Warcraft3.info League (W3iL) Rulebook
Season 3

1. Table of Contents

2. Definitions

2.1. League

The Warcraft3.info League (here and elsewhere referred to as "W3iL") is a Warcraft 3 association of clans to compete among themselves. The official W3iL webpage is https://warcraft3.info/league.

2.2. Clan

Participating teams will be referred to as "Clan". Each Clan must consist of at least six members at all times, else it is deemed inactive.

2.3. Team Manager

Every Clan has to assign a Team Manager, who is responsible for a Clan and is the entity that will receive any prizes that Clan wins. The Team Manager can be a player or another person. The Team Managers must have access to an active PayPal account to receive prizes.
Team Managers are in charge of scheduling the clan wars and will handle the communication with the admin team.

2.4. Player

Each player may belong to no more than one Clan within the W3iL.

2.5. League Admins

League Admins are the officials designated by the W3iL as such for the purpose of administering, monitoring and judging any aspect of the W3iL competition. They are the final authority on all rules.

League Admins are:
- Asliv
- dur0
- Ember
- LinoBSC
- Nuhiro_Masuda
- Wackstrats

2.6. Clan War

When two Clans in the W3iL compete against each other, it is termed a Clan War. A Clan war consists of a set of four (4) one vs. one (1on1) matches and one (1) two vs. two (2on2) match.

2.7.   Match

A Match is part of a clan war and is played between either two (1on1) or four (2on2) players. The first player(s) who win(s) two maps, win(s) the match.

2.8.   Game

A Match consists of at least two and no more than three individual games. Every game is played on a map from the mappool (8.4.) of the associated format (1on1 or 2on2). A map can only be picked once per match.

2.9.   Points

The Clans earn points by winning games within the matches.
If a match is won 2:0, the winning Clan earns three (3) points and the losing Clan none (0).
If a match is won 2:1, the winning Clan earns two (2) points and the losing Clan one (1) .

3.   General
3.1.   Commitments
- Every player must own a legal copy of WarCraft III: The Frozen Throne or WarCraft III: Reforged to participate in W3iL.
- Players agree without reservations to comply with the rules and regulations as well as the decisions made by the League Admins. The application of these rules and regulations is at the sole discretion of the admins. Any decisions made may overrule the following rules and regulations to maintain the spirit of competition. Players must obey the instructions made by the admins at all times.
- Every player acknowledges the right of the admins to modify these rules and regulations at any given time and without prior notice.
- Every player is asked to maintain an adequate level of respect and friendliness with the other players and the admins. Insults and unfair or disrespectful behavior towards the admins and the other players will not be tolerated.
- Participants must be at least 14 years old at the time of competing.

3.2.   Game Accounts
- Every player is required to list the Battle.net Battletag that is used to participate in their profile on the W3iL official page.
- Every player is responsible for updating their game account if they decides to use a new game account to participate.

- The use of a game account other than the one listed on a player's profile is prohibited.
- The use of multiple accounts for the same tournament is prohibited.
- All players agree to their game accounts being visible to third parties.

3.3. League language

English is the official language during a clan war, both in game and any official W3iL channel.

4. Clans

4.1. Requirements

- The Clan must be created on the W3iL webpage.
- All clans must consist of at least eight members at their registration. Existing clans who participated in the last season must consist of at least six members at all times, or else be deemed inactive in the W3iL.
- All members must register themselves and join the clan on the W3iL webpage.

4.2. Academy Teams

Clans may have one Academy Team. Academy Teams may not play in the same division or the same Relegation as their main team. An Academy Team will be excluded from a Relegation if necessary. Should a main team be relegated into the same division as their Academy Team, the Academy Team will either be put in the next lower division if possible, or be disbanded.

4.3. Lineup Changes and Transfers

Lineup changes must be approved by the Admins.

