



# Hearthstone Tournament (Singapore) Official Ruleset

*30 May 2020*

## Overview

- The MyRepublic GAMER Arena 2020 Season 2 Hearthstone Tournament is a 1v1 online tournament that will be held on 30 May 2020 (Saturday).
- This ruleset governs the eligibility, requirements, tournament format and other guidelines to ensure a fair and enjoyable tournament for all participants.
- Tournament organisers reserve the right to change these rules at any time to ensure fair play.

## Terminology

- A **Game** is a single round or match.
- In a **Best of 3 Series**, the first Player to win two games is declared the winner.
- In a **Single Elimination** format, the player who loses the series is out of the tournament.
- In a **Double Elimination** format, there are 2 brackets - Winners' and Losers'. All Players start the tournament in the Winners' bracket, and any Player that loses in the Winners' bracket drops down to the Losers' bracket. A Player that loses in the Losers' bracket is eliminated from the tournament.



- **Conquest** is the best-of-3 series format where each player must submit three decks, each using different classes.
- A **Swiss-system** tournament format is a non-eliminating tournament format which features a set number of rounds of competition, but considerably fewer than in a round-robin tournament. In a Swiss tournament, each competitor (team or individual) does not play every other. Competitors meet one-to-one in each round and are paired using a set of rules designed to ensure that each competitor plays opponents with a similar running score, but not the same opponent more than once. The winner is the competitor with the highest aggregate points earned in all rounds. All competitors play in each round unless there is an odd number of players.

## General Rules

### Participant Eligibility

Players must meet the following requirements to be eligible to participate in the MyRepublic GAMER Arena 2020 Season 2 Hearthstone Tournament:

- 1) The player is currently a Singaporean Citizen, Permanent Resident or Long Term Pass Holder.
- 2) The player must currently be residing in Singapore during the duration of the tournament.
- 3) The player must be able to provide official tax documentation or identification on request.

### Language

- English is the operating language of the tournament
- Players must be able to communicate with the tournament administrators in English.
- If the players are unable to do so, they may have to be disqualified.

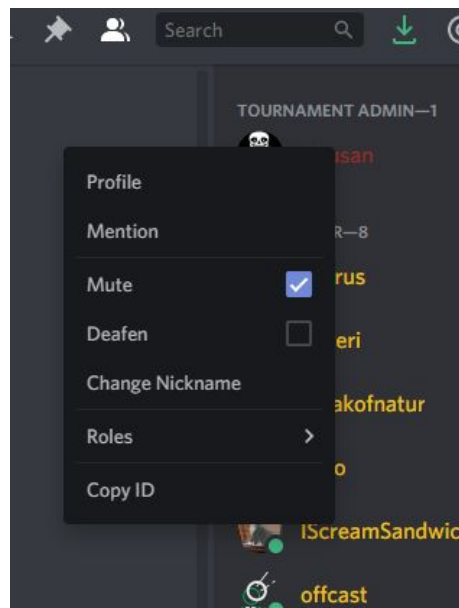
### Discord

- The tournament will be primarily organised through the [MyRepublic GAMER Arena Discord Server](#).
- Participants **must** have a Discord account, as it will be the main point of contact between the participant and the tournament organisers.



## Registration

- Participants must register via the tournament’s registration page [on Battlefy, here](#).
- Registrations via other methods will not be accepted except in exceptional circumstances, such as the Battlefy registration page going offline, as determined by tournament organisers.
- In such cases, GAMER Arena’s tournament organisers will provide information on registration through [GAMER Arena Discord server](#), [MyRepublic GAMER Facebook page](#) and/or [MyRepublic GAMER Instagram accounts](#).
- All players are required to join [the tournament Discord](#) with the same nickname as their Hearthstone ID. Players themselves can edit their nickname on the Discord server by:
  - Step 1. Right-clicking their name on Discord.
  - Step 2. Click on “Change Nickname”.



- Players are encouraged to message administrators to verify that their information is correct **before** registration closes. Players should have their info checked as far in advance as possible to allow corrections to be made.
- Players will not be able to change their information or re-register after the deadline has closed.



