

# WESG\_APAC\_HS2 RULE BOOK

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### 01. CONDUCT OF PLAYERS

- All participating players may not use violence, threats, or physical or non-physical intimidation to any other person including the players, referee and the audience
- Chatting during game is prohibited to keep the sportsmanship for all players.
- All participating players must only use Hearthstone game client and any other software program forbidden by Blizzard cannot be installed without the approval of the Organizers.
- All participating players may not use any bugs inside of the games that may favor a player intentionally.
- All participating players must only use the provided Battle.net accounts.
- All participating players may not gamble that are involved directly / indirectly related with the match, the result of everything related with APAC WESG tournament
- When you are approached by a person for match fixing, you must report the incident to the Organizers and must not agree to match-fixing
- All players must follow the match time as it is scheduled.
- All players must be willing to cooperate to all interview and photo-shoot related with the tournament.
- All players must respect other players with manner and any behaviors that may go against the broadcasting law will be prohibited.

- All players must obey to the instructions given from the Organizers or may result upto a disqualification from the Organizers' discretion.

## 02. TOURNAMENT FORMAT

- Qualifier format is Group Stage divided into four (4) groups, A~D, to have the top2 from each group (BO5 Conquest format)

\* If there are ties in W/L from a group, head to head will apply to find out the winner, and will look for the higher number of game wins when the two have tied.

\* Rematch will be a Best of 5 (conquest).

-Round of eight (8) Single Elimination : 1<sup>st</sup> and 2<sup>nd</sup> place from the groups advance and drawing will be held on site. (BO7 Conquest)

\* 1<sup>st</sup> place from each group will come out and draw in the order of group A, B, C and D.

When the 2<sup>nd</sup> place teams draw for Ro8, they may not face their 1<sup>st</sup> place team that was in the same group from the group stage. 2<sup>nd</sup> place drawings will also go in the same order from Group A to D

-Tie breaker for the 5<sup>th</sup> place: After the Ro8, the four (4) teams that lost will proceed a Best of 7 match (Conquest).

Matches will be proceeded in order as it is written in the Round of 8 Bracket.

-Semifinals Single Elimination : Winners from Round of eight (8) will advance into the Semifinals (BO7 Conquest)

-3<sup>rd</sup> & 4<sup>th</sup> place matches : the two loser teams from Semifinals will have a match (BO7 Conquest)

-Finals : the two winners from the semifinals (BO7 Conquest)

## 03. MATCH FORMAT – CONQUEST MODE

- The latest version of the game at the match starting time (there may be new class cards added)

- Use 3 (A~D Group Stage) or 4 (from Ro8) decks made from 4 different heroes. Each player will identify the opponent's heroes and must win once with all 3 or 4 decks to win a match

- Winner of the game cannot use the same deck for the next games. Must select other decks to play for the next game.

- Loser can keep the same that that the loser played before or change into another deck.

### **\*IMPORTANT**

1) No Deck counting (No pen, no cellphone, no calculator)

2) You may bring the opponent's decklist to the venue, but you cannot look during the match.

## 04. GAME REGULATIONS

-After seating for the game, you may not leave the seat until the game is over. When violated, you may receive a penalty of losing a game or upto losing the entire match depending on the referee's discretion.

-Referee will give you the signal to start the match and players must notice the referee when they are ready to play.

- Player must share the selected Heroes before the match starts.
- Both players must share the selected heroes before the match starts.
- After you start a friendly battle with your opponent and share classes with the opponent, it is considered as you have started the match and must continue.
- Player must select a hero within a minute and notice the referee right away.
- Player is forbidden from using the emote during the match
- Player may not use any game bugs or cheat.
- Using the hero once again that you won with will result in a loss (conquest rule)
- When the match is over you must notice the result of the match to the referee and wait until all players are done with their match.
- You must move to your designated seat by the referee for your next match.
- If you are missing in action for the time when you should be getting ready for your next match, you may lose the entire next match depending on the situation.

#### 05. WINNER-DECIDING METHOD

- Raise your hand and let the referee know when you win and notice the result of the match.
- \*Reporting a win is as important as winning the match. If there is no report of winning, your win may not be accepted and there will be a rematch.

#### 06. REMATCH

- There will be a rematch for the following situations:
  - a. Unexpected server crash/down or maintenance
  - b. In-game system error
  - c. When both players receive damage to become 0 health at the same time, re-game with the same decks.
  - d. When unknown bug or unintentional bug happens
  - e. Pause of game due to power outage or network problem
- When the game becomes impossible to decide the winner of the match  
The followings will not be accepted for a rematch:
  - a. problems caused from using personal programs (exp: client shut down)
  - b. Personal cable problem
  - c. Personal equipment (PC/Mouse/Keyboard, etc.) problem

#### 07. SERVER & DISCONNECTION ISSUES

- Freezing: when one or more of the two players' client stops(freezes) due to a client or network problem
  - a. Intentional disconnection & freezing: when disconnected or frozen from behaving in a certain way, player may receive a forfeit from the referee's decision.
  - b. When Freezing happens:  
There will be a rematch if the client freezes within the first two turns of the game.  
When the game freezes after turn 3 of the game, we will follow the followings:
    - b\_1. When both players agree to re-game, re-game with same decks.
    - b\_2. When a player surrenders will result as a forfeit.

b\_3. When both players do not agree for a re-game, referee will decide whether or not to have a rematch depending on the situation of the game, but the referee can also call out a winner of the match depending on how much favor one player is having against another player.

-During game, if an issue is caused from the network or the PC connection, referee may decide to have a rematch.

-When there is a connection problem with the server, Organizers has the right to re-schedule the matches

- When a player disconnects from the game without the approval of the referee that creates a situation where the player can't reconnect to the game, the game will result as a Loss.

- If the player disconnects by an accident, there will be a recovery process before resuming the game. This process is entirely upto the referee depending on the situation.

#### 08. CHANGE OF RULES

-WESG APAC has the right to revise the guideline and the right to prohibit a player from participating in the tournament due to a severe/special situation.

-WESG APAC Organizers and referees may make a decision that violates the rules of the rulebook during certain situations.

- WESG APAC Organizers and referees may make a decision that may not be specified in the rulebook during special situations.