4.3.1. Removing Players

Removing existing players from the Clan roster due to personal issues, clan decision or bans is allowed. The Admins must be informed immediately.
If a removed player has already played a match in the running season of the W3iL they are locked to their initial Clan and cannot participate with another Clan for the rest of the season. This rule also applies for Academy Teams.

4.3.2. Hiring Players

- Clans are permitted to hire two additional players during an active season of W3iL, as long as the player has not participated in any match for that season yet.
- Players who have been part of a Clan during the season, but have not played a match, are permitted to transfer to another team.
- If the number of players drops below six members, Clans are permitted to hire additional players under these limitations.

4.3.3. Transfers

All other transfer scenarios between two clans are not permitted during a running season of W3iL.

5. Competition System

The competition consists of the following stages:
- Signup
- Preliminary Round
- The Main Season
- The Playoffs
- The Relegation

5.1. Signup

5.1.1. Dates

The signup phase and it's dates will be announced by the Admins at the beginning of a new season.

5.1.2. Requirements

The Clan must fit into the regulations of section 4.1..
In order to sign up, an official request from the Clan´s Team Manager must be send to an Admin.
The Admins have the authority to deny a request at all times, even if the requirements of 4.1. are fulfilled.
Existing Clans does not need to sign up for a following season and remain in the W3iL, unless they no longer fulfill the requirements of the League, deny their participation at the end of a season or are excluded by the Admins.

5.2. <u>Preliminary Round</u>

In order to reduce the amount of participating Clans within the W3iL, there may be a Preliminary Round. If a Preliminary Round is held, it will be announced by the Admins before the beginning the Main Season, as well as the applied format.

5.3. <u>The Main Season</u>

5.3.1. <u>Format</u>

Based on the Clans results in the previous season of W3iL, the Clans are associated to a *division* within the league. Each division is supposed to consist of no more than eight Clans. At the end of each season, it is determined with a relegation stage which Clans go up and down in divisions.
New Clans are assigned to the lowest division by default. The Admins have the authority to assign a Clan to another division manually.
Each division of the W3iL Main Season is played in a round robin format. Every Clan shall face all opposing clans in their division once. The lowest division may differ in order to create a suitable format for all participating Clans. The Admins announce deviating rules at the beginning the W3iL Main Season in such cases.

5.3.2. Ranking

The criteria for the ranking are as follows:
- Points (2.9.)
- Clan Wars won
  The amount of Clan Wars being won during the Main Season.
- Direct comparison
  In the event that two Clans are tied, the direct comparison Clan War within that Main Season will be the decider.

In case of an unbreakable tie between more than two Clans, the final ranking will be determined by Ace Matches.
Therefore the Team Manager must designate a Champion to compete in deciding best of three 1on1 Matches between the tied Clans.

5.4. The Playoffs

5.4.1. Format

The top four Clans from Division 1 Main Season are seeded into a single elimination bracket as follows: First place against fourth place and second place against third place.
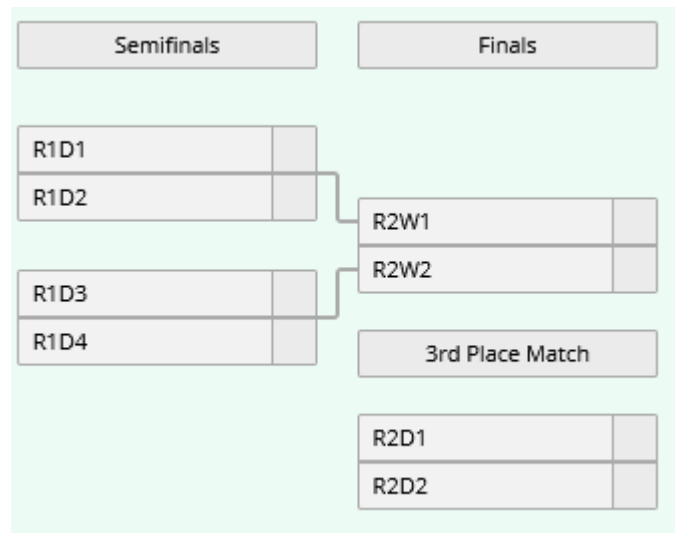
One Clan War is played in every round of the Playoffs. 5.4.2. applies.

