



## Hearthstone Championship Tour Seoul Tournament Rules

'Hearthstone Championship Tour Stop Seoul' ("HCT Seoul" and "Tournament") will be carried out in accordance to this regulation.

### 1. Introduction

Welcome to HCT Seoul 2018!

HCT Seoul, a three-day Tour Stop Grand Prix Tournament in Nexon Arena in Seoul from June 8th through June 10th, 2018, is offering a prize pool of \$25,000 USD and 191 Hearthstone Competitive Points to the Top 32 players.

The Tournament consists of 3 stages: an open Swiss bracket of up to 512 players, round of 32 and round of 16 are double elimination and the Top 8 is single elimination playoffs. All matches will be played in person using a Conquest, best-of-five, one ban format and streamed on the Play Hearthstone Twitch channel. After three days of competitive action, we will crown the first HCT Tour Stop Champion in Seoul!

In order to participate in this Tournament, you must acknowledge your acceptance of the 2018/2019 Hearthstone Championship Tour Official Competition Rules ("HCT Rules") and acknowledge your acceptance of the 2018/2019 Hearthstone Tournament Player Handbook ("Player Handbook"), as well as acknowledge your acceptance of this set of rules. Participants are expected to understand and abide by the current version of these rules at all times.

You can find the HCT Rules and the Player Handbook here:

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

Questions? Concerns? Email the Tournament Organizer at [hctseoul@spotvgames.com](mailto:hctseoul@spotvgames.com)

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## 2. Tournament Schedule

Times listed are in Korea Standard Time (KST)

### ■ **Friday – June 8th 2018 - Day 1 : Round of 512 ~ Round of 32**

APAC#1 Group and Korea Group

- 10:00 AM – check-in starts at preliminary venues
- 10:30 AM – Check-in closes
- 11:00 PM – Day 1 Gameplay Begins

Global Group and APAC#2 Group

- 3:00 PM – check-in starts at preliminary venues
- 3:30 PM – Check-in closes
- 4:00 PM – Day 1 Gameplay Begins

### ■ **Saturday – June 9th 2018 - Day 2 : Round of 32 / Round of 16**

- 10:00 AM – check-in starts at preliminary venue
- 10:30 AM – Check-in closes
- 11:00 PM – Day 2 Gameplay Begins (Ro32)
- After determining top 16, players will move to main venue Nexon Arena
- Draw will happen on-site (on broadcast) and Ro16 will start

### ■ **Sunday – June 10th 2018 - Day 3 : Quarter Finals~ Final**

- 10:30 AM – check-in starts at main venue
- 11:00 AM – Check-in closes
- 12:00 PM – Day 2 Gameplay Begins (Quarter Finals)

The Tournament schedules may change depending on circumstances and will be notified to all participating players.

## 3. **Eligibility**

- 1) General tournament eligibility rules are governed by section 3 of the Player Handbook.
- 2) Players must be able to attend all the events in the competition schedule.
- 3) Battle Tags that contains foul languages or are inappropriate for broadcasting can be prohibited from participating.

## 4. **Conduct**

- 1) Players are expected to treat all competitors, their affiliated team members, Tournament Officials, and organizer staff with respect at all times. The Code of Conduct as listed in Section 6 of the Hearthstone Player Handbook must be adhered to at all times.

- 2) Tournament officials have the expectation that players follow their instructions the first time. Refusing to follow Tournament Official instructions will be considered an infraction.

