

# Liga Heroes (Heroes League) - ruleset

Season 8

Graphical Document (frequently brought up later): [LH shape Season 8 - Google Sheets](#)

Website: [liga-heroes.pl](http://liga-heroes.pl)

## 0. Introduction

- Heroes League [Liga Heroes ('LH')] is an open league in the game: „Heroes of Might and Magic III: Horn of the Abyss”; organized by the Central Committee [*Komitet Centralny* (also called *Krąg Druidów* {Circle of Druids}) 'KC'.]
- The standings, game results and game schedule are all available at the [League website](#).
- The official means of communication between the players and referees is the LH Discord server.
- Participation in the LH is equivalent to having read and accepted this ruleset. Participation in Season 8 is possible after fulfilling these simple tasks until 2023.12.22:
  - Joining the LH Discord server: <https://discord.gg/tbnem7Bak7>
  - Registering at the LH website and clicking the 'ZAPISY' ('SIGN-UPS') button, which requests the account to participate in the 8th Season
  - For the new players (i.e. not playing in the previous season): completing a participation survey ([PL/ENG](#)), using which, the division placement can be more precise
- The Central Committee holds the right to delete or let a player in past the registration deadline without explicit reason, especially in the case of:
  - The player being known for cheating or any anti-fair-play behaviour during Heroes 3 games
  - The payer is known to have low regard for fair-play rules or present high toxicity
  - The KC reserves the right to:
    - Allow a player to join after the sign-up deadline has passed
    - Decline a player the right to participate - especially in the case:
      - Of the player has a cheating history
      - Of the player being known of disrespect regarding fair-play rules or high toxicity
- The registration deadline is not applicable to the Swiss Division ("Octavia").
- The League is divided up into so-called "divisions". The games happen within these divisions.
- The divisions come in "levels" (from 1 to 6) which are meant to represent the skill level of the people playing in each of them. The detailed shape (regarding promotions/demotions etc.) can be found in the [graphical document](#) and on the League's [website](#).
- Each of the participants, upon the request of the Central Committee, may be inspected by the HotA Lobby staff with regards to honouring this ruleset and fair-play rules.

- “Fair play” applies to every player - a game win is not a goal to be achieved using any means or measures.
- Respect for other players is strictly necessary - both during the games and through the League’s Discord server (or other information channels) throughout the entire period of participation.
- The players report their games (reports are the proofs of the game’s result) **directly onto the website** liga-heroes.pl.

# 1. Heroes League’s Process.

## 1.1 General rules

- The matches calendar is known in advance and they should be played within the time frame for the corresponding round. Upon KC’s permission, it is possible to switch a match’s round or receive a prolonged deadline.
- Three forfeited (walkover) matches in a row, or five in total, may result in being rejected from the Heroes League.
- Resigning from the Heroes League during a season is - of course - possible, but players who did it more than once might not be allowed to participate in future.
- In the case of a resignation/removal of a player during a season, their achieved points are NOT zero’d in case the player has played at least 50% of the planned games in the given season. If less than 50% of the planned games were played by the given player, their points so far get zero’d and walkover wins are assigned to their opponents (not applicable to the Swiss division(s)). Walkover wins after other players’ resignations are NOT counted into these 50% (not applicable to the Swiss division(s)).
- The League consists of two main phases: the main phase and the Champions’ League (*‘Liga Mistrzów’/‘LM’*). For clarity, the play-offs phase will also be named here as a separate entity.

## 1.2 The Main Phase

- Before the main phase begins, all players are distributed to proper divisions, based on the result of each player in the Heroes League’s previous season (if applicable). Assigning newcomers to divisions is done by the KC, with the aid of special questionnaires filled by the prospective players.
- The main phase is being played using 7 random map templates in 1st, 2nd and 3rd division level and 5 templates in all others. They can vary within division levels (1-6).
- The following templates are in play for the entire League:
  1. h3dm3
  2. 6lm10tp
  3. NostalgiaTP

#### 4. mt\_Nebula 1.2

5. The last template is chosen by players' votes - one per each division level:

- D1:
  - 8xm12TP
  - mt\_MP 2.0
  - Sapphire 1.9a
- D2:
  - 8xm12TP
  - Sapphire 1.9a
  - Spider 2.1
- D3:
  - 8xm12TP
  - Mini Nostalgia
  - Sapphire 1.9a
- D4 - Sapphire 1.9a
- D5 - Sapphire 1.9a
- D6 - RallyTP