5.4.2. Ranking

A Clan which scores eight points advances to the next round automatically. The remaining games and/or maps are not required to be played. Clans earn points as per rule 2.9..

5.5. The Relegation

Each Division, but the lowest, has a Relegation at the end of the Main Season. The three Clans which scored the lowest amount of points within the Main Season are facing relegation.

5.5.1. Division 3 Play-Offs

In order to create a final order of the Clans of both third Divisions to determine which Clans of these Divisions have the right to be relegated up directly into Division 2 or to play in the Relegation Play-Offs there will be separate Play-Offs between the Top 2 ranking Clans of both third Divisions, the Clans on ranks 3 and 4 of both third Divisions, and the Clans on ranks 5 and 6 of both third Divisions. Depending on the number of Clans participating in season 4 of W3iL the lowest ranking Clans of the order determined by these Play-Offs

may be moved to a new fourth Division. The rules for Academy Teams in 4.2 will be applied accordingly.

5.5.2. Direct Relegation

The Clan with the lowest ranking in a Division will be relegated directly to the next lower Division. It is replaced by the Clan with the highest ranking in the next lower Division which are not excluded by the rules for Academy Clans in 4.2.

5.5.3. Relegation Playoffs

Ranks 6 and 7 of the upper Division are competing in the Relegation Playoffs against the 2nd and 3rd placed Clans of the lower Division unless they are excluded due to the rules for Academy Clans in 4.2. The two winning Clans of the deciding Clan Wars earned the right to compete in the upper Division in the following Season of W3iL, while the losing Clans have to either stay in the lower Division or be relegated to it.
The clans concerned will be seeded as following:

- upper Division rank 6 vs. lower Division rank 3
- upper Division rank 7 vs. lower Division rank 2

One Clan War is played in every round of the Relegation Playoffs.
5.4.2. applies.

6. Prizes

The W3iL prize pool is crowdfunded. Warcraft3.info sponsors part of it through its ads revenues. The crowdfunding website can be found here. Every donation raises the total prize pool.

The top four teams are rewarded with the following distribution:
- 1st   50 % of the prize pool
- 2nd   35 % of the prize pool
- 3rd   15 % of the prize pool

The prize money shall be transferred no later than 30 days after the conclusion of the grand final via paypal to the respective Team Managers accounts.

7. Clan Wars
7.1. Schedule

All Clan Wars schedules are prepared by the admins. The Team Managers are asked to follow the schedule within reason.

If a clan is not able to play the match at the scheduled time, the match may be preponed to a more fitting date and time. Preponing is only possible in regular matches (7.1.2.), and only if the the opposing Team Manager and an Admin agree to it and the suggested date.
If Team managers fail to reschedule the Clan War, it will be held as previously scheduled. Active hindrances by Team Managers may be punished with Penalty Points (10.).
It is not allowed to pre-/postpone a single match within a Clan War. All matches must be played within a reasonable and successive time period, allowing for short breaks in between.

7.1.1. Highlighted Clan Wars

Highlighted Clan Wars are chosen to be broadcasted on Sunday at 17:00 CET by a Partner Broadcaster (9.). Therefore, Highlighted Clan Wars may not be rescheduled barring exceptional circumstances, which will be judged and addressed with the admins.
All matches are played one by one. It's at the discretion of the Admins to decide the order of play. If players have limited time at the day of playing, they must inform the admins in good time, in order to schedule games.
In the case a major tournament (such as Warcraft Gold League or similar) occurs at the scheduled time, the Admins have the right to prepone the match to Saturday 17:00 CET. If no suitable time slot is available, the match may be postponed even further. The final decision is made by the Admins.

