

**Rulebook**

# **Hearthstone**



**PolyLAN 31**

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# 1. Regulations' application

These regulations will be the reference document for the entirety of the PolyLAN 31 event (hereinafter «PolyLAN») taking place at the SwissTech convention Center from the 31st of march to the 1st of April 2018. Only the French version “Règlement HS PolyLan 31” is valid in case of dispute.

## 1.1 Recipients

These regulations apply to all players participating in the PolyLan'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 are called “participants” throughout the rest of this document). By taking part in this tournament, every participant guarantees that they are aware of the content of these regulations and commits to respect it in its entirety.

## 1.2 Amendment of the rules

The organizers and the tournament team, called “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 consider it necessary. All decisions taken by the admins are final and indisputable.

# 2. Tournament Management Platform

The management platform used for the 2018 Hearthstone tournament of the PolyLan 31 will be Plamingo (<https://polylan.ch/Plamingo>). All communication with the tournament officials will also be on Plamingo

# 3. Structure of the tournament

**Before the beginning of the tournament**, each participant must provide their list, composed of 4 different classes (one of each class only), that they will be using during the tournament. **This is compulsory!** The lists have to be sent to [hs@polylan.ch](mailto:hs@polylan.ch) **no later than Friday the 30th at 8pm. Any delay will be sanctioned.**

### **3.1 Decklists**

Decklists will be closed during the First Stage and will be strictly confidential. At the beginning of the Final Stage, the decklists will become open and accessible to the players and casters.

### **3.2 Formats and games**

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

#### 3.2.1 Formats and banning

**The games will unfold according to the Standard rules and in the Last Hero Standing (or King of the Hill) Format.**

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

#### 3.2.2 Best of three rounds (BO3)

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

#### 3.2.3 Best of five rounds (BO5)

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

### **3.3 Format of the tournament**

#### 3.3.1 First day: Saturday 31st of March

First stage in the Swiss Format and beginning of the Final stage:

- 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
- 1 class banning for each game
- At the end of this stage only 32 players will move on to the final stage. The rest will be eliminated from the tournament.
- Final stage: Double elimination bracket with all the games that unfold in the BO5 format

### 3.3.2 Second Day: Sunday 1st of April

Continuation of the Final stage:

- Double elimination bracket with all the games that unfold in the BO5 format

Great Final:

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

## 3.4 Denomination of the Brackets

### 3.4.1 Winner Bracket

Whoever is in the Winner Bracket, the participants have never lost a match. In the case of the double elimination bracket, when a participant in the Winner Bracket loses a match, he falls in the Loser Bracket.

### 3.4.2 Loser Bracket

Whoever is in the Loser Bracket, the participants have lost a match. When a participant in the Loser Bracket loses a match, he is definitively eliminated from the tournament.

## 3.5 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:

1. The number of obtained points.
2. The draw systems.

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

1. The average of obtained points by the opponents met (in percentages % of the maximum)
2. The number of rounds won (in percentages % of the maximum)

At the end of the First Stage, the first 32 players will move on to the final stage. The rest of the players will be eliminated from the tournament.

## 3.6 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 Great Final

### 3.6.1 The Great Final

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

The Great Final of the tournament will unfold on the stage. The players will use the computers and screens at their disposition on the 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. Each player must ensure that their game is up-to-date.

#### 4.1.2 Game Mode

### **Last Hero Standing Format**

For the first round, each player chooses a deck from those remaining after the bannings. The winner of this round continues to use the same deck until he loses with it.

Whenever a player loses a round, he changes his deck and is not allowed to play the deck he lost with until the end of the match, this deck is considered as “eliminated”. The first player to eliminate all his opponent’s decks wins the match.

In the event that a game ends with both players “losing” simultaneously (“a Draw”), neither player will earn a game point. The match continues with each player using the same class and deck that was played in the Draw game.

A player wins a game by bringing the health points of their 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, since they can be useful in case of dispute. However, they must not give in-game information.

# **5. Game proceedings**

## **5.1 Equipment installation**

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

## **5.2 Convocation**

The convocation time is the time on which the participants must be present and ready to play their game. This convocation time is indicated on the tournaments' schedule. The participants are invited to be present and ready a few minutes before the convocation time to avoid any unpredictable delays. If both participants of a game are ready before the convocation time, they have the authorization to start their game before the scheduled time, as long as 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 them to be ready, they will add you.

### 5.3.2 Class Banning Procedure

The banning step will happen between the two players on <http://www.deckselect.eu/> . 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 indicated time, they have the authorization to start their game before the scheduled time, as long as they play their games in the correct scheduled order. If a player is late, the opposing player is authorized to wait for them for 15 minutes. Then, the game must be started. If after these 15 minutes a player is still missing, they automatically lose 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 authorized to talk with the officials of the tournament only. Any other communication is forbidden.

### 5.4.2 Voluntary termination of the ongoing game

The players are not authorized to leave a game before its end. 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 occurs 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 occurs 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, verify 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 their sole discretion, exceptionally grant a victory depending on the points and the situation.

#### 5.4.5 Inquiry

Whenever a player esteems that they have been the victim of a regulatory violation during their game, the player must immediately take a screenshot which shows the regulatory violation committed and call an admin.

The players must go to the admin area and make 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 result 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 tool that changes the version of the game 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 in the ongoing game:

- To use a glitch or exploit the game clearly unfairly.
- To vehemently contest a tournament official's decision.
- To aggressively speak up to an official.
- To display aggressive behaviour towards an official.

A player will be instantly disqualified and could be sanctioned if they commit one of the following offences:

- To use any cheating software.
- To display clearly inappropriate behaviour.
- To use offensive language or gestures.
- To voice insults, negative remarks or mockeries. This includes flaming during the games.
- To be the culprit of unfair behavior (intentional disconnection, spam/flood, etc.).
- To damage the equipment.
- To be violent.
- To cheat with premeditation or use an inequitable process (this also includes the reception of unauthorized information 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 an admin has investigated a report, the player having received a penalty can also be given automatic defeats, be disqualified or even expelled. A disqualified player automatically loses all their following games and loses all their rights and endowments and prizes they have or could have received. During the Group stage, all game results are converted into defeats. During the Final stage, the last game is converted in a defeat and their last opponent moves on instead of the excluded player.

### **6.4 Sanctions in case of lateness**

- If a player is missing during the first 5 minutes of a round, they receive 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, they receive 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 them.
- 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 their 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 making 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 affecting the smooth running of the tournament, or damaging the premises or the material graciously made available, 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 video game 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 them and to publish them for advertising purposes on the event's Facebook page, in an exhibition, in magazines and in reviews. The participants accept that their image reproduction right is given to the organizers without quid pro quo, such as financial compensation. Every participant allows the potential broadcasting of their games.