- \*The version of the template specified above is the one played by default in the Heroes League. Given mutual agreement, other versions can be played, e.g. h3dm1 instead of h3dm3.
- The main phase of LH is played using a round robin system (each player plays one match against each player) in the BO1 system. Players only play games against other players IN THEIR DIVISION. The default timeframe for one round is 14 days, but in case of a need for a prolongation, contact the KC. Matches can - of course - be played in advance.
- A win of a single match grants 3 points; a draw - 1 point; a loss - 0 points.
- After the main phase, the place a player is taking in the division's standings determines their next endeavors in LH. The best players may get promoted to a division of a higher level while those at the bottom of the standings may get demoted to one of the lower-level divisions. Additionally, play-off matches ("to remain/to promote") are arranged between players of different division levels. Furthermore, the best players per division will have the chance to fight for the grand title of the League in the so-called 'Champions' League' ('LM' abbreviated from 'Liga Mistrzów').
- In case of an equal number of points between 2 players at the end of the main phase, the result of their direct match determines the position in the standings.
- In the case of multiple players scoring the same number of points (and ordering them using direct matches' results being impossible), a tie-breaker will be played over the h3dm3 template. This applies to "enchanted" places in the standings (e.g. granting promotion).
  1. It is sometimes possible to order the players using their direct matches' results. Imagine we have players A, B and C with the same number of points and direct matches' results being: (A > B, A > C, B > C), where "A > B" means "A defeated B". This way, A will be

ranked first in this small standings table, as they won against both of the other players and B will come 2nd as they won against C. C will be 3rd.

2. Sometimes the above is not possible (so-called “permutational order”). If, given the above example, the matches’ results are ( $A > B$ ,  $B > C$ ,  $C > A$ ), no player turned out to be better than their opponents and hence, a tie-breaker shall be played.
3. If the tie-breaker also results in the “permutational order”, another tie-breaker shall be played - until termination. Alternatively, if the deadline for the tie-breakers is up, other ways of determining the order may be used (e.g. a coin flip).

- The Swiss Division, “Octavia”, plays using the Swiss System.

### 1.3. Champions’ League phase (“Liga Mistrzów”, “LM”)

- “Champions’ League” is a short tournament for the ultimate triumph over the Heroes League, starting after the main phase of a Season terminates. The LM matches may timewise coincide with the next Season’s main phase.
- The Champions’ League - contradictory to its name - is played using a single-elimination bracket.
  1. It does not necessarily preserve some features of a single-bracket tournament - some players may start seeded further in the bracket than the others..
  2. Potential modifications to the bracket may happen after discussing it with players.
- The prize pool of the Champions’ League cannot be specified beforehand, as it only depends on the generosity of our sponsors.
- The map pool of LM will be consulted with the League’s players.
- By default, the LM matches are played in the BO3 (best-of-three) format..

### 1.4. Play-offs phase (“baraże”)

- The play-off games are played in pairs and only apply to specific players who have finished the main phase on the specific places in standings corresponding to the play-off enchantment.
- The play-off games are by default played in the BO1 (Best of 1) format.
- Traditionally, the map pool for a play-off game is equivalent to the map pool of the higher division level of the two (the division level from which the player is playing to maintain their position).

## 2. Game preparation

- The Heroes League plays the game Heroes of Might and Magic III: Horn of the Abyss (HotA) together with the HD Mod add-on. The matches shall be played via the Online Lobby available

in HotA. Alternatively, other ways to connect the match are available, such as Hamachi, GameRanger, TeamViewer.

- Unless mutually agreed to the opposite, the matches are being played unranked in HotA Lobby.

## 2.1. Room preparation

- The player who creates the room will be from now on called the 'host' and the one joining the room will be from now on called the 'guest'.
- The guest chooses 0 xor 1. The host clicks the coin flip button in the PVP-options panel to draw a random 0 xor 1 choice. Whoever won the coin flip, starts the template elimination.
- The coin flip's winner starts the template elimination, eliminating one of them. Then, the players start alternating in eliminating 2 templates each, starting with the coin flip's loser. This is done until there are 2 (for BO1 matches) or 4 (for BO3 matches) templates left, and the coin flip's loser eliminates the last template. The last remaining template(s) is/are played. For BO3 games, the coin flip's winner chooses the first template to be played out of the 3 remaining and the coin flip's loser chooses the 2nd one.