7.1.2. Regular Matches

All non-highlighted matches are considered regular matches.

7.2. Order of Submatches

The Team Managers must declare the order of matches being played beforehand. The declared order has to be shared with the Admins. In cases the Team Managers failing on finding an agreement about the order of matches, all seeded players have to show up at the scheduled time and be available until their last match has been played.

7.3. Lineups

The Team Managers seed their players on the W3iL website in parallel and hidden. The Team Managers seed players + every player's race to random selected starting maps. A map will only be starting map once for each clan war.

A seeded player (along with his race) cannot be exchanged within the match once they are seeded and confirmed. Players shall only be seeded for one 1on1 match of a clan war and a subsequent 2on2 match if required. Seedings must be entered on the W3iL website no later than 30 minutes before the clan war.

The lineups will be released when the Clan War starts.

7.4. Vetoing

In each match both 1on1 players and 2on2 teams may veto two maps. Those maps are eliminated from the match and will not be played.

After the starting map (game 1) is played, both players veto two maps alterplayed in game 2 from the remaining two maps in the mappool. If a deciding third game is required, thenately, starting with the winner. The losing player can chose the map only remaining map will be played in game 3.

8. Match Regulations

8.1. Game Version

All games are to be played on the latest Battle.net official game version. Using other game clients, such as Netease or similar, is prohibited.

8.2. Game Settings

The match settings have to meet the following requirements:
- Game Speed: Fast
- Lock Teams: Yes
- Random Races: No
- Random Hero: No
- Observers: Full Observer
- Visibility: Default
- Handicap: 100%
- If the game is broadcasted, players are to use Red, Blue or Yellow as their colours. The player or team mentioned first in the grid has to pick red.

8.3. Hosting

- Games will be hosted by one of the admins or a team manager (as long as the manager is not participating in that map).
- Games will be hosted on the location that provides the fairest conditions to all participants. Admins have the authority to determine the location.
- The host shall only start a game if all participants are ready.
- Admins and players must make sure the correct map is hosted.

- A protest after the game has been played for more than one minute is void.
- If one of the participants experiences temporary difficulties during a game, they must communicate this to their opponent by taking a timeout.
- If the problem is not fixable without leaving the game, It is the Admin's decision on how to proceed, taking into account any existing schedule and the current state of the game.

8.4.   Maps

These are the maps included for 1on1 and 2on2 games:

8.4.1.   1on1 map pool
- Amazonia
- Concealed Hill
- Echo Isles
- Last Refuge
- Northern Isles
- Terenas Stand LV
- Twisted Meadows

8.4.2.   2on2 map pool
- Circle of Fallen Heroes
- Gnoll Wood
- Hellfire Plateau
- Hillsbrad Creek
- Lost Temple LV
- Turtle Rock
- Twisted Meadows

8.4.3.   Map versions

Games are to be played on the Warcraft III - The Frozen Throne version of the maps, if they exist. It is not allowed to play on map versions that differ from the Blizzard ladder maps or the official W3iL custom maps that can be downloaded on the W3iL tournament page.

Hosting another map version than the regular ones will result in a warning or in penalty points (see 10. Penalty Points and Punishments).

Hosting an outdated map version will result in a warning in case of a first occurrence or penalty points and a defloss for this game if this happened before with this Clan.

If a manipulated map version was hosted this will result in immediate penalty points and a 0-2 defloss for the affected match (not the entire clanwar).

8.5. Races
- Players are not permitted to switch their races within a match.
- The race chosen in progress of seeding by the Team Manager (race on the official homepage), is their selected race for the duration of that match.
- Switching races results in a default loss of that Game.

