ISF

Bulletin 1 (updated version)

ISF E-SPORTS GAMES
2020

KYIV, UKRAINE

01-20/12/2020

INTRODUCTION

ISF Esports Games

To face the COVID-19 pandemic and ensure the event will take place, ISF E-Sport games 2020 will be held **online. The information previously sent out (12th February 2020) is no longer relevant as it refers to the original format of the event.**

Important remark: the game servers are located in Europe, providing the participating gamers from European countries/regions with as level a playing field as possible in regard to conditions and ping. Due to it being impossible to provide equal conditions for all participants from other continents, the event will only be held for teams located in the Europe. If there are teams/students from other continents that are temporarily residing in Europe during the period of the competition, they may freely participate and represent their School Sport Entity.

The ISF E-Sports Games is a combination of e-disciplines with different physical activities. This method demonstrates to the youth that it is possible to combine e-sports with traditional sport and improve oneself. This event among youth from secondary school education establishments is not only the first of its kind in Europe but in the entire world.

The first ISF E-Sports Games took place in Kyiv, Ukraine in 2019. Participants competed in two e-disciplines; Dota 2 and League of Legends and took part in ten or so different physical activities.

ORGANISATION

Management

ISF	International School Sport Federation sport@isfsports.org
LOC Contact Person	Ukrainian federation of school sports (UFS) Vadym Stetsenko - General Secretary of the UFS Olena Zernyk ukryouthsport@gmail.com +38 097 787 02 44
E-sport part Contact person	Ukrainian Professional Esports Association incybersport@gmail.com

Technical Details

1. Participation

Competitions will be organised in two disciplines: DotA2 and Valorant.

The competitions will consist of qualification, play-offs, and the finals.

Qualification – 01-04 December 2020.

Play-offs and finals – 19-20 December 2020.

Online competitions will be held on Realm servers with participants registering on 'faceit.com'.

Participants will get involved in physical activities from their own homes.

After registration, all participants will receive a video manual with specific physical activities, of which they have the opportunity to follow them in order to keep active and fit. These activities are not obligatory.

The ISF E-Sports Games is open to selected teams.

All participants in a team must be enrolled in their school since the beginning of the school year in which the event takes place.

All students must be attending schools which provide a general education. The following are not eligible to participate:

- Pupils of vocational schools who only attend that school as a complement to their vocational training.
- School teams and pupils enrolled at schools which provide sports training without any general education.
- Part-time sport schools which take pupils from a variety of schools for training in one or more sports.
- Teams formed as part of clubs, companies, universities, or other institutions.

Participant obligations:
- Each participant is required to be present throughout the whole duration of the event.
- Each team will be prepared to compete against all other participating teams.
- Each participant will be prepared to compete against all other participants.

The following competition disciplines will take place:
- **Defense of the Ancients 2 (further – DotA 2)**
- **Valorant**

Each School Sport Entity may enter a maximum of one team for DotA 2 and one team for Valorant.

A team participating in the DotA 2 event may also participate in the Valorant event and vice versa.

That would however mean that no additional teams could be submitted to either event from that School Sport Entity, as both of their participating slots would be occupied.

The participating age is 13-18 years old, if it is not prohibited by law of the participant's country.

The total number of participants in a team is five. One reserve player can also be registered.

Each team must have a coach, responsible for them as well as being headed by a Head of Delegation.

All teams that meet the requirements may participate in qualification.

The teams that finish qualification in 1st, 2nd, and 3rd position are then able to proceed to the play-offs.

In the case that a team that finishes in one of the above-mentioned positions refuses to participate in the play-offs, the team that finished in 4th will then be given the final play-off spot.

2. Composition of the delegation

E sport disciplines	age category	#teams	#athletes per team		#Adults			#max Total
			first team	reserve	HoD	Additional adult	Coach	
DotA 2	2002-2003-2004-2005-2006-2007	1	5	1	1	0	1	15
VALORANT		1	5	1			1	

- the youngest participant is 13 years old if it is not prohibited by the law of the participant's country/region.
- Head of Delegation (HoD): he/she may not combine the function with the role of coach or another official role. He/she shall be the sole intermediary between the delegation and the Local Organising Committee.

