

RULES HEARTSTONE

22 - 24 SEPTEMBER 2017

DOCUMENT OFFICIEL DE



geneva gaming convention

TABLE OF CONTENTS

P. 3	1. REGULATIONS' APPLICATION 1.1. Recipients 1.2. Regulations' changes 1.3. Finality of decisions	P. 6	6. REGULATION VIOLATION 6.1. Prohibited software's installation 6.2. Actions and prohibited conduct resulting in sanctions 6.3. Disqualification and expulsion 6.4. Sanctions in case of lateness
P. 3	2. TOURNAMENT'S MANAGEMENT PLATFORM		
P. 3	3. STRUCTURE OF THE TOURNAMENT 3.1. Format and games 3.1.1. Format and banning 3.1.2. Best of three rounds (BO3) 3.1.3. Best of five rounds (BO5) 3.1.4. Best of seven rounds (BO7) 3.2. Format of the tournament 3.2.1. First day: Saturday 23th of September 3.2.2. Second day: Sunday 24th of September 3.3. Name of the brackets 3.3.1. Winner Bracket 3.3.2. Loser Bracket 3.4. Group stage 3.5. Final stage 3.5.1. The Grand Final	P. 6	7. GENERAL DISPOSITIONS 7.1. Players' conduct 7.2. Health 7.3. Copyright
P. 4	4. PARAMETERS 4.1. ...of the game 4.1.1. Version of the game 4.1.2. Game mode 4.2. ... of the player		
P. 4	5. GAME'S PROCEEDINGS 5.1. Equipment's installing 5.2. Convocation 5.3. Before the game 5.3.1. BattleTag 5.3.2. Class banning procedure 5.3.3. Start of a game 5.4. During the game 5.4.1. Communications 5.4.2. Voluntary stop of the game 5.4.3. Unintentional interruption of a game 5.4.4. Granted victory 5.4.5. Inquiry 5.5. After the game 5.5.1. Score approval		

1. REGULATIONS' APPLICATION

These regulations will be the guidance for the entirety of the 2017 Geneva Gaming Convention event (hereinafter «GGC») unfolding at Palexpo from the 22th to the 24th of September 2017.

1.1 Recipients

These regulations apply to all players participating to the GGC's Hearthstone tournament (hereinafter: "HS" or "Game"), as well as their organization and entire team, including their coaches, managers, owners, members and employees. The whole of these persons is called by the word "participants" throughout the rest of this document). By taking a part in this tournament, every participant guarantees that he/she is aware of the content of these regulations and commits to respect it in its entirety.

1.2 Regulations' changes

The organizers and the tournament team, named "admins" or "officials" in this document, reserve the right to modify the rules at any time and without notice.

1.3 Finality of decisions

The admins reserve the right to take decisions at any time on issues not mentioned in this document and to bypass the rules if they find it necessary. Every decision taken by the admins are final and indisputable.

2. MANAGEMENT'S PLATFORM OF THE TOURNAMENT

The Management's platform used for the 2017 Hearthstone tournament of the GGC will be the site Toornament (<https://www.toornament.com/>) All the communications with the tournament officials will be on the GGC's Discord server.

3. STRUCTURE OF THE TOURNAMENT

BEFORE THE BEGINNING OF THE TOURNAMENT, EVERY PARTICIPANT MUST PROVIDE THE DECKS LIST, COMPOSED OF 5 DIFFERENT CLASSES (ONE OF EACH CLASS ONLY) THAT THEY WILL BE USING DURING THE TOURNAMENT. THIS IS COMPULSORY.

3.1 Formats and games

This chapter describes the different game format that will be used during the tournament.

3.1.1 Formats and banning

The games will unfold according to the rules of the Standard (year of mammoth) and of the Conquest Format.

When a player wins a round, the deck used by the winning player cannot be used for the remaining rounds. The losing player can keep the same deck or switch to a different one of his/her choice. The first player who validates all his Heroes wins the game.

At the beginning of each game, one by one, each player will be able to ban two of his opponent's five decks, leaving three playable decks at the beginning of each game.

3.1.2 Best of three rounds (BO3)

A game played under the Best of three rounds (or BO3) format unfolds in 2 or 3 rounds. The winner of the game is the first player who manages to win 2 rounds.

3.1.3 Best of five rounds (BO5)

A game played under the Best of five rounds (or BO5) format unfolds in 3, 4 or 5 rounds. The winner of the game is the first player who manages to win 3 rounds.

3.1.4 Best of seven rounds (BO7)

A game played under the Best of seven rounds (or BO7) format unfolds in 4, 5, 6 or 7 rounds. The winner of the game is the first player who manages to win 4 rounds.

3.2 Format of the tournament

3.2.1 First day: Saturday 23rd of September:

First stage in the Swiss Format:

Each player faces 6 opponents, regulated according to the Swiss Format and depending on the total number of participants.

