.

9.5. Use of Public Chat:

9.5.1 - Gamer.LK Ranked DOTA tournaments will be streamed live via Dota TV and Twitch. As such, public chat can only be used by the team captains and/or Tournament Staff regarding game pauses, disconnections, etc.

9.5.2 - Team members are allowed to greet each other at the start and end of the match on public chat (i.e: GGWP, GLHF, etc) but should avoid using it during a match. No foul language is allowed on public chat and doing so can get the team disqualified from the match after the first warning.

10. - GAME PLAY RULES

10.1. - Abuses & Exploitation

Exploiting game or map bugs/glitches/flaws ("exploits") for the purposes of gaining an unfair advantage is prohibited. Exploits that are not specifically named here are still prohibited but will be dealt with on a case-by-case basis. The Tournament Staff (Gamer.LK DOTA 2 Referees) reserve the right to decide what will be deemed as an exploit or abuse.

10.2. - Scripting

The use of scripts such as insta-hexing, auto-blinking, auto-orchid or techies scripts are illegal. Tournament Staff (Gamer.LK DOTA 2 Referees) will continue to observe matches for such infractions and if a team wishes to report a certain match they may use the method listed in 17. Disputes below to do so.

10.3. - Use of Third Party Softwares

The use of any third-party addons, hooks, programs or wrappers that interact with or alter the DOTA 2 client, its appearance or behaviour for the purposes of gaining an unfair advantage is prohibited. Players and teams caught using such addons will, at the discretion of the Tournament Staff (Gamer.LK DOTA 2 Referees), be penalized accordingly.

Exceptions: Third party voice communication software such as (but not limited to) Teamspeak are allowed.

10.4. - Impersonations

Impersonating an eligible player by attempting to alias as them, using their Steam account or by any other method is prohibited and will result in the aliasing player and the player they are aliasing as being removed from the tournament. The Tournament Staff (Gamer.LK DOTA 2 Referees) will have access to player IP addresses and other information to monitor accounts and players.

10.5. - In-game names

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 Tournament Staff (Gamer.LK DOTA 2 Referees) to decide. The only additional information allowed in a player's ingame name is clan tags or sponsor names. Team members are kindly requested to limit the use of profanity on in-game names/aliases as this degrades the value of the team and the tournament as well.

11. - HOSTING & SETTINGS

11.1. - Lobby Hosting

All lobbies should be hosted ONLY by the Tournament Staff (Gamer.LK DOTA 2 Referees), a list of which is available on the [Contact Us](#) page and will be posted on the tournament announcement page as well for easy reference. Under no circumstance should players join a lobby created by anyone else.

11.2. - Sides & Drafting Order (Selection Priority)

The side and drafting order (selection priority) of each game depends on the mode of the match. The "first team (higher seed)" means the team mentioned first on the match page or bracket list posted. The team with Selection Priority may pick either their side of the map or the drafting order.

11.2.1. - Best of ONE game: The first team has Selection Priority.

11.2.2. - Best of TWO games: The first team has Selection Priority for game one. Game two is reversed.

11.2.3. - Best of THREE games: The first team has Selection Priority for game one and three. Game two is reversed.

11.2.4. - Best of FIVE games: The first team has Selection Priority for game one, three and five. Game two and four are reversed.

11.2.5. - In LAN matches, irrespective of the number of games, Selection Priority will be determined by a coin toss.

11.3. - **Spectators**

Team managers are allowed in the lobby, but must leave before the match begins. Random players are not permitted in the private lobby for any reason. Gamer.LK DOTA 2 Referees and Casters have the right to spectate any game.

12. - **MATCH RULES**

12.1. - **Picks & Bans**

12.1.1. - The hero pool always consists of all available heroes in Captains Mode and might therefore change several times during the competition if a Dota patch is released inbetween the tournament.

12.1.2. - The game must not be paused during the draft, unless a drafter disconnects.

12.2. - **Pauses**

12.2.1. - Each team has the right to pause the game for an acceptable duration, if a player announces it at least three seconds in advance and calls a coherent reason (not necessary, if someone disconnects).

12.2.2. - The game must not be resumed before both teams agree with it. When the number or the duration of breaks becomes too high or long, Tournament Staff (Gamer.LK DOTA 2 Referees) reserve the right to force the continuation of the game.

12.3. - **Disconnects & Reconnects**

12.3.1. - If a player disconnects, the game is to be paused instantly.

12.3.2. - 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.

12.3.3. - 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.

12.3.4. - 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.

12.3.5. - If in the case of a game not being reloaded after such a try, the game will have to be rehosted as in the clause below.

12.4. - **Match Interruptions & Crashes, Bugs**

12.4.1. - The following rules only apply if a match is involuntarily interrupted due to a player crash, server crash, network failure, power failure, etc.

12.4.2. - If a player's PC crashes or a player disconnects, the game must be paused. The disconnected player must return into the game and the clauses in 12.3 will apply.

