

MD2L Rulebook Season 15 (12/19/2023)

All rules are subject to change and are not comprehensive. All changes will be voted on by the admin team and captains will be notified of changes. If you would like clarification on any rules please reach out to an admin directly.

Mission:

To bring a TI-Like experience to the Midwest US through a league built on integrity and community.

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Player Conduct:

All of the following player conduct rules are enforced within any MD2L related discord, team communication (including team discord servers) and during MD2L games and scrims within team chat and all chat. Players are expected to present themselves with good sportsmanship and always reflect the MD2L mission statement with their actions, this includes promoting a welcoming environment for any player that decides to join MD2L

1. No racism, sexism, homophobic slurs, personal attacks, or excess profanity
2. No excess banter, all chatting, tipping, or use of voice lines to the point of harassing or targeting a player on an opposing team.

The admin team may review any replay if a situation that may disrupt the integrity of the community within MD2L comes to our attention. If any player feels they have been abused or bullied by another player or teammate they can reach out to an admin and the situation will be fully investigated. You will remain anonymous to the individual you are reporting if an issue does arise.

Player Eligibility:

MD2L tournaments are organized so teams are relatively fair for any player to join. This is accomplished through pre-made teams promoting equal distribution of rank among teams and players.

1. All players should register and play on their main account. Under no circumstance shall a player register under someone else's account or under an account that has not been verified or has been found to be ineligible.
2. Every player must have a publicly displayed profile at the time of sign-up and disclose all alternate accounts. Any alternate account also needs to be publicly displayed.
3. A player must be verified by a member of the admin team in order to document that he or she is playing at a skill level representative of the player's calibrated badge. Only Verified Players through a Discord Role can participate in MD2L.
4. Once verified, you cannot use a smurf or alternate account to play any official MD2L matches unless previously approved by an admin.
5. Player MMR adjustments can be made by the admin team if a player is showing signs of playing at a higher skill level than what is represented by their current badge. This can also affect the player's status as a stand in.

6. To preserve the amateur aspect of MD2L, current or previously semi professional (receiving payment for actively but not relying entirely on it for a living) or professional (a main paid occupation rather than a pastime) players are not eligible to play in MD2L. Players that are currently or have previously played DPC within the last 3 years, div 1 or 2, are ineligible to play in MD2L. This rule is subject to admin discretion on a player by player basis.

Team sign-ups:

- 24,250 team MMR hard cap
- 6.5k individual MMR soft cap, with MMR over 6.5k counting as double against the cap
- No individual MMR hard cap
- 1500 MMR floor, with all players below 1500 adjusted up to 1500
- Captains must be whitelisted in order to form a team.
 - The captain must be in good stand-ing with the community
 - The captain must have no known bans in other DOTA leagues (admin discretion applies).
- If a potential captain wants to be whitelisted, they can open a ticket.

1. Players must submit time stamped screen shots of their current MMR to their captains within 72 hours of signing up.

2. All entry fees must be paid in full through the MD2L website. Captains for each team must collect payments from their players and submit the payment on the website.

3. Any player that captains a team must be in good stand-ing within the MD2L community. This means adhering to all player conduct rules and the mission statement of MD2L.

4. Before approved, players from each team will be evaluated for any rank sitting, throwing, or sandbagging as these all may contribute to a possible adjustment.

5. After a team is signed up and approved, 3 players who were on the week 1 roster must remain on the team.

6. Higher MMR players may receive additional adjustments of their MMR towards team cap. Please submit a ticket in the MD2L discord if you have questions about a teammate's MMR.

Prize Pool (\$1300):

The following prize pool is the potential payouts when 20 or more teams are met in the season. The payout may be less if the season doesn't reach the required number of teams.

1st: \$1000 (\$200 will be paid to each winning player)

2nd: \$200

3rd: \$100

MD2L has the right to hold payments up to 60 days from the last day of the season.

Any team or player under investigation will have their payouts held indefinitely.

Payments will be made via PayPal. This may change if certain circumstances arise.

Scheduling:

- Group Stage: 1/14-2/17
- Tiebreakers: 2/18-2/24
- Playoffs: 2/25-3/15
- Tournament Weekend: 3/16-3/17

Default game time is set at Wednesdays 8pm CST/CDT. The purpose of a default time is to be used as a last resort if scheduling conflicts exist among the teams playing. All games must be put on the calendar within the MD2L discord after being schedule

1. Captains will not be punished for using default time
2. Captains should work actively and in good faith to schedule matches that are optimal for all players on both teams.
3. If a captain is unable to reach another captain to schedule a match after multiple days/ attempts then default time will be instilled. If default time is forced, both captains must acknowledge the schedule.
4. Default time should not be abused for a competitive advantage. Effort should be made by both captains to find a time that works best for everyone.
5. If a captain is consistently unable to be reached or ignores multiple scheduling attempts, a

captaining ban may be applied at admin discretion.

