

Getting Started - A Full Guide

Simplified Steps

1. Sign up for <https://battlefy.com/account/signup>.
2. Join the [Discord](#).
3. Select [EU] or [NA] from # 📄 rules-and-info.
4. Join the Tournament via the correct # 📄 check-in channel.

First Steps

1. Head to <https://battlefy.com/account/signup>
 - a. If you already have a Battlefy account, make sure your battle.net account is linked [here](#) under the connections tab, then skip to the next [section](#).
2. In the Sign-up page, you will see battle.net listed as a link option. Follow those steps
 - a. Agree to Battlefy's policies
 - b. Sign-in to battle.net to link your profile
 - c. Allow battle.net and Battlefy to connect
3. Verify your Battlefy email
 - a. Ease of access [gmail](#) link
 - b. Ease of access [outlook](#) link
 - c. Don't forget to check your spam folder
4. It will prompt you with Time Zone Settings, you can do this now, or come back to it later
 - a. This is important to having Battlefy send you notifications at the proper times, as Battlefy automatically converts all times to your selected time-zone
 - b. <https://www.timeanddate.com/time/map/>
5. Congrats! Proceed to the next [section](#)

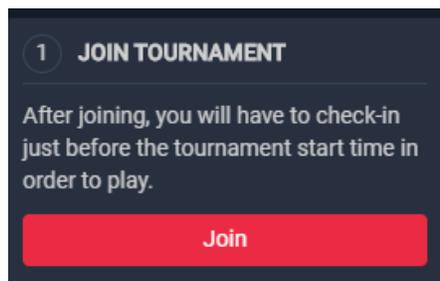


Joining The Tournament

Click [Here](#)

It will take you to the [#🇺🇸rules-and-info](#) channel on the server.

1. Accept the rules then select **[NA]** or **[EU]** from the role menu.
2. **Go to [#🇺🇸check-in](#) and click on the link directing you to the tournament's page on Battlefy!**
3. Click on the "Join Tournament" icon should be similar to the one displayed to the right
4. Accept the "Critical Rules"
 - a. **Double-check you are registering for the right region**
 - b. More rules and information are listed after registration
 - c. Additionally, further rules can be found below and in the [#🇺🇸rules-and-guidelines](#) channel on Discord.
5. The next screen will ensure you have linked your battle.net account. (if issues occur go [here](#) and then to the connections tab)
6. Fill out the registration fields
 - a. Battle.net Tag
 - i. This is how you and your opponent will add each other.
 - b. Discord Handle
 - i. This is used to help associate tournament players with the appropriate discord account.
 - c. Paypal Email (not enabled for all tournaments)
 - i. This will only be stored for the duration of the tournament, if you wish to claim prize pool money this field will have to be entered correctly.
 - ii. If we could we would only ask for it post-tournament, but that opens up possibilities of phishing and fraudulent collection. (If you cannot enter or change your PayPal email please message **Modmail** before you qualify for playoffs.)
 - iii. If you are under the legal Paypal age in your country you will have to ask your parents if you can enter their PayPal email.
 - iv. If illegal in your country, you can just put ("illegal here") the email doesn't have to be valid. For this tournament, there is sadly no workaround.
 - d. Country Flag
 - i. Purely to add a little flair to your bracket indication
7. Enter your decklists
 - a. ~~Banlist can be found in discord in [#🇺🇸current-banlist](#)~~
 - b. The current tournament has **no ban list** or **restrictions**.



8. Battlefy app: We **cannot** guarantee the effectiveness of this app to send you your push notifications for the tournament.
 - a. Google play [store](#)
 - b. App [store](#)

Rules (All rules are available on the discord server and battlefy as well)

Important Note

All TO rulings are **final** and will not be reviewed. Decisions need to be made to continue the Tournament flow. Partners and Casters are **not** TOs, they **cannot**

Conquest Rules:

- There is **no "Shield" phase** in this tournament
 - In other words, not protecting a deck from a ban.
- A player **must** win one game with **each** of their unbanned decks to win the match.
- When a player wins a game, the deck used by the winning player **cannot** be used for the remainder of the match.
- The **losing player** can keep the same deck used or switch to a different deck of their choice.
- Players will be told what classes and cards their opponent has available, but they won't know **which** class of theirs is banned until **both** players have banned.
- Record games as they are completed. A game's **winner is responsible** for updating the bracket.
 - Screenshot **all** of your victories.
 - Taking a screenshot via [prt scn](#)
 - Screenshots of the "Victory/Defeat" screen must be taken after every game
 - [View example](#)
 - Do **not** play the next game if you have a dispute about the winner of a game. By playing the next game, you **forfeit** your right to dispute the winner.
- Using a deck that contains or playing a card **banned/not listed** in the submitted decklist during a game will result in a **disqualification** from the tournament.
 - Cards randomly generated from valid cards in the decklist **do not** count towards this
 - Example: Jeweled Macaw gives the player a beast that is not in their deck.
- If an **ineligible hero** is picked the opponent is **required** to inform the other player of the issue and the player will take a **one-game loss**

Starting Games:

- Every player has **10** minutes to mark themselves **ready** at the **Battlefy** match screen. Anyone who **does not** will **automatically** take the match as a loss, in which case the Battlefy system will automatically record the score and allows for the match chat and dispute section to be used by both players. After a total of 10 minutes from the match becoming available and the player is not responding, they will be **disqualified** from the entire tournament.

- Once **both** players are **ready**, you should send the friend request and begin playing **immediately**. If you have not accepted friend requests and/or begun playing within **5** minutes you can be disqualified from the match. It is highly **suggested** to finish up any other games in progress **5** minutes before the tournament begins. You **cannot** hold up your opponent because you are playing in a **different tournament** or **game mode**.
- After the ban phase is over, both players select their first deck **without** telling the opponent.