3. Technical Rules

This is a team competition and will be adjudicated in accordance with the set rules (App 1)

The competition for each e-discipline will be of the following formats:

- **DotA 2: game format – 5x5, play mode – Captains Mode**
- **VALORANT: game format– 5x5, play mode - Tournament Draft**

The competition consists of two stages – qualifications and play-offs. All registered teams may participate in qualifications. Three teams will advance to the play-offs with the fourth team in being a team from Ukraine (both in Dota2 and Valorant).

The competition system (round-robin or single elimination bracket) will depend on the number of registered teams.

If the number of registered teams is less then eight, qualifications will run in a round-robin system. The format of each team competition will be a "Best of 1" (one win needed).

Each win will give that team 1 point, for a loss; 0. After all qualification matches are finished, the three teams with the highest points go to the play-offs. If teams have an equal number of points, they will play one additional game additionally.

If there are more than eight teams, they will be divided into two groups. The winners of each group will advance to the play-offs automatically. The teams that finished second will compete in a 'Best of 3' match, with the winner also advancing to the play-offs.

If there are more than 16 teams registered, the qualification round will be held in a single elimination bracket. The two teams that reach the final will automatically advance to the play-offs, and the two remaining semi-finalists will compete in a 'Best of 3' match for the last play-off spot.

The draw is done at random once all teams are confirmed after pressing the button «check-in» prior to the start of the event.

The play-offs bracket is created through a draw done at random.

The two winning teams from the play-offs will compete for 1st and 2nd place in final.

RULES FOR DOTA 2

1.   General
1.1.   The event rules have been compiled in accordance with the global rules of DotA 2.

1.2.   All participants of the event are obliged to follow these rules.

2.   Game Rules
2.1.   2 teams, consisting of 5 players each, participate in the game

2.2.   Before the start of each match each participant is obliged to access the site and confirm their game. An automatic invitation to the lobby will then follow.

2.3.   If at least one of the participants is not present in a player slot in the lobby of the match in 5 minutes after receiving the invitation that player(s) team will receive a technical defeat. Teams are responsible for internet connection problems, client updates, or other technical difficulties that can prevent them from showing up on time.

2.4.   Each team can pause the game up to 5 times and for a total period of time of 10 minutes during the match. A team can keep the game paused for a longer period of time with the consent of their opponent.

2.5.   Before resuming, the team that initiated the pause must confirm with their opponents that they are ready. Once the opponent has confirmed their readiness, the game can resume.

2.6.   The winner of the match is the team, that destroys the opponents' throne.

2.7.   If the game has lasted more than 1 hour, it is necessary to pause and inform the DotA2 match manager of the delay. Otherwise, a technical defeat may be awarded.

2.8.   Each team can make change of player between games in case of unpredictable circumstances but only with the approval of the Jury and if the other rules of the match are not violated.

2.9.   A team that refuses to replay at the Jury's demand, will receive a technical defeat and loses any prizes won.

3.   Prohibited:
3.1.   Pausing the game during draft.

3.2.   Unpausing the opponent's pause or your own team's pause without notifying the opponent and without receiving confirmation from your opponents to continue the game. If the above-mentioned actions significantly influence the match, the team in violation may receive a technical defeat, by decision of the Jury. To file a complaint, you need to provide screenshots proving your opponent has violated this rule.

3.3.   Continuing the game when more than one player leaves one of the teams. In this situation the team receives a technical defeat.

3.4.   It is forbidden to swear, humiliate, provoke, and deceive participants and officials during the tournament by any means. Teams may receive a warning or technical defeat and be deprived of any prizes. To report such behaviour, screenshots must be provided.

