

# Hearthstone Tournament Ruleset

Gamefest @ GT 2018

## 1. Administration and Rulings

Players must follow admin decisions. If a player disagrees with an admin ruling they may appeal to the Head admin. Head admin decisions are final and may override this ruleset in part or in full. These decisions are necessary to facilitate the smooth operation and integrity of the tournament. Players may submit a support request to evaluate the decision of the Head admin after the tournament has concluded

## 2. Tournament Format

### 2.1 Schedule

First stage of tournament will be a best of 5 swiss format, which will be used to determine the Top 8. Top 8 will be done through a single elimination bracket.

### 2.2 Match points and tiebreaks

Winning a match will earn a player 3 match points. Standings will be determined first by match points and then by tiebreakers. Each player will have two tiebreakers. First tiebreaker will be the average amount of points taken by opponents (expressed as % of maximum). This will be calculated by adding each opponent's match win percentage (opponents below 30% will be raised to 30%) and divide by number of opponents. Byes will be ignored in this process. Second tiebreaker will be number of games you won (expressed as % of played games).

### 2.3 Server and play area

All matches must be played in the designated tournament area using a laptop/device that can use internet.

## 3. Game Rules

### 3.1 Terminology

- A Game is a single round of Hearthstone
- A Match is a series of 1 or more games of Hearthstone.
- In a Best of 5 Series, the first player to win three games is declared the winner.
- Last Hero Standing (LHS) format matches will follow these rules:
- Players must defeat each of the opponents unbanned decks to win the match. When a player wins a game, the deck used by the losing player cannot be used for the remainder of the match.

- The winning player must continue playing with the winning deck. The losing player must switch to a different deck of their choice. Players will be told what classes their opponent has available, but they won't know which class is picked until both players have picked.

### 3.2 Draws and stalemates

- If a game reaches the Hearthstone internal turn limit (90 turns) and finishes in a double defeat, the player with the highest combined health and armor total is declared the winner of that game.
- If you are in such a match, please let an admin know, so that we may observe your match and record the outcome. It's unlikely you'll be able to record the match outcome with a screenshot.
- If a match ends in a draw (e.g. Hellfire kills both players) the match will be replayed using the same decks.

### 3.3 Format

Each player will have four standard decks. Standard decks must be built using the current standard rotation of cards

### 3.4 Deck Submission and Decklists

All players must submit four decks using four separate classes in order to compete.

### 3.5 Deck reveal

Deck lists will be revealed. Players are not allowed to look at the decklists during games. Before selecting the next class for a match, players are allowed to briefly look at the deck lists as long as they pick the next class in a timely manner.

### 3.6 Banning a class

Before each match, players will choose one opposing deck to ban. Players must compete using the remaining decks. In order to win a match, players must win three games, losing decks may not be used again in the same match. The first game in a match both players will blindly select decks

## 4. Additional Rules

### 4.1 Types of Penalties

Depending on the situation a player could be penalized in any of the following ways:

- 1) A warning (repeat warnings lead to other penalties)
- 2) Penalized a game in a match (e.g. starting their next match 0-1 instead of 0-0)
- 3) Penalized a match (e.g. forfeiting a match, or being eliminated from the tournament)
- 4) Disqualified from the tournament entirely

Penalties in the same Tournament for the same category of infractions escalate for each successive infraction. Tournament officials will use the following escalation path: warning—game loss—match loss—disqualification for repeated infractions of the same category.

Infraction escalations do not carry over from Tournament to Tournament. Players must bring Tournament infractions to the attention of Tournament officials and may not waive penalties on behalf of their opponents.

#### 4.2 Behavior and Conduct

1. If a participant commits violent acts, or threatens to commit violent acts, against any other player in the Tournament, any admin, or any spectators of the Tournament, he or she may be disqualified from the Tournament.
2. Knowingly lying to an admin about occurrences in the tournament or trying to knowingly gain an illegal advantage is considered cheating and the player will be disqualified.
3. If a participant behaves in any unsportsmanlike way it is possible, to the sole discretion of the administrators they will receive a penalty up to and including disqualification.
4. All players must set their chat status to busy unless instructed otherwise by the Gamefest admin staff. failing to do so will result in a warning.

#### 4.3 Disconnects and Gamebreaking Bugs

1. If the game is unable to continue due to the client and the game is heavily favored to the extent that the game would have been won by one player, provided a screenshot of the game prior to the disconnect, an administrator may rule the game in favor of said player. Should the game be too close to call, it will be replayed.
2. If a player disconnects and is absent between 0 minutes, 1 second and 4 minutes, 59 seconds, they receive a warning penalty. x If a player disconnects and is absent between 5 minutes, 0 seconds and 9 minutes, 59 seconds, they receive a game loss penalty. x If a player disconnects and is absent for 10 minutes or longer, they receive a match loss penalty. In addition, the player will be dropped from the Tournament, unless they specifically contact the Tournament officials with a request to stay in the Tournament.
3. Our main source for tournament internet will be wired internet. If a player uses an alternative connection, they do so at their own risk and can't be guaranteed the same stability.
4. If the whole or significant parts of the tournament area loses internet all those games in progress will be replayed.

#### 4.4 Violation of Tournament Format

Players using a class they have already used to lose a previous game or the banned deck in the match will automatically receive a game loss for the game in question.

## 5. Broadcasted Match Rules

#### 5.1 Matches to be Broadcast

Swiss matches will be broadcasted in every swiss round. Once participants in a match are notified that they will be broadcasted, they must stop, and not play their match until the broadcast admin instructs them to do so. This match will be played in the feature match area.

## 5.2 Broadcast Match Rules

In all circumstances where a match is to be broadcast, players may not start their matches until an official tournament admin has instructed them to do so. If the players competing in a broadcasted match start a game before being instructed to do so, the results of that game will be invalid and the game will be restarted.

If players do not begin their matches when instructed to do so by the tournament admin, they may be subject to penalties.

Furthermore, players in broadcasted matches should not report their match score to the tournament platform and an admin will report their match scores on their behalf.

## 6. Deck Tracking

Players are allowed to bring a pen and a blank piece of paper for notes during matches. Any kind of decktracking software and other means of notetaking is also allowed in this tournament.