## Contactability

- Players must remain contactable throughout the tournament.
- Players will have 10 minutes to check-in and begin their match upon receiving their opponent's information. Tournament organizers reserve the right to review failure and late check-ins beyond 10 minutes on a case by case basis. Check-in begins 1 hour before the start of each event.
- **Players can check-in by going to the tournament page on Battlefy and clicking "Check-in". Players that have not checked-in by the start time of the event will not be seeded into the bracket.**

## Cheating

- GAMER Arena strictly forbids any acts of cheating or any means of gaining an unfair advantage during the tournament.
- Players found cheating during any of the GAMER Arena tournaments will be penalized, which may also result in an immediate disqualification and/or ban from current and future GAMER Arena tournaments run by the organizers.
- GAMER Arena's tournament organisers have the final say in determining the veracity of cheating during the tournament, as well as its consequences.

## Player Conduct

- It is very important to MyRepublic that every player behaves respectfully to fellow competitors, tournament organisers, and audiences of GAMER Arena.
- Serious action will be taken against a player for any instances of harassment, including (but not limited to) verbal abuse, hate speech, threats, sexualised comments, or intimidation.
- Player names and logos must also comply with these conduct guidelines.
- Tournament organisers reserve the right to force a player name change, or disqualify or ban players from current and future GAMER Arena tournaments as necessary if these rules are flouted.

## Game Version

- All games are to be played on America server.
- To avoid delays, players bear the responsibility of installing any game updates before the start of the tournament.



# Tournament Rules

## Format

- The tournament will be held in a Conquest open format.
- The tournament will be a 3 deck 1 ban format.
- The tournament's participants are to participate in the tournament with 3 different classes.
- Participants will be disqualified if there is a duplicate class in their registration.
- Players will use 3 decks the entire tournament.
- Players may switch decks if they lose a game.
- Players must use both decks to win a best-of-3 series.
- Participants' decks will be revealed to the public once the tournament starts.

## Phase 1: Swiss Tournament

- Each tournament will start as a Swiss-system ("Swiss") tournament. The players with a final standing of X wins and 0 or 1 losses ("X-0" and "X-1" respectively) will qualify for participation in the Top 8 Playoff, with X being the highest number of wins available with the given round and loss count.
- All matches will be played as a best-of-3 series Conquest, using the Standard game format.
- The result of each match can only be a win or loss for either player.
- No ties, intentional or otherwise, will be allowed in any round of the tournament.
- Doctoring proof of match results will result in an immediate disqualification from the current tournament and potential punishment for future months.
- Round 1 pairings will be determined at random. For round 2 and beyond, players will be paired based on their running record within the tournament using the standard Swiss pairing system.
- The total number of rounds played will be determined by the following table:



Participants	Swiss Rounds
1-31	4
32-63	5
64	6

- Each Swiss round will be 1 hour. Each Swiss round will start once every player finishes their matches.
- If a player is still in the middle of the match after an hour, the tournament admin will request for a game footage stream which the player will stream on Discord to determine if the game is finishing or not.
- If for some reason the game is not finished on time, the admin may set both players as double loss (both sides will be declared as the loser). This rule is to enforce players who try to slow-roll when they have the lead.
- Please notify a tournament admin if you can't play your game. This can be done via Discord DM or in the #dropping-out channel.
- The system will automatically drop a player out if they didn't check-in, but an admin can bring the player back into the bracket if they notify an admin while it is still in the same bracket.

## Phase 2: Single Elimination

- Phase 2 of each tournament is played as a Single Elimination bracket.
- The top 8 players from the Swiss bracket will be seeded into the Single Elimination bracket according to their standings.
- All matches will be played as a best-of-3 series Conquest, using the Standard game format.
- The result of each match can only be a win or loss for either player.
- No ties, intentional or otherwise, will be allowed in any round of the tournament.



