

SG 2017 Hearthstone Tournament Rules

I. Eligibility & Rules

- ❖ In order to be eligible, you must have authorized access to a full Battle.net account registered on Blizzard's America Battle.net service which contains a full Hearthstone game license. Your account must be in good standing at the start of the tournament and remain in good standing throughout the tournament. A Battle.net light account is not sufficient for participation in the tournament.
- ❖ Make sure to be updated on the latest patch before your matches.
 - Holding up the tournament is grounds for removal from the tournament!
- ❖ This tournament is females only tournament, which means that if you identify as a female/cis/transgender woman then you are eligible to play in this tournament.
 - Upon signing up, a tournament organizer will email you asking for confirmation (Passport, Driver's License, State-issued ID, Student ID are all acceptable. *All we need to see is your name and photo*, you may blur out any information such as addresses, ID#, or birthdates if you are not comfortable with sharing those details).
 - If you are transitioning, please let a tournament organizer know! You are welcome to participate in this tournament.
 - This tournament is open to women of all ages.
- ❖ Signing up for the tournament acts as a media waiver for the Supergirl pro event. Event organizers may use any images of your profile or likeness from the live portion of the event for any live broadcast or media promotional assets. By registering for the event you are accepting that:
 - I hereby consent and authorize an employee or agent of SuperGirl Gamer Pro to take photographs or motion pictures of me; or to produce videotapes, audiotapes, closed circuit television programs, web casts, or other types of media productions that capture my name, voice, and/or image (any of the foregoing types of media are called the "Materials" in this Consent and Release form).
 - I authorize SuperGirl Gamer Pro to copyright the Materials, and I authorize SuperGirl gamer Pro to use, reuse, copy, publish, display, exhibit, reproduce, license to third party, and distribute the Materials in any educational or promotional materials or other forms of media, which may include, but are not limited to university publications, catalogs, articles, magazines, recruiting brochures, websites or publications, electronic or otherwise, without notifying me.
 - I also agree that SuperGirl Gamer Pro may identify me by name, course of study, and such other identifying information as class year, graduation date, hometown, etc
- ❖ Tournament organizers will not be responsible for providing travel to or from venue
- ❖ Tournament prizing information - any prizes earned by participants will be sent to ____ no later than 60 days after the end of the event, July 30th. It is the sole responsibility of the entrants to respond to any/all emails regarding tournament prizing within 3 business days or tournament organizers will not be held liable for any late or missing prizing payments.

Players that are not registered will not be allowed to play. No exceptions.

Participating teams that pass the online qualifiers will be invited to play at Supergirl Pro on July 28-29th

Games will start at 6:00PM unless otherwise stated or rearranged with a Tournament Organizer. During the qualifier portion, participants will need to secure their own PCs. During the live event, PCs will be provided by the event organizers.

II. Tournament Format Rules

- ❖ This tournament will be ran entirely in the Conquest Format
 - All players must prepare 3 different class decks.
 - To win a series, a player must win with all 3 decks.
 - When a player wins a game, they must switch to a different deck.
 - The losing player can use the same deck or switch decks.
 - Players must tell their opponent which 3 classes they have available before the series, but they won't know which class is picked until both players have picked.
 - Players may edit decks/switch out classes in between opponents, but not in between games against the same opponent.
 - There will be no bans for the entirety of the tournament
 - This tournament will be played entirely in Standard Format

III. Tournament Details

Bracket Creation: Teams will be seeded according to their all time highest-rank

Online Qualifiers:

- ❖ There is a 2 day qualifier period that will be run in a conquest single elimination format
- ❖ We will be emailing you who your match opponent is in the morning of your game, as well as linking the challonge bracket so that you may see how the tournament is progressing in real time.
- ❖ Only the top 8 players will make it out of the qualifier bracket.
- ❖ Games will be played on the most current patch at the time.

Live Tournament: Conquest Single Elimination

Check-in: 10AM at Supergirl Pro. Oceanside, CA on Sunday, July 30th

IV. Tournament Process

Both players must first decide which 3 decks they will use in their upcoming match. They will then let the tournament organizers know what decks they are playing that day via email. They will also let their opponents know which decks they will be using. Once a player has declared the 3 decks that they are going to use, they cannot edit/switch out decks in between games.

