

## MinerLAN 2010 DotA rules:

It will be a 3v3 set up in this fashion:

1. Picking will be done before the match, in captain's draft fashion (it will be a 1-2-2-1 pick, and first pick will be decided at the discretion of the teams playing : probably a coin flip or paper-rock-scissors). The team that does not pick first will get to choose which side they would like to play on (sentinel or scourge), and they will get to pick first ban.
2. If teams wish, to prevent games ruined by disconnect, every team can save the game often (about every 5-10 minutes). And, by team discretion, if they choose to after a disconnect, the game can be re-loaded from that point. If they choose to continue playing, however, that's their choice.
3. There will be only one sheep stick per team, and only one euls scepter per team.
4. Intentionally blocking creep with earthshaker's fissure, or furion's trees, or any ability of the like will be punished with disqualification if abused. (If it happens by complete accident, it will be at the discretion of the players in the game and me.) Blocking with fissure or trees **outside of base** to save an allied hero or get a hero kill is allowed so long as it was not intended to block creep.
5. The game mode will be -ap, but picking heroes outside of what was decided before game will lead to immediate disqualification.
6. Bans will be chosen before teams decide who they will pick, and each team only gets one ban. As said above, the team that gets first pick gets last ban. A ban in DotA is a hero that neither team is allowed to pick for the duration of that game.
7. Backdooring is a difficult dilemma. There are three general types of backdooring:
  - a)Blatant backdooring  
This is when, with absolutely no possible chance of getting help from your creep within a reasonable amount of time, a hero dives into a lane and intentionally solos a tower or solos a base tower and takes rax. This, by all means, is not allowed.
  - b)Blocking for a tower  
This is where, outside of a base tower, a hero goes ahead of the tower to block the creep, giving allied creep a chance to beat on the tower. Allowed.
  - c)So-so backdooring  
A hero gets impatient and charges a tower when his creep are a few seconds behind.  
This is allowed to a certain point (creep must be close-by, within 3-5 seconds of getting to the tower without being obstructed by another creep wave). Allowed.Basically, a hero is not allowed to ignore an enemy creep wave and go behind to attack a structure. If a hero chase leads them behind enemy lines, so long as they don't attack a structure after the hero kill, it is allowed.

So, the actual rule 7 to avoid confusion:

A player is not allowed to go behind an enemy creep wave to attack structures. Also, especially for base towers, a creep wave has to be within reasonable distance (about second tower range) to attack a base tower or rax. For non-base towers, creep must be within one mid tower distance to attack.

Contact [tgw347@mst.edu](mailto:tgw347@mst.edu) with any questions.