

DOTA2 Gamers Unite 2019



STARTING CASH PRIZE POOL: 10000.00 USD

REGISTRATION FEE PER TEAM : 50\$

PRIZE POOL WILL INCREASE BASED ON NUMBER OF TEAM REGISTRATIONS.

ALL PAYMENTS WILL BE SETTLED VIA WIRE TRANSFER 4 DAYS AFTER THE MAIN EVENT.

STAGES	DATE	TIME	LOCATION	10,000.00 USD
OPEN QUALIFIER 1	6-Apr-19	2:00 PM	ONLINE TOURNAMENT	
OPEN QUALIFIER 2	7-Apr-19	2:00 PM	ONLINE TOURNAMENT	
TOP EIGHT QUALIFIER	13-Apr-19	2:00 PM	ONLINE TOURNAMENT	
TOP EIGHT QUALIFIER	14-Apr-19	2:00 PM	ONLINE TOURNAMENT	
GRAND FINAL	18-Jul-19	TBA	ONLINE TOURNAMENT	

This is an online tournament, but you are all WELCOME to join us @GAMERS UNITE ARENA (18th of July 2019) – THE NEW BIEL.

Dota2 Gamers Unite 2019



1. PRIZE POOL DISTRIBUTION:

- 1st place: 6000.00 USD
- 2nd place: 3000.00 USD
- 3rd place: 1000.00 USD

2. OPEN AND TOP EIGHT QUALIFIERS RULES:

- Players must be from the below Countries & Teams must be from the same country

LEBANON	UAE	IRAQ
EGYPT	JORDAN	BAHRAIN
KSA	TUNISIA	YEMEN

- **TICKETING**

All teams and team members shall buy their tickets through www.lhjoz.com OR all official Gamers unite Sale Points. If you're buying your ticket through (KHOURY HOME, AMEX, MALIKS, LIBANPOST) – You need to register online and fill your form first and then go buy your ticket from the listed outlets – Your registration will stay valid 48 hours after registering online.

All Team captains must have a DISCORD & FACEIT account and will instantly be invited to “Gamers Unite” Discord Channel within the week of purchasing their tickets.3

- **RULES & REGULATIONS**

By registering for “Gamers Unite” each team and team members confirm that they have read and will abide by the rules & regulations of the event.

- **SUBSTITUTIONS**

Substitutions are not allowed throughout the qualifiers.

- **PLAYER NAMES**

Player Names can be edited by “Gamers Unite” management team if found inappropriate.

- **CHECK-IN**

All players must be present in lobby 15 minutes before the game starts.

Matches should be played with 5 players, if a team is missing a player they will be removed before the tournament lobby starts.

- **DISCONNECTS**

In the case that a player(s) disconnects during a match, the team is allowed to continue to play the match at a disadvantage.

- **FORFEIT**

Participants can choose to forfeit a match if they wish. Forfeiting will result in the team being eliminated from the qualifier.

- **PLATFORM TO BE USED IN STAGE ROUNDS : FACEIT**

All Captains will be informed via discord by Gamers Unite management team.

Stage 1:

Open Qualifier 1: 6-Apr-19-2:00PM (If changes occur in date & time, all registrants shall be notified by organizers)

- 256 or 128 teams will battle in a **single elimination bracket**
- All games are **best of ones**
- **Last 4 teams** will qualify to Stage 2
- All teams will have another chance in the **2nd qualifier**

Open Qualifier 2: 7-Apr-19-2:00 PM (If changes occur in date & time, all registrants shall be notified by organizers)

- 256 or 128 teams will battle in a **single elimination bracket**
- All games are **best of ones**
- **Last 4 teams** will qualify to Stage 2

Stage 2:

Top Eight Qualifier : 13-Apr-19-2:00 PM (If changes occur in date & time, all registrants shall be notified by organizers)

- 8 teams will battle in a **double elimination bracket**
- Upper bracket rounds 1-2, and Loser bracket rounds 1-2, are **best of ones**.
- Upper bracket round 3, is a **best of three**

Top Eight Qualifier : 14-Apr-19-2:00 PM (If changes occur in date & time, all registrants shall be notified by organizers)

- The same **double elimination bracket continues**.
- Loser bracket round 3-4, are **best of threes**
- The **final two teams** will qualify to play the grand finals on the **main stage**.

3. Matches and In-game Settings:

- Each team has **2 pauses**, both no longer than 5 minutes.
- To un-pause a game is only allowed when both teams agree through all chat.
- Pause abuse, trash talking and players disconnecting for more than 5 minutes will lead to a **disqualification from the qualifier**.
- If a player is lagging or continuously disconnecting, it's the player and his team responsibility.
- **No rematches are allowed**. If the game crashes, or any other technical issue occurs, the players will take responsibility, and admins will have the right to decide the winner.
- A game is finished, when an Ancient Fortress is destroyed, when a player types "**gg**" or "**ff**" (unless it's by accident), when the majority of a team leaves on purpose, or when the administration decides on it.
- In case of global technical problems with the DOTA2 client or Steam network, the game will be rehosted as soon as the issues are resolved. In that case, the teams will be obliged to use the same picks as the previous game, unless both of the teams mutually agree to remake the picks.
- Players should report suspected teams and players at the beginning of each match. Reporting a problem after the match ends will not be taken into consideration.

4. LOBBY SETTINGS :

- Upon Lobby creation players have **15 minutes to join the lobby**, otherwise their team will lose their series, but they'll have a chance playing in the followed qualifiers.
- Lobby Name: Team A vs. Team B (changed according to the team names)
- Game mode: **Captains mode** - Server location: **Luxembourg**
- Lobby password: Will be sent to team captains upon registration
- Lobby visibility: Public
- Selection priority: Automatic coin toss
- DotaTV: Spectators Enabled, 5 minutes Delay

5. CHEATS:

Cheating is strictly prohibited. As a condition of their participation in “GAMERS UNITE” Dota2 competition, players agree to refrain from manipulating the game files in any way, using any unapproved game modifications, programs, or any other methods that gives one an unfair advantage over another player. The definition of cheating will be determined by the organizers where applicable.

6. STAY CONNECTED:

Follow us on our Facebook and Instagram page: “**Mindwhisk Events**” and stay up to date!

7. GAMERS UNITE ORGANISERS CONTACT:

For more information or clarifications please contact us on juan@mindwhisk.com – roula@mindwhisk.com