See below for graphical representation of the process, where A is the coin flip's winner and B is the coin flip's loser:

- (5-element map pool, BO1): ABBA
- (5-element map pool, BO3): AB - choice AB
- (7-element map pool, BO1): ABBAAB
- (7-element map pool, BO3): ABBA - choice AB
- Other procedures happen likewise

## 2.2. Town and color choice

### 2.2.1. On non-mirror maps (6lm10TP, NostalgiaTP, Spider 2.1, RallyTP, 8xm12TP, Sapphire 1.9a, Mini Nostalgia)

- The host randomly draws the town using the Random vs. Random button.
- The coin flip's winner has to decide first whether they want the towns to be drawn again. Such a 'reroll' costs them a certain amount of gold (see: Section 3.1), but also allows a ban from 0 up to 2 towns out of the ones drawn. Banned towns cannot be drawn again. Afterwards, it is the coin flip's loser to decide on the reroll.
  - Two, distinct towns are played - if Random vs. Random returns a pair of the same towns, the pair is to be immediately rerolled.
  - If a draw of a pair of towns resulted in a reroll with no bans and this exact pair is randomly drawn again, it is rerolled again with no additional payment.
- Players take alternating turns in bidding for the priority of town choice over the two drawn ones. The coin flip's loser starts the bidding procedure. The winner of the bid (one who did not 'pass')

chooses first which town of the pair they prefer to be playing with. The loser of the bid (one who 'passed') will be playing with the other town of the pair.

- The bidding for the colour happens likewise, with the coin flip's loser starting it. The winner of the bidding will decide whether they play with red or blue and the other player plays with the other colour.
- The total amount of bidding (reroll + town + colour) has to be transferred between players using the 'Gold Transfer' functionality.
- The total amount of bidding cannot exceed the starting gold amount of players (10000 gold pieces for 160% difficulty level and 15000 gold pieces for 130% difficulty level).

### 2.2.2. On mirror maps (h3dm3, mt\_Nebula, mt\_MP 2.0)

- The host randomly draws the town using the Random Town button.
- The coin flip's winner has to decide first whether they want the town to be drawn again. Such a 'reroll' costs them a certain amount of gold (see: Section 3.1). Rerolled towns cannot be drawn again. Afterwards, it is the coin flip's loser to decide on the reroll. One reroll per person is allowed.
- The bidding for the colour happens likewise Section 2.2.1., with the coin flip's loser starting it. The winner of the bidding will decide whether they play with red or blue and the other player plays with the other colour. Player Red can ban from 0 up to 3 heroes of the starting town (by writing their names on the chat) and such heroes cannot be picked as starting heroes. Moreover, if any of them appears in the tavern in 111 with an army (more than 1 unit), a technical restart happens.
  - On the template mt\_MP, no hero bans should be made.
- The starting bonus is random

## 3. Templates

- The template pools for all division levels can be found in Section 1.1 and on the [website](#).
- Some templates are not built into HDmod. One can download them from here (just click the header of the column in the forthcoming table).

### 3.1. Template settings

3.1.1. Three timer variants are presented below. The default one to be played is the *classical* one. Under mutual agreement, the players may play the *rapid* or *blitz* time format.

