# DreamHack HCT Grand Prix Rules

*The DreamHack administration team holds the right to alter rules at any time, to ensure fair play and a smooth tournament.*

## Introduction

The following terms and conditions apply to the DreamHack HCT Hearthstone Grand Prix Tour stops during 2018

By competing in the Tournament you agree to the rules set forth in this document, to the Blizzard 2018/2019 HEARTHSTONE® CHAMPIONSHIP TOUR OFFICIAL COMPETITION RULES and to the 2018/2019 HEARTHSTONE TOURNAMENT PLAYER HANDBOOK. Both Blizzard documents are found here:

https://bnetcmsus-a.akamaihd.net/cms/gallery/7i/7IMDCN9JJCF31515798874341.pdf

Players must abide by the above rules in order to compete in the Tournament, and remain eligible to receive prizing.

# 1.0 Player Eligibility Requirements

## 1.1 General eligibility

Comply with all terms of Eligibility as listed in Section 3 of the Hearthstone Player Handbook.

## 1.2 Language

English is the operating language of the tournament.

## 1.3 Conflict of interests

Anyone that DreamHack and/or Blizzard judges to have a conflict of interest will not be allowed to participate.

## 1.4 Usernames

Players must make reasonable efforts to match their names across all platforms and notify tournament admins when major discrepancies of username occur. Players may not use obscene gestures or profanity in their Battle Tags, 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.

# 2.0 Tournament registration

Tournament registration is made through google forms and a valid DreamHack ticket id needs to be attached to sign up. Later the player will need to sign up on the tournament platform.

# 3.0 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. To request an evaluation of a Head admin decision, email hearthstone@dreamhack.se with the subject line "Head Admin Ruling Dispute DreamHack."

Players may also send feedback to hearthstoneadmin@blizzard.com with comments about tournament operations and decisions made by the admins.

# 4.0 Tournament Format

## 4.1 Schedule

The Swiss portion of the tournament will take place on the first two days of the tournament. The number of rounds depends on the numbers of players. For general guidelines, players can refer to section 4.4c The top 16 single elimination will take place on the third day of the tournament. Details regarding exact schedule will be published on grandprix.dreamhack.com and may vary depending on each individual event.

## 4.2 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 opponents match win percentage (opponents

below 30% will be raised to 30%) and divide by number of opponents. Byes will be ignored in this process.

<u>Second</u> tiebreaker will be number of games you won (expressed as % of played games).

## 4.3 Server and play area

a. All matches must be played in the designated tournament area using a laptop/device that can use wired internet.
b. All matches must be played on the region where the event is located: Austin, Atlanta and Montréal play on the **Americas** region; Tours, Summer and Winter play on the **Europe** region.

# 5.0 Game Rules

## 5.1 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 follows 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.

## 5.2 Draws and stalemates

In the event that 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.

## 5.3 Format

Each player will have four standard decks. Standard decks must be built using the current standard rotation of cards. For more information see the official announcement https://news.blizzard.com/en-us/hearthstone/21534739/the-year-of-the-raven-soars-ahead

## *5.4 Deck Submission and Decklists*

Players must submit decks into the tournament platform within the required timeframe communicated by the DreamHack admin staff.

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

**Deck registrations will close five days before each tournament.** Players who do not register with their decks by the submission deadline will not be able to participate. A link to the specific tournament page will be sent out to all verified players. Details regarding exact schedule will be published on grandprix.dreamhack.com and may vary depending on each individual event.

*You are not allowed to have multiple standard decks of the same class on your account while competing in the tournament.*

*5.5 Deck reveal*

Deck lists will be revealed, in the tournament client, 24h before tournament start. 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.

## 5.6 Banning a class

Before each match, players will **choose one opposing deck to ban**.

*Players will be required to pick which of their opponents decks they want to ban on the tournament platform page.*

*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*

## 5.7 Tardiness and play time

Players will have 10 minutes to check in and begin their match upon a round starting. If players fail to check into their match, they will be assigned a default loss and dropped from the tournament unless they check in with the admins before the round is over.

Players who deliberately delay their matches may be subject to penalties at the admin's discretion.

# 6.0 Additional Rules

## 6.1 Types of Penalties

Depending on the situation a player could be penalized in any of the following ways:
   a.  A warning (repeat warnings lead to other penalties)
   b.  Penalized a game in a match (eg. starting their next match 0-1 instead of 0-0)

c. Penalized a match (eg. forfeiting a match, or being eliminated from the tournament)
d. 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.

## 6.2 Behavior and Conduct

a. 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.
b. 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.
c. 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.
d. All players must set their chat status to **busy** unless instructed otherwise by the DreamHack admin staff. failing to do so will result in a warning.

## 6.3 Disconnects and gamebreaking bugs

a. If the game is unable to continue due to the client and the game is heavily favoured to the extent that the game would definitely have been won by one player, provided a screenshot of the game prior to the disconnect, an administrator may rule the game in favour of said player. Should the game be too close to call, it will be replayed.
b. 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.
c. 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.
d. If the whole or significant parts of the tournament area loses internet all those games in progress will be replayed.

## 6.4 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.

For more examples see section 7 in the 2018/2019 HEARTHSTONE TOURNAMENT PLAYER HANDBOOK

## 6.5 Prize Pool Distribution

The tournament Prize Pool is distributed as following:

1st – $5,000 + 15 HCT points
2nd – $3,000 + 12 HCT points
3-4th – $1,500 + 8 HCT points
5-8th – $1000 + 6 HCT points

9-16 – 4 HCT points
17-32 – 2 HCT points

# 7.0 Broadcasted Match Rules

## 7.1 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.

## 7.2 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.

## 8.0 Equipment

    a. Players will utilize their own equipment during the swiss stage. DreamHack will provide a device for all streamed matches. Section 6.10 in the player Handbook explains the rules associated with players bring their own devices.

    b. Excluding the equipment players use to compete, additional electronics are not allowed.

### 8.1 System requirements

All tournament devices must fulfill the minimum system requirements for Hearthstone: Heroes of Warcraft. To view all the system requirements, please go to the **Blizzard Support** website.

## 9. Deck Tracking software, notes and coaching

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 not allowed in this tournament. Coaching is not allowed during the duration of a match (this includes during breaks).

## 10. Prize money policy

All prize money needs to be claimed from DreamHack by the player or organization. Please read our prize money policy page for more information. https://dreamhack.com/summer/prize-money-policy