### Tiebreakers

- In the event of a league point score tie at the end of phase 1, the following differentiation process will be applied to determine ranking:
  - If two or more players have the same point score, their relative positions will be determined by their game win percentages (see below).
  - If the results are still tied, their positions will be decided by the head-to-head game win percentage of the matches involving those tied.
  - If the results are still tied after both of these processes, then the higher position will be determined by a head to head Best-of-3 tiebreaker match.
  - If this differentiation process resolves a tie between more than two members, and a tie still remains, the differentiation process will be reapplied to the new tie, starting at the first step.
- Game win percentage (GWP) is calculated as the total number of individual games won divided by the total number of games played. For example:
  - Player A has 18 wins and 6 losses.  $GWP = 18/24 = .75$ , or 75%
  - Player B has 19 wins and 8 losses.  $GWP = 19/27 = .70$ , or 70%
  - Player A would take the higher rank due to having the higher GWP.

RANK	PLAYER	W	T	L	P	OW%	W%
1	SG Jieunie	5	0	0	15	54.600	76.923
2	SG Cheatcode	4	0	1	12	58.600	61.538
3	SG EmperorCopper	4	0	1	12	58.000	57.143
4	SG Nicol	4	0	1	12	54.667	75.000
5	SG Kazane Aoba	4	0	1	12	53.200	72.727
6	SG Munk #4516	4	0	1	12	49.267	64.286
7	SG Clareity	4	0	1	12	46.600	72.727
8	SG leonlum	4	0	1	12	46.600	69.231

- Example: (If Phase 2 was top 4 instead of top 8) Clareity (rank 7) has a game win percentage (W%) higher than the players from rank 4 to rank 8. Therefore, he will be taking the fourth spot in the Top 4 Phase 2 single elimination bracket.



### Accounts and Players

- Players must participate in the tournament with the same Hearthstone account that they registered with on Battlefy at all times during the tournament, even if they possess multiple Hearthstone accounts.

### Deck Changes

- Players are not allowed to change their decks once tournament registration has been closed.

### Match Results

- Once a match has concluded, the player must report the results on Battlefy.

### Deck Requirements

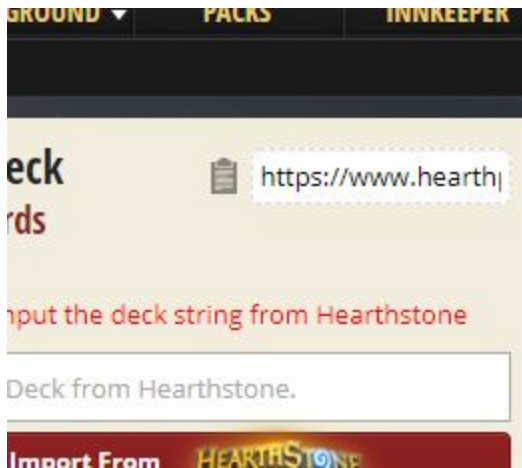
- Players are required to submit **3 decks** during tournament registration, which closes 2 hours before the start of the tournament.
- Decks must not have duplicate class selection.
- Players cannot change cards once the registration closes.

### How to create a deck link:

1. Go to <https://www.hearthpwn.com/deckbuilder>
2. Select your class
3. Select your deck's cards (Players can choose to import from their Hearthstone)
4. Once your deck is finalized, copy the link here and paste it onto Battlefy registration (Sample picture below)







*(Sample Link:*

*<https://www.hearthpwn.com/deckbuilder/druid#480:2;22329:2;35213:2;49642:2;49714:2;55538:1;55547:2;73327:2;89348:2;90154:2;90585:1;90645:2;90708:2;151427:2;184660:2;184987:2;>)*

- Players who do not register with their decks by the submission deadline will not be able to participate.
- During the tournament, decklists will be visible to players on a Google Sheet provided by tournament admins once their match has been prepared.
- Players are only able to see the decklists of their opponents after the start of the tournament.

## Disconnections

- If a player experiences a connection interruption, application crash, phone crash or other technical problems not within their control, they must return to the game as soon as possible and continue playing.
- If a player leaves a match before a winner has been determined (except in instances of connectivity-related disconnections), that player forfeits the match.
- Players who intentionally leave a match may be subject to disqualification.
- Tournament organisers reserve the right to call for a rematch with the same decks in appropriate circumstances that prevent the match from being concluded properly.
- Players should alert a tournament organiser admin in the event that a player disconnects during their match.