6. Two forfeit series in a row during the group stage will result in a disqualification of the team. The default process for any disqualified teams is an 0-2 to their schedule.

If any matchups need to be played outside of the allotted week, both teams must be in agreement, have admin approval, and reschedule before default day. If the rescheduled matchups are not played at the agreed upon time teams will default at a 0-0 and no points will be awarded. Once the match is scheduled it cannot be rescheduled further away from the allotted week.

Roster Lock:

1. Roster lock will occur after a team's 3rd group stage match is played. When roster lock is in effect, captains cannot kick players from the team. Players can only exit the team by their own choice.
2. Prior to roster lock, players may be replaced/traded without any penalty. The replacement player will be based off of the replaced players sign-up MMR in order to fit under cap.
3. Captains cannot be traded, but if the team fully disbands the captain can join another team based on admin discretion.
4. Some exceptions can be made if any player is found threatening the integrity of the league or breaking any player conduct rules. Evidence of any issues must be submitted to the admin team via a ticket on discord.

Stand-in Policy (Group Stage and Playoffs):

Stand-in players can be used if a permanent player on a team is unable to play during the current week. A stand-in is a player that is not acting as a replacement for a player but just as a player filling in for a series. All stand-ins must adhere to all MD2L player conduct rules.

1. Stand-ins must be verified by the opposing captain. If there's a conflict, admins can step in and make a ruling on the dispute.
2. Information must be tracked and passed along to the opposing team captain as soon as possible. All information must be added to the stand-in_tracking section in discord and include Team Name, Player that needs a stand-in/ dotabuff, the stand-in/dotabuff, and @ the other captain.
3. Stand-ins must be at or below the player's sign-up MMR or badge.

4. Stand-ins must have a public profile and dotabuff which is tracked and sent to the other team's captain.
5. The stand-in must have a reasonable amount of games and win rate, and their badge should be an accurate representation of their skill.
6. Stand-in can fill in for the same player 2 weeks in a row, after which a replacement player must be found. Exceptions may be made for extenuating circumstances, please open a ticket in the MD2L discord if you think an exception should be made.

Replacement Players (Group Stage and Playoffs/Tournament Weekend):

Replacement players are any player that permanently replaces another player due to a circumstance inhibiting them from continuing to play on their MD2L team.

1. All permanent player replacements must be approved by an admin. The original player that needs replacing may be deemed ineligible for the rest of the season and unable to stand-in, this is at admin discretion.
2. If a player needs to leave the team after roster lock, there will be an MMR penalty for the replacement player based upon the player being permanently replaced. The penalty starts at -100 MMR from either their sign-up MMR the week after roster lock. This is increased by -100 MMR each weekly matchup (not including tiebreaker week), to a maximum of -300 MMR.
3. If a player change is requested, screenshots of the replacement and replaced player MMR's will need to be provided.

Lobby Rules (Group Stage and Playoffs/Tournament Weekend):

Both Teams must have their full, approved teams of 5 within the lobby at match start time. If a team is not fully present at start time the captain of the present team must send a screenshot of the lobby to the admin team demonstrating that the opposing team was not accounted for.

1. Game 1 is a coin flip between teams.
 - For best of 2 and best of 3: Game 2, the loser of the coin flip will have priority.
 - For playoffs best of 3: Game 3, higher seed gets priority.
2. Matches must be ticketed with the current MD2L league ticket. Ensuring the games are ticketed is the responsibility of both captains, not just the one that made the lobby. If any captain is part of an unticketed lobby for 2 games in a row (an entire series) then their team will receive a draft penalty based on the amount of infractions (see Lobby Rules 5.). One infraction is an

unticketed lobby of 2 games in a row. These infractions are cumulative with the Team name rule mentioned in Lobby Rule (3.). If both captains are unavailable or if there is a known issue with ticketing lobbies, this rule will not be enforced.

- Unticketed games process:
- If the matches are not ticketed, results must be reported in #captains_chat Discord channel with the screenshot of the draft and the replay file under “C:\Program Files (x86)\Steam\steamapps\common\dota 2 beta\game\dota\replays” must be uploaded within 15 days before expiring in the Dota client. The replay file must be uploaded to: <https://drive.google.com/drive/u/0/folders/1dV3Zgw2vAsaCQkpV0pQUTFDoHNV0VXjG>

3. Teams must use the team name (must be the same team ID provided by Valve when creating the team in the Dota 2 Client) they used in week 1 for the rest of MD2L season. Failure to use the team name for 2 games in a row will result in one infraction (see Lobby Rules 5.) that is cumulative with unticketed lobby rule mentioned in Lobby Rules (2.)

4. Infractions

- 1st infraction is 30 sec draft penalty
- 2nd infraction is 70 second penalty
- 3rd and above infraction is 110 second penalty for the next game (can apply to playoffs if it's the next game) and captain ban for all players on the team for one season.