12.4.3. - If multiple players disconnect, the server crashes or lobby shuts down or network fails and there is no match to be found when retrying, the lobby must be immediately rehosted and the game must restart from the last backup/save.

12.4.4. - If the latest backup/save is in the middle of a critical action (as decided by the GLK Referee/s), a previous backup must be used. In the event of a previous backup being unavailable the game must continue with the backup that is available.

12.4.5 - If a backup can't be found or used after a crash, the lobby must be rehosted and the game will restart. All players have to pick the same heroes and items as previously and must go to the same starting lane. After initial 'creep' contact, players may change lane.

12.4.6 - In the event of a time issue, the Tournament Staff will decide accordingly.

13. - PLAYERS' AND TEAMS' RESPONSIBILITIES DURING LAN MATCHES

** Does not apply for Online tournaments (tournaments held entirely online).*

13.1. - Punctuality

Teams must arrive at the venue at least one hour before their match or the start of the tournament.

13.2. - Dress Code

All players who take part in LAN tournaments are expected to be present with suitable attire and clothing (i.e. not in shorts and slippers). It is encouraged that teams wear their clan tshirts, etc. Most ranked LAN tournaments will be played in public venues. Therefore keep in mind that it is your responsibility to generate a positive image for eSports in Sri Lanka.

13.3. - PR and Publicity

Players at ranked LAN tournaments may be called for photoshoots and may have to provide interviews at the event.

13.4. - Player Restrictions

Players should not leave the match area during the pauses between games, without the Tournament Staff's (Gamer.LK DOTA 2 Referees) permission. Once a match starts and until it is completed players should remain seated at their terminal at all times.

13.5. - Player Conduct

Swearing or any kind of hostility, racist or any sort of abuse verbal or physical towards another player is strictly prohibited. Please mind your language during matches as much as possible. Players are strictly prohibited to be drunk or under drugs in the match area. Smoking in the match area is prohibited.

14. - LAN TOURNAMENTS GENERAL RULES

** Does not apply for Online tournaments (tournaments held entirely online).*

14.1. - Match Area

14.1.1. - The match area is defined as the area surrounding any competition machines (PC) that are used during tournament play.

14.1.2. - During match periods, the only persons allowed in these areas are the participating players, Tournament Staff (Gamer.LK DOTA 2 Referees), broadcasters and Organizers.

14.1.3. - No other persons including managers, well-wishers, coaches, etc can remain in the playing area once the picking phase starts.

14.1.4. - Non-compliance by any such manager, or coach will be considered as an infringement and at the discretion of the Tournament Staff (Gamer.LK DOTA 2 Referees), be penalized accordingly.

14.2. - Team Managers

14.2.1. - Managers may be in the match area prior to the beginning of the picking phase of the first game of a series.

14.2.2. - They may return between games for up to 5 minutes before the next game in a series.

14.2.3. - Under no circumstances may a manager be in the match area while a game is being played, including during pauses.

14.2.4. - If a manager is found in this area or to be communicating with his team during tournament play then the entire team may be disqualified at the discretion of the Tournament Staff (Gamer.LK DOTA 2 Referees).

14.3. - Tournament PC Setup

14.3.1. - No USB storage devices should be plugged into any of the tournament PCs under any circumstance. Failure to comply might lead to penalties for the infringing team or player.

14.3.2. - Players of the selected teams who require their configs saved on the Tournament PCs, need to email them to configs@gamer.lk before the start of the tournament.

14.3.3. - Players are expected to inform the Organizers or Tournament Staff (Gamer.LK DOTA 2 Referees) of any drivers required for the proper usage of their gaming gear in advance to the tournament.

14.3.4. - All tournament PCs will come installed with TeamSpeak (VoIP software).

14.3.5. - A local TeamSpeak server will be provided by the organizers for best quality and minimal latency.

14.3.6. - Any attempt to overclock or in any way alter the default PC configuration for an additional boost in performance is strictly forbidden. Any such attempt will lead to an immediate loss of the current match and can lead to a disqualification from the entire tournament.

14.4. - Audio Equipment

Audio equipment may/may not be provided, depending on the Organizers and Sponsors available. As a general rule, all participants are required to bring their own headphones. If audio equipment is provided the Organizers will inform the same on the event page.

14.5. - Shoutcasting Setup

14.5.1. - All LAN matches played can be shoutcasted live and broadcast via Twitch and DOTA TV depending on the venue and setup.

14.5.2. - Participants must always wear their headphones during their matches.

14.5.3. - The live casters will be restricted in their commentary of live game situations (roshan fights, smoke ganks, rune controls, wards, etc), however in any circumstance where the "live cast is heard" by the players it will NOT be stopped and play must carry on.

14.5.4. - All teams must agree that the casting/game sound might interfere and must acknowledge that it is something they have to work around with and not request for unnecessary pauses and

pleadings at the event.

14.6. - Spectator Section and Crowd

14.6.1. - Spectator areas may/may not be set up separately depending on the venues, but it is generally expected that participants have to acknowledge that people will be outside the match area and watching them play.