The games will be played in the BO5 format
2 class banning for each game

At the end of this stage only 16 players will move on to the final stage. The rest will be eliminated from the tournament.

3.2.2 Second Day: Sunday 24th of September

Beginning of the Final stage:

Single elimination bracket with all the games that unfold in the BO5 format

Final:

The Final will be in a BO3 of BO5 format. The first player to win 2 rounds wins the tournament.

3.3 First Stage

This stage is organized in the Swiss format. Each player faces the other players according to the Swiss Rounds System.

Winning a game will give 3 pts to the player, losing will give 0 pts.

At the end of the First Stage, the following criteria will be applied in this order to determine the position of each participant:

The number of obtained points

The draw systems.

There are 2 draw systems. These systems apply in this order:

The average of obtained points by the opponents met (in percentages % of the maximum)

The number of rounds won (in percentages % of the maximum)

At the end of the First Stage, the first 16 players will move on to the final stage. The rest of the players will be eliminated from the tournament.

3.4 Final Stage

The Final Stage will unfold using a single elimination bracket system.

The participants play against each other in the BO5 format for every game.

The following game will be played in BO3 of BO5:

The Final

3.4.1 The Final

The Final will be played in BO3 of BO5. Therefore, the finalists must win 2 BO5s to win.

The Final of the tournament will unfold on the small stage. The players will use the computers and screens at their disposition on the small stage. However, they will have the option to bring and use their own keyboard and mouse. They must also use in-ear headphones (and put on some music) and wear the hearing protection that will be provided for them.

4. PARAMETERS

4.1.... of the game

4.1.1 Game version

The tournament uses the latest version of Hearthstone.

4.1.2 Game Mode

Conquest Format

When a player wins a game, he/she is compelled to change to a different Hero. The Hero is validated and can't be played again during the game. The losing player can keep or change his/her Hero. The first player to validate X Heroes, X being the number of games required to win the BO, wins the game.

A player wins a game by bringing the health points of his opponent to 0 or if the opponent forfeits.

4.2 of the player

Players can only use the account with which they registered. No changes are allowed.

The account must be on the European Servers. No other region is allowed.

The use of any modifying software is prohibited, even if the software only modifies the graphics or the audio of the game.

The use of any kind of tool that displays system or game information during the game (i.e. Nvidia SLI Display, Rivatuner Overlays, etc.) is forbidden.

Visual or audio recording software are authorized, even highly recommended, because they can be useful in case of dispute. However, they must not give in-game information.

5. GAME'S PROCEEDINGS

5.1 Equipment's installation

Participants are responsible of the right installation of their equipment and of its proper functioning. This includes to bring and install the adequate drivers if necessary, as well as the adequate cables and adapters. Tournament officials can help the player in case of technical issue. However, they will not delay the tournament's schedule for this kind of motive.

5.2 Convocation

The convocation time corresponds to the time where the participants must be present and ready to play their game. This convocation time is indicated on the tournaments' schedules. The participants are invited to be

present and ready a few minutes before the beginning of the convocation time to avoid any unpredictable lateness. If each participant of a game is ready before the convocation time, they have the authorization to start their game before the scheduled time, if they follow the games' order.

5.3 Before game

5.3.1 BattleTag

The BattleTag of the players allows to rapidly and easily prepare the games of the tournament.

It is very simple:

1. Go on your Battle.net launcher and click on add a friend
2. Copy-paste your opponent's BattleTag
3. If a streamer or an admin must follow your game, wait for him/her/hers to be ready, he/she will add you.

5.3.2 Class Banning Procedure

The banning step will happen between the two players on <http://www.deckselect.eu/>. The player with the lowest rank will ban one of the decks of his opponent first. Then, the other player proceeds to do the same. This process will be repeated until each player has banned two decks. After the banning step is over, the players will take a screenshot of the bannings on the site. In the case in which one or more bans aren't respected by a player, the player can be asked for the screenshot as proof. The player having committed an infraction will receive a warning and the round will be restarted. In the case in which neither of the players can provide a screenshot, both players will receive a warning and the banning step will be restarted.

After that, the players will begin to play with their remaining 3 decks.

5.3.3 Game launching

The participants must start their game at the scheduled time. If the participants are ready before the called time, they have the authorization to start their game before the scheduled time, if they play their games in the correct scheduled order. If a player is late, the opposing player is authorized to wait 15 minutes for him/her/hers. Then, the game must be started. If after these 15 minutes a player is still missing, he/she automatically loses the game by forfeit except in exceptional circumstances where an official can make another decision.

5.4 During the game

5.4.1 Communication

During the whole duration of a game, the players are au-

thorized to talk with the officials of the tournament but any other communication is forbidden.

5.4.2 Voluntary termination of the ongoing game

The players are not authorized to leave a game before the end of it. They are not authorized to leave their seat unless permission has been granted by an official of the tournament.