5. Players cannot be changed once the drafting phase begins. Example: a team is playing with a stand-in, the original player shows up after draft starts, that match still needs to be played with the stand-in. The original player will have to wait until the next match to play.

Lobbies should be set up as follows:

Game Mode: Captains Mode
Server: US East (server can be changed if both captains agree)
Lobby Visibility: Public
Cheats: Disabled
Spectators: Enabled
DotaTV Delay: 2 Minutes
Pausing: Unlimited
Series type: Best of Three
Previous Match ID: Leave Blank

Lobby Rules- Tardy Policy:

1. 20 minutes: Forfeit of the first game

2. 30 minutes: Forfeit of both games

3. In between games: Teams are allowed 10 minutes in between games as a break. If a team is not fully present after the 10 minutes tardy policies will go into effect. Tardy policies include a 70 second draft penalty after 15 minutes, and a forfeit of the game after 20 minutes.

In Game Policies:

1. Banter: Any light banter including chat wheel use, and tipping is allowed unless the opposing team states otherwise. If they feel all-chat is being abused the captain of the opposing team can call "No All Chat". If the banter continues the game should be paused to allow time for the team to mute the all chatting team. A no all chat call does not include the use of voice lines or tips. If you would like to report an enemy communication that you are unsure of, then please reach out to the admin team.

2. Pausing: Teams are allowed 10 total minutes of pause time per game. Once the 10 minutes is up the other team can resume the game as is. If a team pauses, they must confirm with the other team before resuming play.

3. Ending a game: If a team's captain calls "GG" the match will officially end. Should a captain cancel a "GG" call made by themselves or another player on their team the game should be paused and the situation explained to the other team. If a pause is not immediate the opposing team will win the game and the original "GG" call will be in effect.

Any BM pausing will be punishable in growing increments. Each punishment takes effect in the next game. Game 1 of a best of 2 punishment will occur in game 2, and Game 2 punishment will occur in the next series.

1st offense: 30 second draft penalty

2nd offense: 70 second draft penalty

3rd and subsequent offenses: 110 second draft penalty and the player involved in BM pausing will be suspended for the next scheduled series. Offenses will reset each season.

Reprimands/Punishments:

In the unfortunate event that a community member must be reprimanded for any actions that

break the rules or threaten the integrity of the MD2L community actions will be at the admins discretion and on an individual basis.

1. Suspensions: (any form or length) may result from minor offenses including general toxicity, abandoning events etc.
2. Bans: (any form or length) may be issued without warning for major offenses including bullying, racism, sexism, repeated suspensions, smurfing
3. Unsportsmanlike Conduct: Bad conduct within games include excessive all chatting, throwing matches, manipulation of rules, or exploitation of bugs.
4. If a player does not abide by player conduct rules outside of MD2L, including all pubs, content creation, and other leagues they may be ineligible to participate in MD2L.

The admin team has the right to hand out necessary punishments based on the best interest of the community, even if the actions are not directly, or explicitly stated in the rulebook of MD2L.

ONLINE PLAYOFFS AND TOURNAMENT WEEKEND

PLAYOFFS

16 team double elimination bracket, all teams start in the Upper Bracket.

TOURNAMENT WEEKEND SPECIFIC RULES

The final 8 teams from the playoffs will play out the remaining 5 rounds of the playoffs to determine the champion of MD2L Season 15.

All tournament weekend games will be a best of 3. Game 1 will be a coin flip between teams, the loser of the coin flip will have priority in game 2. If the series includes a game 3 the team with the higher seed will have priority.

1. At tournament weekend, a player can only have a stand-in for 1 series.
 - The team that is using a stand-in for the subsequent series, the stand-in must follow the replacement player rules.
 - The original player can return at any time with no penalty.
2. Tardy Penalties:
 - a. 5 minutes past start time: 70 second draft penalty
 - b. 10 minutes past start time: Forfeit of game 1
 - c. 40 minutes past start time: Forfeit of series

If neither team is present by 10 minutes past the designated start time, both teams forfeit the first game and the series will become a best of 1. If both teams are absent 40 minutes after the designated start time they will both be disqualified.

All disqualifications will be reviewed on an individual basis. If an online player is not in the lobby five minutes before the start time, stand-in players should be found. Tardy online players may be eligible for games at admin discretion, paying players will have priority over stand-ins. If a team forfeits both matches the team they would normally play will advance in their stead. A forfeit will be recorded in the bracket.

3. Breaks:

- A standard of 5 minutes will be allowed between matches on tournament weekend.
 - Teams that played all 3 games in a series may request a 15 minute break
- The standard 10 minutes will still be in place for playoff matches that do not occur over tournament weekend.

Other/Information:

Website: www.md2l.gg

Contact: matt@md2l.org

Discord Link: <https://discord.gg/uhbPg6T>

Player Verification Form: <https://forms.gle/srtNkV17k65CMmg7A>