

Appendix C - HEARTHSTONE

1. For the online stages of **E-SPORTS WORLD UNIVERSITY LEAGUE** and for the live stage, there will be use of patches currently available by the **BLIZZARD** and used for such tournaments.
2. The criterion of participation for the online stages is the “Open for All” for university students, which means that a team must be made of athletes enrolled in universities in the school-year of 2017, regardless the gender, race or physical/cognitive impairments.
3. The format of hearthstone tournament and specific rules

3.1 Online Stages

- The first phase will consist of a Round Robin group stage, in a best of 5(BO5) format
- In the next phase the winning teams will be seeded in a single elimination top cut, best of 5 (BO5) format.
- The number of athletes that will advance from the Round Robin stage will be determined based on the number of participants who register
- The top placing athlete from each Regional will advance to a live event in Brazil at the end of the FWG in 2017
- Unless otherwise noted, all online stages of competition will be seeded randomly

3.2 Live stage

The 06 (six) teams will be putted in a single group, Round Robin , Best-of-03(BO3) format. Each win will grant 01 point, loses won't grant any points. By the end of all matchs the team with most points will be the championship winner

Online Cups Manual

- **Schedule**
 - Unless otherwise noted, tournament check in begins 60 minutes prior to tournament start
 - At tournament start, brackets will become available after roughly 5-10 minutes
 - Each team should play, unless otherwise noted, their matches as soon as they become available. If you have questions relating about how to find your opponent on Battlefy, contact the tournament administrators
- **Game Settings**

The team that has the seed number closest to zero will host the lobby

- **Game Play**

All competition matches will make use of the Conquest game mode with 1 class ban, outlined as follows:

- Each player will select 4 hearthstone classes at registration to be used for the entirety of the competition stage
- Players will make use of the Battlefy platform to “blind” ban one class from their opponent’s classes before starting the match
- When a player wins a match, he/she can no longer use this same class in the course of the series
- The player who lost can continue to use the class or exchange it, but one player is not aware of the choice of the other
- The first player to win the three matches will win the series in the bo5

Players may edit their deck lists between rounds

Players that leave the class select screen inside of a duel will automatically lose the match within the set (e.g. the score is 0-0 and I violate this rule, the score becomes 1-0 for my opponent automatically)

If a match finishes in a tie, in the case of the points of life of both competitors zero the same in turn (the two participants see defeat, as “endscreen”), the game must be redone with both the participants using the same deck.

- **Reporting Scores**

Player score reporting is enabled. The winning team for each match should report their own score by selecting the class that they won with and the class that was beaten. Screenshots are recommended to be taken at the conclusion of every match. You may be asked to produce a screenshot for the administrators if the match is in dispute

- **No Show Policy**

Each team will be required to check-in for their match in order to participate. Match check-in can be found on each match page on Battlefy

- In the case where your team is ready and your opponent is not present, the Match check-in feature should automatically advance your team after a set period of time. If it does not, contact the tournament administrator via the discord channel link as soon as possible

- **Disconnections**

Disconnections during a match for any reasons count as 1 defeat for the player who disconnected. The match starts when both athletes are in the challenge screen. If the opponent disconnects before the match has even started (“loading” or stage of confirmation of the cards of the initial hand), they still lose the match and the other athlete chooses “the winning” class as if that match had happened.

- **Software**

If it is apparent that any manipulations of in-game software is occurring, that team will be banned permanently from any Fisu Web Game competitions, and any/all information we have regarding this will be forwarded to the relevant judicial parties. Battlefy will also be notified for future events. If a team is caught abusing glitches, bugs, etc., to gain an advantage, they will be auto-disqualified.

Live Stage Manual

- **Game Play**

All competition matches will make use of the Conquest game mode with 1 class ban, outlined as follows:

- Each player will select 4 hearthstone classes at the beginning of the tournament to be used for the entirety of the competition stage
- Players will make use of the Referees to “blind” ban one class from their opponent’s classes before starting the match
- When a player wins a match, he/she can no longer use this same class in the course of the series
- The player who lost can continue to use the class or exchange it, but one player is not aware of the choice of the other
- The first player to win two matches will win the series in the bo3, and three matches in the bo5, four matches in bo7

Athletes are allowed to edit their decks between series (set of matches, best-of-five or best-of-seven) of the group phase, but NEVER during one series. If one of the athletes cancel a duel DURING a series to edit his/her deck for any reason, this player will be eliminated of the tournament

If a match finishes in a tie, in the case of the points of life of both competitors zero the same in turn (the two participants see defeat, as “endscreen”), the game must be redone with both the participants using the same deck.

- **Match Restart and Winner by declaration**

In case of hardware/software problems of the computer, network failure or another reason of force majeure, that makes one of the competitors lose turns or actions, the referee will decide for recommencing the match. Unless, after analyzing both the athletes hands and the game as a whole, the victory of one of them is crystal clear and should be announced by the arbiter.

- In case of recommencing the match there will not be a new phase of “picks & bans”, the athletes will have to use the same decks selected in the cancelled match.

- **Start of the match:**

- Both athletes must line up in the lobby of the game server 5 minutes previous to the schedule hour of match;
- With all the players present in the lobby of the server, they will declare to the referee the banned classes and selected classes. Then, after receiving the opposing part ban, they can only start the match after the approval of a referee.
- The athletes will receive approval from the administrator once the production team is ready.