3.1.2. Simultaneous (sim) turns and restarts settings can also be changed under mutual agreement.

3.1.3. Default settings:

	<a href="#">Nostalgia 1.1</a>	<a href="#">h3dm3 / h3dm3_nc</a>	<a href="#">6lm10 1.1</a>	<a href="#">Spider 2.2</a>	<a href="#">mt_Nebula 1.3</a>	<a href="#">8xm12 1.1</a>	<a href="#">mt_MP 2.1</a>	Mini-Nostalgia	<a href="#">Sapphire 2.0</a>	<a href="#">RallyTP</a>
Size	XL+U	L+U	XL+U	XL+U	XL+U	XL+U	M+U	L+U	XL+U	XL+U
Human players (+AI)	2 (+6)	2	2 (+6)	2(+6)	2 (+6)	2 (+6)	2	2 (+6)	2 (+6)	2 (+6)
Teams	none									
Roads	fast	medium	medium	medium	fast	medium	medium	medium	medium	fast
Water	none									
Monsters	strong									
Difficulty	160%	160%	160%	160%	160%	160%	<b>130%</b>	160%	160%	160%
Tournament Rules	yes									
Timer classical (default)	19+8+2	21+8+2	19+8+2	19+8+2	21+8+2	20+8+2	14+7+2	19+8+2	19+8+2	18+7+2
Timer rapid	15+6+1:30	16+6+1:30	16+6+1:30	16+6+1:30	16+6+1:30	15+6+1:30	12+6+1:30	15+6+1:30	18+6+1:15	16+6+1:15
Timer blitz	10+5+1	10+5+1	10+5+1	10+5+1	12+5+1	10+5+1	8+5+1	10+5+1	8+5+1	10+5+1
Sim turns	122	117	122	117	121	122	116	122	121	121
Neutral PvP fight	no									
Guard skipping permitted	yes									
Restarts	2 x 111 or 1 x 112	1 x 111	2 x 111 or 1 x 112	2 x 111 or 1 x 112	1 x 111	2 x 111 or 1 x 112	1 x 111	2 x 111 or 1x 112	2 x 111 or 1 x 112	2 x 111 or 1 x 112
Reroll cost	400	300	400	400	400	400	500	400	400	600
AI town choice	manual	-	random	-	manual	random	-	manual	pack	random

3.1.4. "AI town choice: manual" works as following:

- The players take alternating turns choosing one town for one AI player, starting with the Blue player and lasting until all towns are chosen. No towns (factions) can appear twice.

3.1.5. "AI town choice: pack" works as following:

- The host draws 8 unique towns. The first 2 will constitute the regular pool for town trade between players. Towns drawn as the 3., 4. and 5. one will constitute the "first pack" and the towns drawn as 6., 7. and 8. - the "second pack". Players trade for their starting towns, colour and - as the 3rd step - the priority of choosing the AI town pack for themselves. The winner of that trade (who did not "pass") chooses which pack of factions to choose as starting factions of "their" AI players, while the player who lost the trade (passed) has to set the towns from the other pack as the starting towns of "their" AI players. AI players "belong" to players by their colour, namely:
  - Belonging to the Red player:
    - Tan
    - Orange
    - Teal
  - Belonging to the Blue player:
    - Green
    - Purple
    - Pink
- Blue player starts setting the towns belonging to their pack as the starting towns of their AI players.

3.1.6. "Guard skipping permitted: no" works as following:

- Any guard cannot be skipped.
- It is forbidden to enter zones that a player has no access to. The access is granted by defeating any connection guard leading to that zone. As soon as any player gets access to a zone that the opponent has unlocked, both receive the access to all zones unlocked by whichever player.
- Defeating one guard out of two (at the same connection, i.e. the same subterranean gate or monolith) is enough to declare that connection as "open" and hence, the zone as available. The second guard on the same connection can be skipped.

3.1.7. Default timer may vary per division level or division.

## 4. Restarts

- Red player is the first one to decide upon a (subjective) restart; Blue player follows. Taking a restart on the first day of the game is announced by typing "111" in the chat. "112" means a restart on the second day. "Keeping" (not restarting) the map is announced as "+".

- If Blue player ends the turn (wanting to take a restart), but Red keeps the map and also ends the turn, Blue player needs to announce the map restart immediately after accepting the turn (otherwise they must play this map).
- Once a player has no more subjective restarts, technical restarts can still be used. They can only be used if the map is obviously heavily bugged.
  - Another criterion for receiving a technical restart is when an impossible-to-walk-around (over 2000 movement) guard completely blocks off one of the expansion routes (roads) in the starting zone and defeating that guard is impossible without losing  $\geq 75\%$  of available army.
    - If the players can't agree whether in a given situation, such technical restart is justifiable, it is possible to receive KC's judgment upon sending screenshots
  - To eliminate the possibility of a technical restart in an advanced state of the game (e.g. due to empty Utopias zone on mt\_Firewalk), players may send game save states (with passwords) to any KC member (or other payer) in order to check if the map has been generated correctly. Strongly encouraged in case of Champions' League matches.