## 5. Player Responsibility

- 1) During the competition, players must use their own account that they have registered when they signed up for HCT Seoul, and players must bring their ID card (identification card/ driving license/ passport/ youth identification card/ student ID that shows date of birth and photo) for verification (If any player's identity cannot be verified, the player may get disqualified).
- 2) Players participating in HCT Seoul must be punctual according to the competition schedule that the organizer has announced beforehand and get prepared for the match. Players who are late may not be allowed to participate in the competition, or may incur penalties outlined in section 7 of the Player Handbook.
- 3) All the matches of "HCT Seoul" will be held on the Asia Server. But, tournament accounts will be granted to players who are APAC residents (as determined by their Battle.net Country of Residence) and who were directed via Battle.net to create accounts in the Americas game region. These players must make decklist submissions using their personal Hearthstone accounts. Players may not submit decks that contain cards their existing personal collections do not have. Upon arrival and check-in at the tournament, the organizers will provide players with a tournament account to be only used for the tournament and friendly duels. Players are not allowed to queue in Ranked Play. If a player is found to be using the tournament account in Ranked Play, the player will be disqualified from the tournament immediately.
- 4) Players are responsible for ensuring any sponsorships they represent do not conflict with the regulations as set in Section 6.11 of the Hearthstone Player Handbook.

## 6. HCT Seoul Competition Venue

### Day 1 : Round of 512 ~ Round of 32

- Preliminary Venue A: Game In Us Sinnonhyun / 54 Seocho-daero 77-gil, Seocho-gu, Seoul
- Preliminary Venue B: WDG PC / 8 Gangnam-daero 69-gil, Seocho-gu, Seoul

\* The venue for each Group will be announced at a later time

### Day 2 : Round of 32 / Round of 16

- Ro32 Venue : Game In Us Sinnonhyun
- Ro16 Venue : Nexon Arena (54 Seocho-daero 77-gil, Seocho-gu, Seoul)

### Day 3 : Quarter Finals~ Final:

- Day 3 Venue : Nexon Arena

## **7. Tournament Format**

### **General**

- 1) Day 1: Round of 512 ~ Round of 32: 7 Swiss Rounds
- 2) Day 2: Round of 32 and Round of 16: Group Double Elimination Tournaments [4 Players x 1 Group]
- 3) Day 3: Quarter Finals ~ Finals: Single elimination tournament
- 4) All PC hardware and network equipment will be provided by the organizer for all players to compete in the tournament
- 5) If players must take a restroom break between match games, they must notify Organizer staff or a judge and leave any mobile devices at the Admin Desk before leaving the Tournament Area
- 6) A player entering the 'friendly duel' mode with the opponent after the bans are complete, will indicate the start of the match.
- 7) Players may not adjust the contents of their decks during the tournament and must play with the deck lists that they submitted during tournament registration. Even changing a few cards (commonly referred to as sideboarding) is prohibited.

### **Match Format**

- 1) Standard rotation of cards  
Decks must be built using the current standard rotation of cards; Basic, Classic, Journey to Un'Goro, Knights of the Frozen Throne, Kobolds and Catacombs and The Witchwood are the accepted card sets.
- 2) Bo5, 4 deck 1 ban, Conquest Rule  
For details of the rule please refer to the HCT Rules and the Player Handbook

### **Day 1 Preliminary Event Format**

- 1) Only Day 1 (June 8th 2018) will be played through Battliefy. Once registration is complete all eligible 512 players will receive an email with the relevant Battliefy links and a unique code to register
- 2) After Day 1 check-in closes, Swiss Round 1 will be generated for all groups and notified to all players
- 3) After each game, the winner of each game is responsible for reporting the scores through their Battliefy match page and the loser can open a Battliefy dispute if they believe the score is incorrect. Players can dispute score results until the next round starts.
- 4) Steps 2 to 3 will be repeated until all 7 swiss rounds are complete

### **Day 1 Preliminary Event Drop**

- 1) Before each round's generation, automatic drop will be done to all players with (x) losses after each round is complete. Depending on the total number of players that checks in the "(x)" number will be subject to change for each group to accommodate all players who still can make the top 8.