Draws:

- If a game ends in a **draw** (Both heroes are left with zero or less health), both players shall replay using the same decks, no score shall be recorded for a “draw” game.
- If a game ends in a **draw** (Game Client ends a game due to turn limit), the player with **the most health and armor combined** will be the winner.

Disconnections:

- After a match has started: if a player **leaves** the match lobby, or **Cancels** the “match challenge,” or **leaves** the Hearthstone game client for any reason, if the player is not submitting screenshots from mobile, they will be issued a **warning**.
- After a game has started:
 - If a player disconnects and is absent between **0 minutes, 1 second and 4 minutes, 59 seconds**, they receive a **warning** penalty.
 - If a player disconnects and is absent between **5 minutes, 0 seconds and 9 minutes, 59 seconds**, they receive a **game loss** penalty.
 - If a player disconnects and is absent for **10 minutes or longer**, they receive a **match loss** penalty. In addition, the **player will be dropped** from the Tournament, **unless** they specifically contact the Tournament officials with a **request** to stay in the Tournament.
 - Requests to stay will only be available during swiss. During playoffs, being allowed to stay will fall under the authority of the TOs
 - The connected player **MUST NOT** leave the pause screen until after the onscreen timer passes **10 minutes**.
 - Players **must** take screenshots when the pause screen originally **starts**, at the **5-minute mark** and at the **10-minute mark** to provide proof in their reports.
 - Players **cannot** report a game loss, from the result of a penalty, without TO verification first.
 - All TO rulings are **final** and will **not** be reviewed. Decisions need to be made to continue the Tournament flow.

Miscellaneous

- A player who resides in the EU **may** partake in the NA tournament, but they may **not** partake in **both** regions. This applies vice versa.

- Deck trackers are **allowed** due to the inability to enforce one way or another.
- Each tournament's ban list is visible in #🚫current-banlist
 - If no present tournaments have a banlist the channel will be closed.
- Even though spectate cheating is against the rules, you are on your own to decide whether to allow spectators via in-game settings
 - Players in the playoffs who are having their match casted must allow the caster to spectate, but they mak

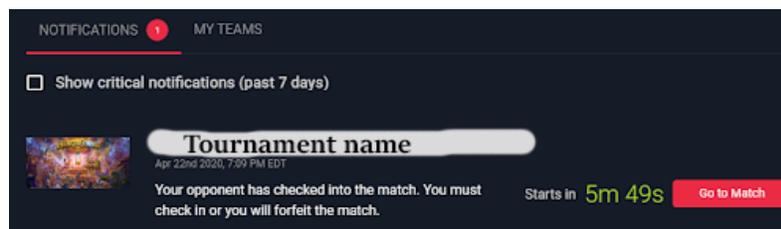
Behavioral

- **All** rules listed in the #📖rules-and-info channel of the server apply at **all** times during any HCTS tournament.
- Poor sportsmanship behavior can result in **expulsion** from the tournament and even a ban from HCTS.
 - We expect players to **not** emote spam during matches, but due to an inability to enforce this, we ask that you remember you are **all** on the same server together.

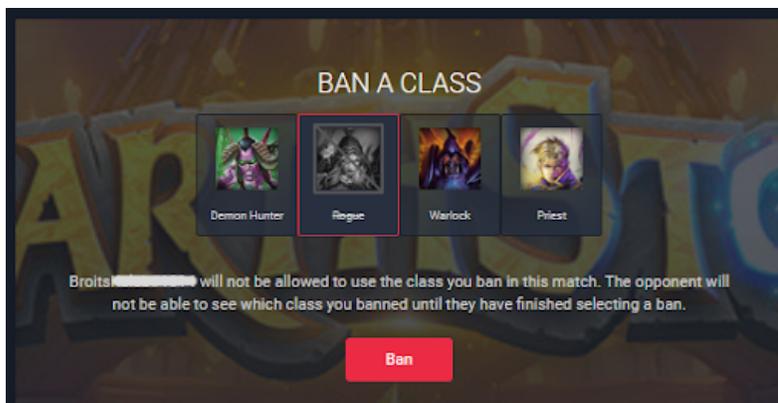
Battlefy Tutorial

The tournament has begun! Now what?

1. Keep an eye on your notification inbox on battlefy
2. You can access your tournaments [here](#).
3. You go to your profile in the bottom left of [battlefy](#) to view your notifications.
 - a. You can download the hearthstone Battlefy app: We **cannot** guarantee the effectiveness of this app to send you your push notifications for the tournament.
 - i. Google play [store](#)
 - ii. App [store](#)



4. Below is a class screen, this is the screen you will see after both players have checked in to the match.



5. [Here](#) you can view what the scoring screen looks like.
 - a. Notice the image upload icon. This is where you would submit your screenshot of the game.
 - i. [View example](#)
 - ii. Taking a screenshot via [prt scn](#)
 - iii. Other ways to [screenshot](#) on Windows 10
 1. Windows + Shift + S
 - iv. On Windows 7/8 I recommend using [prt scn](#)
 - v. Screenshotting On [Mac](#)
 1. Shift + Command + 3.

- b. If on mobile I recommend the following steps.
 - i. Take your screenshots for match victories at the end of your game.
 - ii. Go to the battlefy web page or app and submit the screenshot via uploading it from your device.
 - iii. Keep in mind you may be disconnected from your challenge during this time so communicate with your opponent.
6. A completed match screen will look something like [this](#)
7. The “Report Match Issue” icon is used to report a match issue, to guarantee the fastest resolution to your problem, follow the guide in [#🔍dispute-reporting](#) **to the letter!**
 - a. Your report will be given low priority unless your dispute follows the proper formatting protocol
 - b. [Here](#) is a list of the options on battlefy