## 5. Game Termination

### 5.1. Unranked game

- Unranked HotA Lobby game (the default setting) gets terminated when:
  - One of the players loses under regular conditions (losing all towns and heroes or being banished after 7 days of controlling no towns).
  - One of the players concedes in an obvious way , e.g. via typing "gg" in the chat and providing the opponent with the game saves' password. Disclosing a password is unquestionably an action that terminates the game for it cannot be continued in a fair manner. Player A types "gg" in the chat and player B sends the password, such a game cannot continue too.
  - One of the players reports their win/loss/draw at the [LH's website](#) and the other player confirms it.
  - One of the players reports their win/loss/draw at the LH's website and 1 week elapses since the deadline for that game's round. The other player's confirmation isn't needed in that case\*, but using that to declare fake reports may get punished.
    - \*except in the Swiss division, aka 'Octavia'.

### 5.2. Ranked game

- Ranked HotA Lobby game gets terminated when:

- One of the players loses under regular conditions (losing all towns and heroes or being banished after 7 days of controlling no towns).
- One of the players concedes using built-in concede button or typing 'gg' in the chat and confirming the defeat
- Both players agree to a draw or use the dedicated button for declaring it.
- Ranked mode automatically discloses the saves' passwords at game termination.
- Should the players decide to start a game in a ranked mode, it is expected they end it in a ranked mode. If, for example, after a save, one player informs their opponent that they are admitting defeat ("you know what bro, let's not load that, I concede"), it is expected to transfer the HotA Lobby points as well.

## 6. Fair-play rules

- In case of finding out any (attempt of) cheating, even with the slightest possible reward (using cheat engines, non-standard bugs and glitches of the game, paying for forfeiting matches), the Committee may impose a penalty on the player, according to point 7. of this ruleset. If, however, the (attempted) victim player accepts the matter and decides to continue the game, they can not question its results afterwards.
- Using third-party software is **allowed** for as long as they do not directly read the game's data, but instead, all data is handed to them manually. Moreover, such software cannot provide the player any information unachievable through the game itself.

This means that the following are **allowed**:

- Reading game statistics encyclopaedias, articles about game mechanics etc.
- Watching clips and videos of other players and repeating their moves (e.g. churchyard)
- Screenshotting your game screen, viewing it, watching (own) stream
- Using second instance of Heroes 3 in another screen
- Using calculators (for guards, damage, arithmetic etc.)
- Using keybindings that involve any number of keys using one press. However, no macros (bindings for cursor moving) may be used
  - A guide for preparing simple macros: [PL](#) / [ENG](#)
- Tools not mentioned above and **disallowed**, including:
  - Tools that automatically disclose the battle terrain, up-stack presence, skilltree
  - Watching opponent's stream, retransmission stream, viewing game saves or the generated map
  - Conscious manipulation of RNG seed
  - Using macros for moving the cursor around and clicking any mouse buttons
- In case a player is unsure whether a certain tool or trick is allowed, they are asked to contact the Central Committee with regards to it.
- It is recommended to discuss both the hour of a match's start and the time each player has for it on that day. Most players dislike saving after e.g. 1 hour of play, but requiring your opponent to

keep playing e.g. 8 hours straight is also not right. That is why a precise arrangement for the time of game's start and the maximal duration for the day may help avoid arguments.

## 7. Penalties

### 7.1. Deciding on penalties

7.1.1. If you suspect that a player has broken the regulations, you should report this fact to the referee appropriate for a given division or another member of the CC who is available at that time.

7.1.2. The Central Committee member who received the notification is obliged to check the content of the notification and communicate the content of the decision to its participants.

7.1.3. In the event of the judge's doubts as to the clear decision or reservations from any of the participants, the application is forwarded to the entire Central Committee for consideration.

7.1.4. Decisions of the Central Committee are made by a simple majority of votes of the present and voting members of the Central Committee after joint consideration of the application and listening to its participants, and are each time announced on the appropriate channel on the League's Discord server along with a short justification based on the provisions of these regulations.

7.1.5. In case of doubts, CC (especially at the request of any of the participants in the application) has the right to ask a person of respect in the community, e.g. a representative of the HotA Lobby Support or the organizer of another tournament, to give an opinion on the topic indicated in the application.