14.6.2. - The Tournament Staff (Gamer.LK DOTA 2 Referees) will make sure that spectators do not enter the match area during games.

14.6.3. - However, participants need to acknowledge and understand that it will be a very live atmosphere with spectators cheering, etc.

14.6.4. - All teams must agree that the spectator/crowd sounds might interfere and must acknowledge that it is something they have to work around with and not request for unnecessary pauses and pleadings at the event.

15. - PLAYER CONDUCT

15.1. - All participants are required to uphold the highest standards of fair play and sportsmanship.

15.2. - Every participant has to show the needed respect towards other participants, the Organizers, Tournament Staff (Gamer.LK DOTA 2 Referees) and Casters. Insults and unfair or disrespectful behavior including swearing, racist threats, etc towards Tournament Staff (Gamer.LK DOTA 2 Referees) and other participants are not tolerated and will be punished.

15.3. - Tournament Staff (Gamer.LK DOTA 2 Referees) reserve the right to take action against flagrant disregard for rules regarding conduct. Action that may be taken includes, but is not limited to forfeiture of bans, forfeiture of matches and dismissal from the tournament.

15.4. - Players who are caught swearing or behaving in a hostile manner towards their opponents or staff will be issued with a warning upon their first infraction. Continued infractions will result in the following: forfeiture of a ban upon the second incident and forfeiture of the match upon the third incident.

15.5. - Any participant who attacks or physically harms another participant in his team or the opposing team will immediately result in the perpetrator's team being disqualified from the tournament. Any additional penalty will be at the discretion of the Tournament Staff (Gamer.LK DOTA 2 Referees).

15.6. - Players are expected to compete in a professional manner. Throwing a match, halting play without cause or showing a flagrant lack of effort will be construed as a violation of player conduct, and will result in match forfeit and disqualification from the tournament.

16. - PLAYER CONDUCT

16.1. - Penalties

Violation of the rules or failure to comply with Tournament Staff (Gamer.LK DOTA 2 Referees) may lead to the following penalties. Depending on the severity of the offense, levels of penalties may be

skipped.

16.1.1. - Warning: After a warning is given during a game it will continue until the game is completed. If three warnings are accumulated then the team will be disqualified from the tournament upon receiving the third warning.

16.1.2. - Game Loss: Game loss given to a team means that the team loses the current game no matter what the result of that game is. A win would be awarded to the opponent instead. In a best of 3/5 games situation, this refers to the game that is being played.

16.1.3. - Disqualifications: A team disqualified will be ejected from the tournament. They will not be able to proceed in the bracket.

16.1.4. - No Show: A team that registers for the tournament and doesn't show up for a match or pulls out of the tournament will be considered "no show". This will affect their Gamer.LK ranking as this will reduce their points. In the bracket however, the scheduled match would be considered a walkover.

16.1.5. - Walkovers: A team reserves the right to award a walkover if they are unable to play or have the full team present for a match ONLY during qualifier rounds or group stage matches. **Any team that reaches the semifinals or finals of a tournament and decides to give a walkover due to whatever reason will be automatically disqualified from the tournament** and the next best team will be allowed to play. If in any case, there are two teams who are deemed suitable the choice will be made by way of a coin toss. The disqualified team will not receive any prize money of any percentage and the team will not be allowed to take part in a minimum of one Gamer.LK Ranked Tournament held in the immediate future. This suspension includes the players.

16.1.6. - Ban: In extreme circumstances, a team/player might be banned from playing in any single match (disqualified) in the ongoing tournament. Based on the severity of the violation this ban might extend to future Gamer.LK tournaments.

16.2. - Procedure

16.2.1. - Based on the violation or failure to comply the following line of communication will be undertaken to inform of any relevant penalty.

-Inform the Player

-Inform the Team Captain

-Inform the Clan Leader (if it applies)

16.2.2. - In case the Player or Team Captain wishes to dispute or challenge the decision they are free to contact the Gamer.LK Staff in this regard.

16.2.3. - Under no circumstance will any penalty be issued without informing the relevant parties concerned.

16.3. - Rule Changes

The Tournament Staff (Gamer.LK DOTA 2 Referees) 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 organizers and Tournament Staff (Gamer.LK DOTA 2 Referees) to modify the rules and regulations as and when needed. Such modifications need not necessarily be publicly announced during the progress of a tournament.

17. - DISPUTES

17.1. - Any match result or outcome is open for disputes and any player or team is welcome to use our [Dispute Submission Form](#) to make their submissions.

17.2. - Submitting a dispute will not guarantee action but will merely draw the attention of the Tournament Staff (Gamer.LK DOTA 2 Referees) towards the match and particulars submitted.

17.3. - Disputes submitted will be treated with confidentiality and details of who reported what match, etc will not be publicly disclosed.

17.4. - Disputes submitted will be received by the Gamer.LK Administration, after which the necessary particulars will be passed onto the Tournament Staff (Gamer.LK DOTA 2 Referees).

17.5 - Disputes on a match need to be done within 18 hours of match completion. Submissions done thereafter will be ignored and not considered.

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