

DotaBD Leagues & Automated Match Tracking Guide

The Ultimate Guide to Real-Time Match Recording and Tournament States

1. Introduction: Seamless Automated Match Tracking

For a long time, community tournaments had to rely on manual score entry, screenshots of scoreboard lobbies, and endless dispute chats. DotaBD solves this by introducing **Automated Match Tracking**.

Once your tournament matches are set up using an official tournament ticket, DotaBD automatically detects completed games, imports match scores, records individual player stats, and updates the tournament leaderboards in real-time. This guide details how the tournament cycle works and how to set up automatic tracking.

2. The Tournament Lifecycle

Every league or tournament on DotaBD goes through three clean stages, making it easy for both organizers and players to track progress:

2.1 Upcoming (Registration Phase)

- **What it is:** The preparation window.
- **What happens:**
 - Team captains register their players.
 - bKash entry fees are submitted and verified.
 - Organizers adjust rules, tournament schedules, and rank caps.
- **Match Tracking:** Off.

2.2 Ongoing (Match Play Phase)

- **What it is:** The tournament is live and games are being played.
- **What happens:**
 - All team rosters are locked—no new team entries or player swaps are permitted (except pre-approved substitutes).
 - **Match Tracking:** On. Every time a match is played under the tournament's official ticket, the platform immediately records the results.

2.3 Finished (Archived Phase)

- **What it is:** The tournament has concluded and a champion is crowned.
 - **What happens:**
 - All statistics, rosters, and match histories are permanently frozen.
 - The league is archived on the public portal for historical record, so players can show off their past achievements.
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3. How Automated Match Tracking Works

Instead of requiring lobby referees to manually type in kills, deaths, or draft picks, DotaBD links directly to the game client:

1. **Link Your Ticket:** Organizers input their official tournament ticket ID in the league dashboard.
 2. **Play Lobbies:** Players join the custom lobby inside the Dota 2 game client under that tournament's ticket.
 3. **Automatic Import:** The moment the Ancient falls and the game ends, DotaBD imports the results, including:
 - Match winner (Radiant vs. Dire).
 - Individual player stats (kills, deaths, assists, net worth, hero picks).
 - Item build orders and game durations.
 4. **Instant Leaderboards:** The tournament leaderboard and team standings page are updated instantly, ready for casters and fans to view.
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4. Retroactive Match Linking: Late Ticket Setup

Sometimes, official tournament tickets are approved late by game developers, or organizers forget to input the ticket ID until after the first match day has started. Under traditional systems, this would require manually inputting every single game's stats.

DotaBD solves this with **Retroactive Match Linking**:

- If matches are played before the ticket ID is entered in the DotaBD dashboard, they are saved as temporarily unlinked games.
- The moment the organizer inputs the ticket ID in the settings, DotaBD automatically scans past matches, identifies the ones matching the ticket, and links them to the league.
- Leaderboards, player profile statistics, and team win-loss ratios are recalculated instantly, as if the ticket was there from day one.