If a player is using a class that they did not declare before the match, please screenshot your game and report it to the tournament organizer immediately.

Players will then keep playing matches until one person has won a game with all 3 of their decks.

This event will be live broadcast on Twitch. By signing up for the event, you are agreeing to have your games spectated by event staff and broadcast to a larger viewing audience.

V. Reporting Matches

After each game, the winning player should screenshot the game results screen. This screenshot should be sent to your tournament organizer (supergirl@bento.gg) immediately. Should there be a dispute over results please contact your tournament official.

VI. No-shows:

If a player fails to be present in the game lobby at the appointed game time, they will be considered a no-show. There will be a grace-period of 10 minutes for all players to patch, log on, and accept the game invite. If the opposing player is *willing* to wait longer, you must take a screenshot of this agreement and send it to the tournament organizer.

No-show teams forfeit their game. Repeat offences may lead to disqualification from the tournament.

VII. Game Forfeitures

After the first game in a match begins, if a player leaves the match lobby, or cancels the “game challenge,” or leaves the Hearthstone game client for any reason, it is considered a match forfeiture and the opposing player will win the match.

Leaving the challenge screen at any time during the tournament without prior approval from a game-admin or from the opponent is grounds for disqualification. Screenshots must be taken for disconnects, or of the conversations between parties to ensure a fair tournament setting.

Similarly, once the starting hands are provided by the Hearthstone game client, if a player leaves the game for any reason, the player is considered to have forfeited the game. If a player selects a deck with a class that he or she used to win a previous game in the match, that game is considered a loss and forfeited.

VIII. Player Conduct

- ❖ Players must at all times observe the highest standards of personal integrity and good sportsmanship.
 - Players are required to behave in a professional and sportsmanlike manner in their interactions with other competitors.
- ❖ Players may not use obscene gestures or profanity in their BattleTags, player handles, game chat, lobby chat or live interviews. This rule applies to English and all other languages in use in the tournament and includes abbreviations and/or obscure references.
- ❖ Players are expected to settle their differences in a respectful manner and without resort to violence, threats, or physical or non-physical intimidation.
 - Violence is never permitted at any facility that is owned by or leased to Blizzard or a tournament organizer, or against any competitor or administrator.

IV. Cheating

- ❖ Players must compete to the best of their ability at all times. Any form of cheating will not be tolerated.
 - All players are prohibited from influencing or manipulating a tournament game or match so that the outcome is determined by anything other than its merits.
- ❖ Examples of cheating would include: Collusion, match fixing or any other action to intentionally alter, or attempt to alter, the results of any game or match, including losing a game or match with another player in order to advance one or the other's rank; Attempts to interfere with another player's connection to the game service through Distributed Denial of Service (DDoS) or any other means; and Allowing an individual who is not the registered owner of a Battle.net Account to play on that Battle.net Account in Hearthstone or any other Blizzard game.

X. Final Provisions:

The above-mentioned rules may be amended in the following cases:

- (1) Should the tournament referees, at their sole discretion, decide to adopt the latest patch/version release of each official game;
- (2) Should the tournament referees, at their sole discretion, decide to modify in-game settings and options required by the use of most recent patch version/release
- (3) Should the tournament referees, at their sole discretion, decide to use a newly released Cheat Protection Program and/or cheat protection functions
- (4) Should the tournament referees, at their sole discretion, decide to change game settings and/or operations guidelines due to differences between online and offline tournaments.
- (5) Should the tournament referees, at their sole discretion, find it appropriate to modify the rules during the course of the tournament in order to ensure fairness amongst competitors and the smooth operation of the tournament.

If a player or team is willfully disrupting or preventing the running or management of the tournament, any referee may take action including, but not limited to issuing a warning or disqualification of said player or team, depending on the severity of the player's or team's actions.

Keep games civil. Offensive language, excessive taunting, and the continued disruption or annoying of players via verbal or textual means are grounds for removal from the tournament at the discretion of the board of referees.

Note: Tournament Officials reserve the right to change any of these above rules to fit the interest of the tournament. These rules are not final and may change right before the tournament itself. Players are responsible for acknowledging the rules for the Supergirl Gamer Pro League of Legends Tournament, and must comply with these rules and any changes made. *Players must also understand that these rules only serve as a guideline, and that these rules may be subject to interpretation by tournament officials if the situation arises.*