5.4.3 Unintentional interruption of a game

If a game is unintentionally interrupted (i.e. crash, grid disconnection, ...) the following rules must be observed: If the problem happens before dealing 10 HP of damage to the opponent and if multiple reconnection attempts remain unsuccessful, an admin must immediately be warned by the two players (and only them) and, depending on the admins' decisions, the game might be restarted. If the problem happens after dealing 10 HP of damage to the opponent, the player having crashed or disconnected must come back online as soon as possible. If there are too many unsuccessful attempts, an admin must immediately be notified by the two players (and only them) and a decision will be made by the admins.

No amicable settlement is allowed without the agreement of a tournament official. The tournament officials can, in case of validation, control that the conditions are respected Any amicable settlement without an official's agreement will be ignored by the officials and regarded as null and void in case of dispute.

5.4.4 Granted victory

In the event of unintentional technical difficulties leading to the inability to continue a game, and if the game started more than 15 minutes ago, an admin can, at his/her sole discretion, exceptionally grant a victory depending on the points and the situation.

5.4.5 Inquiry

Whenever a player esteems that he/she is the victim of a regulatory violation during his/her game, the players must immediately take a screenshot which shows to see the fault and must call an admin.

The players must go to the admin corner for an inquiry. It is mandatory to give correct and relevant information that will help the tournament officials in their investigation. Unjustified and repeated inquiry requests will be severely punished.

5.5 After the game

5.5.1 Score approval

When a game is over, the players must enter their score on the tournament's management platform. Once the re-

sult has been reported, verified and validated, it will be definitive and the players will not be able to contest it.

6. REGULATORY VIOLATION

6.1 Prohibited software's installation

Players cannot bring or use software or any other thing that changes the videogame version or that allows the player to perform more than one action at the same time and to bring any setup file.

6.2 Actions and prohibited conduct resulting in sanctions

The following actions are strictly forbidden during a game and will lead to an immediate and irrevocable defeat of the ongoing game:

- To use a glitch or exploit the game clearly unfairly
- To vehemently contest a tournament official's decision
- To speak up aggressively to an official
- To have a vehement behavior against an official

A player will be instantly disqualified and could endure other punishments listed in this document if he/she commits one of the following offence:

- To use any cheating software.
- To have a clearly inappropriate behaviour.
- To use offensive language or gestures.
- To utter insults, negative remarks or mockeries. This includes flaming during the games.
- To be the culprit of unsporting behavior (intentional disconnection, spam/flood, etc.).
- To damage the equipment.
- To be violent.
- To cheat with premeditation or using an inequitable process (this also includes any unauthorized information reception about the current game or the help of other players).
- To lie or mislead a tournament official.
- To repetitively refuse to follow the tournament officials' instructions.
- To intentionally and consciously violate the rules mentioned in this document.

6.3 Disqualification and expulsion

After the report of an admin of a regulatory violation, the player having received a penalty can also be given automatic defeats, be disqualified or even expelled.

A disqualified player loses automatically all his next games and loses all its rights and endowments and prizes he/she has or could have received.

During a Group stages, any game results are converted

in defeats.

During the Final stage, the preceding game is converted in a loss and his/her preceding opponent plays on the next lap instead of the staged-out player.

6.4 Sanctions in case of lateness

If a player is missing during the first 5 minutes of a round, he/she receives a warning. If that happens again during another game, the first game of the BO5 is considered as lost.

If a player is still missing between the 5th and the 10th minute of a round, he/she receives a warning. If that happens again during another game, the second game of the BO5 is considered as lost.

If a player is still missing after the 15 minutes mark, the game is considered as lost for him/her/hers.

To report the overrun of any of the delays above, the present player who has no opponent must call in an admin to verify that his/her opponent is missing and to decide of the punishment depending on the lateness.

7.GENERAL PROVISIONS

7.1 Players' conduct

Every player must show a spirit of fair play and conviviality to observe the desired ambiance of the tournament. They commit to observe the Swiss laws, particularly the interdiction of having racist, insulting, homophobic, xenophobic or any other form of social, racial or political remarks to other participants, organizers or anyone present. Moreover, if a team's name is openly offensive, the officials reserve the right to change it.

Any foul play behavior affecting the smooth running of the tournament, or damaging the premises or the graciously disposed material will result in the disqualification and the definitive expulsion of the offender.

7.2 Health

To avoid any medical issues during the tournament, participants must guarantee that they don't have any health problems issues that are not compatible with the videogame or tournament milieu. Screens, crowds or loud noises cannot be held responsible for any participants' physical or psychological complications.

7.3 Image reproduction right

The participants authorize the organizers to take pictures/video of themselves and to publish them for advertising purposes on the event Facebook page, in an

exhibition, in magazines and in reviews. The participants accept that their image reproduction right is ceased to the organizers without quid pro quo, such as financial compensation. Every participant allows the potential broadcasting of his/her games.

Only the French version of the “Rules of Hearthstone” (“règlementation de Hearthstone”) document is valid in case of dispute.