Moderate a series on Rozterz

Every series in a Rozterz tournament is run by one Moderator, who hosts the lobby and keeps the game fair. The role suits players who know Dota well and stay composed under pressure, and we would like you to consider it.

ONE SERIES AT A TIME

You can take one series or several. Each is a separate job, from check-in 30 minutes before the first game until the Dispute Window closes 15 minutes after the last, and nothing carries from one series into another. The schedule, penalties beyond a warning, final decisions and results stay with the Organiser. The times on this page are the Rulebook's defaults, and a tournament can set its own.

WHAT YOU DO

1. **Declare any conflict** with either team, and the Organiser reassigns that series.
2. **Take check-in** from both teams, 30 minutes before.
3. **Host the lobby** from your account with the Rulebook's settings, and toss the coin before each game.
4. **Keep time.** A team 15 minutes late forfeits the game, and at 30 minutes the series.
5. **Handle interruptions.** Pause when needed, ask for network evidence, and see a disconnected player through the reconnect checklist.
6. **Make the clear calls** the Rulebook answers: a Moderator Pause, an early remake, a warning.
7. **Hear disputes** raised within 15 minutes of a game ending.
8. **Escalate the rest** to the Organiser, with your account.

WHAT IT ASKS OF YOU

No playing. A Moderator does not play or stand in during that tournament.

Confidentiality. Evidence is seen only by you and the Organiser.

Firmness. A call is never changed because someone protests.

WHY IT IS WORTH DOING

The best seat. You watch every game from inside the lobby.

Real authority. Your call takes effect when announced, and players must follow your instructions.

Support on hard decisions. Penalties and contested disputes are the Organiser's by rule.

A fair game. Ten players get a clean series because a Moderator was there.

Interested? Tell the Organiser which days you can do. The Rulebook sets out the role in full, mainly in Articles 2, 5, 6, 7 and 9: rozterz.com/rulebook/dota-2