3.5.   Unsportsmanlike behaviour (sabotaging matches, manipulating the rules, verbal abuse). Teams may receive a warning or technical defeat.

3.6.   A player/team name cannot include propaganda, racism, or any form of hatred towards representatives of a certain nationality.

3.7.   A player/team avatar cannot contain violent images, pornographic material, propaganda, racism, or any form of hatred towards representatives of a certain nationality.

3.8.   A player/team name cannot include a domain (for example, www.google.com google.com). Such players/teams will not be allowed to participate.

4.   Penalty

4.1.   The violation of these regulations will result in the following penalties:

- verbal warning

- written warning

- disqualification (technical defeat).

4.2.   With the violation of any of the rules, the Jury reserves the right to issue a warning, verbal or written, to assign the player and their team a technical defeat in the match, or to issue a ban for a time period decided by the Jury.

4.3.   Repeated violations of any of the rules will always leads to a technical defeat for the team, or a ban of the player/team for a certain period of time.

4.4.   During the game, if a player or team has a problem due to personal circumstances that is not related to the functioning of the platform (problems with the Internet, installing a client update or other reasons that depend on the player) and the team cannot continue the game, they will receive a technical defeat. If this problem is solved within the regulated pause according to item 3 of the rules, penalties will not be applied.

5.   Replacement

Each team may register a coach or reserve player and use them during the tournament. The reserve player cannot be registered for more than one team.

6.   Appeals

6.1.   All appeals for violation of the rules of the game are accepted for consideration within 10 minutes after the game. If no claims are received within the specified period, the result of the game can no longer be reviewed. It is highly recommended to keep screenshots of all complaints, violations, wrongdoing, and match results until the end of the tournament.

6.2.   Teams are issued with a technical defeat only after confirmation from the jury of the event.

6.3.   Any points not defined in the rules can be interpreted depending on the situation by the Jury.

6.4.   Any participant in a disputed or conflicting situation is responsible for the accuracy of the information submitted.

6.5.   The decision of the Jury in any situation, including those not indicated in the rules, are final and non-negotiable.

6.6.   The event organiser has the right to unilaterally make changes/additions to the rules of the competition at any given time.

RULES FOR VALORANT
7.   General

7.1.   The event rules have been compiled in accordance with the global rules of Valorant.

7.2.   All participants of the Event are obliged to follow these rules

8. **Game Rules**

8.1.   Each game will consist of two teams competing against each other, both consisting of five players.

8.2.   The game consists of 2 periods, both lasting 12 rounds with teams changing sides at the end of the first half (for example, the score is 8-4 would signal the end of the first half). The game is over when one of the teams reaches a score of 13 rounds won.

8.3.   Each round lasts 1 min 40 sec.

8.4.   At the end of the second period, should both teams have an equal number of rounds at 12-12, the game continues into overtime until one of the teams wins 2 consecutive rounds.

8.5.   In overtime the starting money is 5000 V-coin.

8.6.   For the game, both the teams will decide upon an equal distance server (the ping of both teams should be as close to each other as possible).

8.7.   The event starts when the players receive their automatic invitations to the lobby of the match. If a participant does not enter the lobby of the match during the first 7 minutes (problems with internet or other technical reasons that are the responsibility of the player) they will receive a technical defeat.

9. **The maps of the tournament**

- Bind
- Haven
- Split
- Ascent
- Icebox

9.1.   In 'Best of 1' matches (one win needed). Each team takes turns banning a map until one map remains, which will be the map played in that match. The order of map's ban is determined by the tournament platform.

9.2.   In 'Best of 3' matches (two wins needed) each team bans one map. Then team A will choose the first map, with team B choosing the side of the map they will begin on. The roles will reverse for the second map, with the deciding game (if needed) being the one remaining map and the sides for that map being determined by the game platform or by the jury of the event.

9.3.   If there is a failure at the start of the game, the game will be replayed on the same map with the same sides.

10. **The selection of the agents**

Before the match, the teams select their agents. It should be done carefully for in the case of a mistake they are obliged to restart the selection process.