### **Day 2, 3 Event Format**

- 1) All matches will be managed by the organizer staff and judges present in the venue
- 2) Player must follow the instructions of the organizer staff and judges for seating arrangements
- 3) After the check-in closes, players have (2) minutes to select their opponent's ban class and inform the organizer staff or judge who will be monitoring the match
- 4) Both bans will be simultaneously notified to both players. Players have (3) minutes to select their class and notify the referee or the organizer staff monitoring the match
- 5) Organizers will be the ones who give the start sign, and players will inform the referee or the organizer of each game result before starting the next game

### **8. Deck List**

- 1) The decklist due date for all 512 participating players is **1 June 2018 11:59 PM (KST)**, and will be submitted through Battlefy registration.
- 2) All confirmed players who have received a unique code to register in Battlefy must also submit their deck list into Battlefy. Decklist changes are allowed until **1 June 2018, 11:59 PM (KST)** when the Battlefy registration will closed
- 3) Wrong deck infraction occurs when a player enters a game with a deck that does not match the deck list the player submitted. Penalties for this infraction can be referenced in the Hearthstone Player Handbook.
- 4) Players who suspect their opponent of using altered decks must take screenshots to confirm cards used and alert Tournament Officials. Once the game is completed, match play is put on pause while the claim is investigated.
- 5) Deck lists will be made public at the start of the Tournament.
- 6) Deck lists can be viewed any time between matches, and between match games.
- 7) Having deck lists open during gameplay is an infraction that will result in disciplinary action

## **9. In Game Setting**

- 1) Players need to change their settings so that they cannot receive any messages during the match  
Battle.net : option -> social -> Turn setting to 'busy' during match play

## **10. Rematch, Freezing and disconnect**

- 1) In the following cases, rematch will be carried out (will be carried out with the same deck before the rematch has taken place)
  - Unplanned server failure or maintenance
  - In-game system error
  - When unknown bug or bug that are confirmed to be unintentional has occurred
  - If the match is interrupted out of abnormality of operating equipment, black out, network failure and etc.

## **11. Infractions**

- 1) Tournament Officials will use the following penalty escalation path when repeated infractions of the same category occur, starting at the first penalty and progressing to the last unless specifically stated otherwise:
  - Warning
  - Game loss
  - Match loss
  - Disqualification and forfeit any prize money or Hearthstone Competitive points earned.
- 2) Players should read Section 7 of the Hearthstone Player Handbook for a detailed list of infractions and their consequences to minimize the potential for accidental infractions to occur.

## **12. Prohibition**

- 1) Use of calculator, recording tools, programs that can be used for counting or damage calculating is prohibited.
- 2) Any electronic devices and communication devices such as mobile phones that could be used for cheating shall be switched off and checked by the referee.
- 3) Deck change using mobile device is prohibited.

## **13. Duties and precautions of the players**

- 1) The participants must fully cooperate in broadcasting interviews and filming.
- 2) Participating players must follow the instructions of the operator (referee). Players may get disqualified by the organizer if they do not comply with instructions without any clear objective reason.
- 3) Players are not permitted to live stream the actual game play of the tournament.

- 4) Players shall not engage in any activity prohibited by the laws of the Republic of Korea, nor shall the players get engaged in actions that could be found guilty or liable to act in accordance with applicable law.

#### **14. Organizer(Referee)'s responsibility**

- 1) The referee has the authority to make decisions on any problems that occur during the competition and to make up all the objections raised.
- 2) In case of violation of rules, referee will use the Player Handbook section 7 to determine the appropriate penalty for a rules violation.
- 3) In case of any unavoidable circumstances such as natural disasters or if there is any emergency situation occurs on the organizers side, the competition will be postponed.
- 4) In order to facilitate referee's decision making, a discussion could take place under organizer's supervision. In this case, referees may delay the decision.

#### **15. Foul Play Report**

- 1) Only cases that are reported to organizer directly or email will be considered (hctseoul@spotvgames.com)
- 2) When submitting a report, you should describe with as much detail as possible, and must attach a replay or a screenshot.
- 3) If the reported case is valid, the player that has cheated will be disqualified, and the disqualification shall be applied throughout the relevant competition.

#### **16. Miscellaneous interpretations**

- 1) If there is any misunderstanding about the interpretation of this regulation, or any problem arises due to matters not defined in this regulation, it shall be resolved in accordance with the 2018/2019 Hearthstone Tournament Player Handbook and in the absence of relevant laws and ordinances, it shall be interpreted in accordance with the principles of normal customs or good faith.