7.1.6. If the application is considered by the entire Central Committee in connection with the submission of objections by any of its participants, the member of the Central Committee originally examining the application is excluded from the activities provided for in 7.1.4.

7.1.7. If the report concerns a member of the Central Committee or the division of which he is a participant, he is excluded from the activities provided for in 7.1.4.

### 7.2. Individual penalties

7.2.1. In the event of a violation of these regulations within the area of jurisdiction (league match played in the lobby, players' private chat regarding the preparation and playing of the tournament game, league server on Discord) by one of the players, the CC has the right to apply one of the following penalties:

7.2.1.1. Warning;

7.2.1.2. Walkover (penalty applied only in case of breaking the provisions of the regulations during the preparation and playing of a tournament game, preventing the timely conduct or continuation of the already started game);

7.2.1.3. Loss of 1-3 points scored;

7.2.1.4. Exclusion from the ongoing season;

7.2.1.5. Permanent exclusion from LH competitions.

7.2.2. Penalties provided for in points 7.2.1.1.-7.2.1.3. can be used together.

7.2.3. The penalty of exclusion from the current season may be applied only if a given player has already been subject to another penalty in the current season or in the event of violating provision 1.1.2 of these regulations. If it is applied, the results of the games played so far by the penalized person are reviewed in accordance with point 1.1.4 of these regulations.

7.2.4. A penalty of permanent exclusion from the competition may only be applied if a given player has already been subject to the penalty provided for in point 7.2.1.4. It may be conditionally suspended at the request of the punished person with the consent of the entire Central Committee.

7.2.5. A single player may be warned a maximum of twice during one season.

## 7.3. Dual penalties

7.3.1. In the event of a violation of these regulations within the area of jurisdiction (league match played in the lobby, players' private chat regarding the preparation and playing of the tournament game, league server on Discord) by both players, the CC has the right to apply one of the penalties provided for in points 7.2.1.1.-7.2.1.5. these regulations or the following penalties:

7.3.1.1. Mutual walkover;

7.3.1.2. Order to stream the league match by both players (or its continuation);

7.3.1.3. Order to repeat the duel.

7.3.2. All provisions regarding individual penalties apply accordingly to the penalties described in this section of the regulations.

7.3.3. The penalties provided for in this section of the regulations may be applied together with a warning to a given player.

7.3.4. Penalties provided for in points 7.3.1.2. and 7.3.1.3. may only be used if there are reasonable suspicions regarding the actions of one or both players with the consent of the entire CC.

## 8. Additional rules:

- All the players are obliged to respect each other's time regarding the use of timer during any moments that it is not counting down (e.g. PvP combat or turn acceptance screen). Leaving the computer for a longer while should be communicated to the opponent and using the additional timer for idleness shall only happen within the range of what may be considered "gentleman frames" (as well as HotA Lobby rules which prohibit idling for more than 10 minutes).

- Team playing is prohibited. In case if the player is about to play the Heroes League match in the company of other Heroes 3 players (e.g. clan meet-up or using somebody else's computer), they are required to let the Circle of Druids and the opponent know about it beforehand. Any unclarities about the fairness regarding the individual play will be addressed. They may result in imposing a penalty on the player using others' aid, as well as the aiding player, given that they take part in the Heroes League.
- Whoever transmits their matches (streamers) is asked to know their limits to using the aid of chat to win the game. Of course, reading and interacting with the chat is allowed, but their input in the game must not be what is considered 'excessive'. This rule is to be observed even more strictly during the moments when the timer stops (e.g. a PvP fight).
- Streamers are also asked to immediately remove from the chat (hopefully via moderator users) all non-trivial information brought to them from the opponent's point of view (spoilers). Preventing re-offence requires that the users bringing those spoilers undergo a timeout after bringing a spoiler.

## 9. Concluding remarks

- In case of any part of this ruleset being unclear, please contact the Central Committee ('Krag Druidów'). The Central Committee claims their right to alter this ruleset at any point, as well as the graphical document (containing the distribution of promotion/demotion places) without outside reasons. Any such major alteration is to be announced at the League's Discord server, tagging @everyone.
- This is not the original language version, but a translation from Polish. It may contain translation inaccuracies, so the Polish version is leading.
- The ruleset was last changed on: 4th January 2024.