

DPC 2023 WINTER TOUR 

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Welcome to the DPC 2023 Winter Tour!

Tournament information

The DPC 2022-2023 Winter Tour will take place from 8 January to 21 February. This tournament will determine the teams that will play in the first major of the season.

Prize Pools and Slots Distributions

Division I

			NA	WEU
1st Place	\$30,000	300 DPC Points	Qualifies to the Major	Qualifies to the Major
2nd Place	\$28,000	180 DPC Points	Qualifies to the Major	Qualifies to the Major
3rd Place	\$27,000	120 DPC Points		Qualifies to the Major
4th Place	\$26,000	60 DPC Points		Qualifies to the Major
5th Place	\$25,000	30 DPC Points		
6th Place	\$24,000	N/A		
7th Place	\$23,000	N/A	Demoted to Division II	Demoted to Division II
8th Place	\$22,000	N/A	Demoted to Division II	Demoted to Division II

Division II

			NA	WEU
1st Place	\$17,000	N/A	Promoted to Division I	Promoted to Division I
2nd Place	\$16,000	N/A	Promoted to Division I	Promoted to Division I
3rd Place	\$15,000	N/A		
4th Place	\$11,000	N/A		
5th Place	\$9,000	N/A		

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6th Place	\$7,000	N/A		
7th Place		N/A	Eliminated from Division II	Eliminated from Division II
8th Place		N/A	Eliminated from Division II	Eliminated from Division II

Dates & Duration

Division I: January 8-29;
Division II: January 31-February 21.

Participating Teams


WEU Div. I	
	Team Liquid
	Team Secret
	OG
	Nigma Galaxy
	Tundra Esports
	ITB.Shuffle
	Gaimin Gladiators
	Entity

NA Div. I	
	Shopify Rebellion
	Thiuth Gaming
	TSM
	B8 Esports
	Wildcard
	5RATFORCESTAFF
	nouns
	ALPHA



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WEU Div. II	
	Ancient Tribe
	Team Bald Reborn
	D2 Hustlers
	Alliance
	IVY
	Water Rune Enjoyers
	Ooredoo Thunders
	Monaspa

NA Div. II	
	DogChamp
	The Cut
	Another NA Team
	Eternity
	felt
	Penguins Squad
	Fart Studios
	CDUB Esports

Format

- Round Robin;
- All matches are BO3;
- The start time of each match is fixed. A match may not start before the scheduled start time. A match may start later than the scheduled start time if the previous match is not over;
- Duration 22 days per division;

Tiebreakers

- If there is a tie, more games will be played according to the following:
- If there is a two-way tie, a Best of 3 will be played.
- Selection Priority for game 1 is determined by coin toss. Selection Priority alternates for game 2. Coin toss is used again if there is a game 3.

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- If there is a three-way or more tie, a round robin Best of 1 will be played.
- Selection Priority for each game will be determined by coin toss.
- If any ties remain that still result in ties along the Dividers, then repeat until ties are resolved with the teams that still remain tied.

Rosters

- Teams of five (5) players who have secured a slot after the 3rd tour of the DPC 2022 or have qualified through closed qualifiers and registered a full roster on the [DPC website](#) are eligible to take part in the DPC 2023 Winter Tour;
- The registered roster **MUST** match the roster playing in the tournament;
- Teams are not allowed to change their roster during the DPC 2023 Winter Tour;
- Team rosters are considered locked for the duration of the tour;
- The rosters will be unlocked at the end of the tour;
- If a team has qualified for a Major, they can also replace a player by receiving extra penalty points for the Major;
- Teams are allowed to use substitute players for no more than 4 of their matches including tiebreakers, as long as the substitute is either competing in a lower division (only applicable for Division I teams) or is not competing in the league at all.
- The substitute players can be part of any region as long as the final team has at least 3 people playing from their home region.

Definition of region

- For a team to be eligible to compete in a region, 3 or more players **MUST** be physically located in the region in which they are competing.

Nicknames

- All players should play under their original nicknames, which were sent to the Tournament Administration at the beginning of the tournament and registered on the DPC website;
- Official registered players should use the tag of the team they are registered to.

Player and Team responsibilities

- Teams participating in DPC will have to comply with the following responsibilities. Failure to comply may lead to penalties, including draft penalties and loss of selection priority.
- Players should obey DOTA 2 User Agreement and DPC 2023 Winter Tour regulations;
- 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;
- **Each player should have a webcam for integrity purposes.**
- Teams should designate at least one player for the post-match interviews.



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- Access to communications for highlights and integrity purposes (communications after the draft can be recorded for integrity purposes, but have to be deleted after a reasonable amount of time to produce highlights, no more than one week)
- Obligation to provide additional content (photos, Q&A)
- Online media access to players for additional content;
- 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 are not allowed to access the restroom during a game until the end of it. Doing so will result in a LVL 2 penalty, taking away bonus time during the draft in the next game. An exception is a health threatening condition requiring emergency medical treatment;
- 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 offences:
 - ⇒ 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 behaviour.
- A team may be sanctioned if one of its players commits any of the following offences:
 - ⇒ Is guilty of violent behaviour;
 - ⇒ Uses any unlawful or dishonest proceedings;
 - ⇒ Misleads or deceives any tournament official.
- In all cases, depending on the seriousness of the behaviour in question, tournament officials will set the final rules and may apply stiffer penalties if necessary;
- Verbal offence 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.