11. **Replacement**

Each team may register a coach or reserve player and use them during the tournament. The reserve player cannot be registered for more than one team.

12. **Game Rules**

12.1.   To participate, players of all teams should have an active account on faceit.com. The captain of the team registers the team through the link of the event. One hour before the beginning of the event the team must confirm its participation in order to get to the bracket.

12.2.   Teams that refuse to replay at the Jury's demand, will receive a technical defeat.

13. **Disconnection or other technical problems**

In the case of a disconnection the Jury may decide upon a replay.

14.   Prohibited:

14.1.   Using any software or hardware that provide cheats or unfair advantages for the player.

14.2.   Using any prohibited international arena game settings.

14.3.   Exploiting any technical bugs in the game.

14.4.   Disconnecting intentionally.

14.5.   It is forbidden to swear, humiliate, provoke, and deceive participants and officials during the tournament by any means. Teams may receive a warning or technical defeat and be deprived of any prizes. To report such behaviour, screenshots must be provided.

14.6.   Unsportsmanlike behaviour (sabotaging matches, manipulating the rules, verbal abuse). Teams may receive a warning or technical defeat.

14.7.   A player/team name cannot include propaganda, racism, or any form of hatred towards representatives of a certain nationality.

14.8.   A player/team avatar cannot contain violent images, pornographic material, propaganda, racism, or any form of hatred towards representatives of a certain nationality.

14.9.   A player/team name cannot include a domain (for example, www.google.com google.com). Such players/teams will not be allowed to participate.

14.10. During games, juries will have the right to take any necessary action to identify violations. If violations are detected, the team may be warned, issued a technical defeat or disqualified, depending on the severity of the violation at the discretion of the jury.

15   Appeals order

15.1.   All appeals for violation of the rules of the game are accepted for consideration within 10 minutes after the game. If no claims are received within the specified period, the result of the game can no longer be reviewed. It is highly recommended to keep screenshots of all complaints, violations, wrongdoing, and match results until the end of the tournament.

15.2.   Teams are issued with a technical defeat only after confirmation from the jury of the event.

15.3.   Any points not defined in the rules can be interpreted depending on the situation by the Jury.

15.4.   Any participant in a disputed or conflicting situation is responsible for the accuracy of the information submitted.

15.5.   The decision of the Jury in any situation, including those not indicated in the rules, are final and non-negotiable.

16.   Additionally

16.1.   Teams are obliged to follow the regulations of the event.

16.2.   New agents are banned for the first two weeks after being introduced to the game.

16.3.   New maps introduced during the event are banned until the conclusion of the event.

16.4.   The Organising Committee may introduce new restrictions, for example, the usage of certain weapons, agents, and any other aspects that may affect gameplay.

16.5.   Teams should use their own accounts for the event and have all names and usernames approved by the Organising Committee before the beginning of the game.

16.6.   The players take full responsibility for the functioning of their computer, equipment, internet functionality and protection from DDOS and other online attacks. The above-mentioned issues will not be accepted as valid reasons for the rescheduling of any games.

16.7.   The event organiser has the right to unilaterally make changes/additions to the rules of the competition at any given time.

ADMINISTRATION

Registration

1. Only School Sport Entities submitted by ISF members may participate in this event.
2. Preliminary applications should be sent to ukryouthsport@gmail.com by the **23th of November 2020** by the SSE's containing the following necessary information:

   - School Sport Entity
   - List of the team
   - Name of the participants
   - The discipline
   - Age
   - Copy of first page of passport
   - Scanned photo
   - Contact information of HoD
   - Name and signature of representative of the SSE
   - Official stamp of the SSE and date

3. Afterwards, the HoD will receive instructions on how to register to the platform "*faceit.com*".
4. All questions regarding registration on the platform "*faceit.com*" should be sent to incybersport@gmail.com

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