Organising the matches

- All matches are created by the match admin, no later than **15 minutes** before the match starts;
- Players should be in the lobby **5 minutes** before the start of their **game (lobby)** to determine the draft order and sides;
- During the tournament, players have a **total** 10-minute break between games. The countdown starts when the game ends;
- **5 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**;

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- If a match cannot start on time because the previous match has not finished, this match will start **15 minutes** after the match that delayed the start;
- Playdays are held using the “fixed schedule” system. The start time of each match is fixed. A match may not start earlier, but may start later than the scheduled time if the previous match has not finished;
- Only official casters and observers approved by the organisers are allowed in the lobby. **Managers and players of other teams are not allowed in the lobby;**
- During the matches, teams will use a TeamSpeak server provided by the organisers for voice communication;
- A coach can stay in the voice chat during the draft stage(including strategy time), after which he should leave the team channel. During the match only 5 players are allowed to be in the voice chat;
- As coaches are not allowed to be in a game lobby they also are not allowed to communicate with a team during the game or be around. The only communication periods are during a draft stage and a break;

Servers

WEU	Europe West
NA	US East

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

Lobby settings

- Lobby password: Will be provided by an admin;
- Game Name: **Region* DPC 2023 Winter Tour;*
- Cheats: Off;
- Bots: Off;
- Series: BO1/BO3/BO5;
- 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 loser 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.

Game end

- The game lasts until the winner is known;

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- 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.
- If a team does not play a match, that match is forfeited. A team that forfeits two or more matches in a tour is automatically disqualified from the rest of the competition, and all its opponents from previous and subsequent games get the win by default.
- A team that uses 4 substitutions and forfeits the next match for this reason is automatically disqualified from the rest of the competition, and all its opponents from previous and subsequent games get the win by default.

Disciplinary punishments and fines

Lateness

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

- For the BO1 match:
 - ⇒ **Time XX:XX is time when teams should be inside the lobby;**
 - ⇒ Time XX:XX + 3 min - Warning;
 - ⇒ Time XX:XX + 5 min - Draft penalty level 1;
 - ⇒ Time XX:XX + 10 min - Draft penalty level 2;
 - ⇒ Time XX:XX + 15 min - Draft penalty level 3;
 - ⇒ Time XX:XX + 20 min - Lose the BO1 series;
- For the BO3 match:
 - ⇒ **Time XX:XX is time when teams should be inside the lobby;**
 - ⇒ Time XX:XX + 3 min - Warning;



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- ⇒ Time XX:XX + 5 min - Draft penalty level 1;
- ⇒ Time XX:XX + 10 min - Draft penalty level 2;
- ⇒ Time XX:XX + 15 min - Draft penalty level 3;
- ⇒ Time XX:XX + 20 min - Lose the first game;
- ⇒ Time XX:XX + 30 min - Lose the BO3 series with 0-2;
- For the BO5 match:
 - ⇒ **Time XX:XX is time when teams should be inside the lobby;**
 - ⇒ Time XX:XX + 3 min - Warning;
 - ⇒ Time XX:XX + 5 min - Draft penalty level 1;
 - ⇒ Time XX:XX + 10 min - Draft penalty level 2;
 - ⇒ Time XX:XX + 15 min - Draft penalty level 3;
 - ⇒ Time XX:XX + 20 min - Lose the first game;
 - ⇒ Time XX:XX + 30 min - Lose the second game;
 - ⇒ Time XX:XX + 40 min - Lose the BO5 series with 0-3;

In some cases, these penalties may be waived if the delay is a result of forces outside of the team's control or issues the admin team is coordinating with directly.

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.
- In some cases, this time can be extended if the delay is the result of issues that are coordinated directly to the admin team.
- The team that has paused should immediately write to the in-game chat or the team discord 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 judgement to decide the correct course of action;
- If a game crashes after players leave the base, the admin will rehost the game saving from the closest save point. *Note: The Load/Save function will return everyone to base, despawn all creep waves and some temporary buffs/debuffs will be lost on reload.*
- If a game crashes before players leave the base, the game will be rehosted starting with the draft that should be repeated.
- 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 unauthorised programs

- Teams found to be engaging in cheating, unethical behaviour, obtaining any form of unfair competitive advantage, or otherwise using unauthorised programs will forfeit all affected matches;
- The Administration will have total discretion and final say over what counts as cheating;

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- 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 Valve Tournaments;
- Macro scripts are expressly forbidden (including any DOTA 2 configuration file, third party program, or other script which allows multiple keystrokes to be input into the game client through a single keypress or no human input whatsoever).

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 to make 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 ban from future Valve and PGL 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.

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Special Notes

- If the rules do not cover a particular situation or string of events, PGL 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
- PGL 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
- PGL will have the final ruling on all tournament matters

Good luck, have fun!