8.6. Observers
- Whenever a game is broadcasted, only Team Managers, Official Broadcaster and Admins (9.4.) are allowed to observe the games.
- Other, unrelated observers are forbidden.
- Only one Team Manager per Clan is allowed as an observer.
- In the case where a game lobby is full, the priority described above determines who is permitted to stay in the game.
- Games without Broadcasters may be observed by the participating Clans, as long as both Team Managers agree.
- In every case, observers must not type any message during Clan Wars. Failing to comply after one warning can lead to further Penalty Points and exclusion from observing future games.

8.7. Match Results

After a match is finished, the Team Managers must enter the result on the W3iL website immediately.

8.8. Replays

After a Clan War is complete, the Team Managers of the participating Clans are responsible for sharing all replay files with the Admins by uploading them to the official webpage. Replays are a proof of victory, therefore the winning Players Clan of each unique Game must provide the replay. The replays have to be uploaded within three days. The Deadline begins the day after the Clan War was played, using CET timing.

If replays are not shared with admins within time, the responsible Clan will be punished with penalty points.

8.9. Disconnects
- In the event of a disconnect during the first four minutes of the game, the game will be restarted provided there was no major contact between the players or that no major event occured (such as but not limited to a hero kill or AOW loss). In case of dispute, an admin will decide to grant a regame or not.
- If a player disconnects after the fourth minute has passed, it is up to their opponent whether the match will be restarted or not. An Admin must be informed no matter the decision.
- If the disconnected participant was clearly winning the match, the replay must be sent to an Admin who will then decide whether the match will be restarted.
- In the case of a rematch the participants must choose the same races they picked in the initial match. If a participant chose random races, they must pick the race received in the initial match.

8.10. Default Wins

Under the following circumstances, a Team Manager may claim a default win by contacting an admin:
- Technical lose can be given for abusing ingame bugs. Decisions are made by the admins.
- A player has the right to take a break in the game for up to 5 minutes. If the pause is prolonged, the opponent has the right to call for the techwin by admins's decision.
- If a player is missing at the scheduled time and fails to arrive within the following 15 minutes, the opposing team has the right to claim Default Win for all matches involving the missing player.

8.11. Third-Party programs and Cheating
- The use of cheats, hacks, smurfing or account sharing are strictly forbidden.
- It is forbidden to watch or to listen to any sort of broadcast of your own matches while the match is still underway.
- The Admins reserve the right to ban participants from the league because they have been banned from other leagues or tournaments for cheating or unfair behavior.
- Any kind of unmannered behavior (insulting, profanity etc.) is forbidden and will be punished.

9. Broadcasting

9.1. Permission

In order to be permitted to broadcast the games of W3iL, streamers and shoutcasters must be approved by the Admins. Therefore it's required to make an informal request.
Once approved the broadcaster is permitted and welcome to stream as many games as they wish.

List of approved casters:

Streamer	Battle.Net Account	Stream Link
Back2Warcraft	B2W.Neo Remodemo	https://twitch.tv/back2warcraft
Wolverine	Wolv	https://goodgame.ru/channel/WoLvEr1Ne/
Badkiwi	Kvickn	https://www.twitch.tv/badkiwi
Hi2Chaco	Hi2Chaco	https://twitch.tv/hi2chaco
Ember	Ember_Mon	https://twitch.tv/embermate
reforged.pl	GasCNN	https://twitch.tv/reforged_pl
replayers.eu	bMh	https://www.twitch.tv/replayers_eu
WackStrats	Wackstrats	https://www.twitch.tv/wackstrats
Khaldor	Khaldor	https://www.twitch.tv/khaldor
sp4rta	sp4rtatwitch	https://www.twitch.tv/sp4rta
suuN	suuN#2918	https://www.twitch.tv/suun
Bischa	Bischa#2141	https://www.twitch.tv/bischa
Justcallme A S H	jstcallmeash#1164	https://www.twitch.tv/mwoleagues
suuN	suuN#2918	https://www.twitch.tv/suun
Tomahawk	Tomahawk#21543	https://twitch.tv/koigg
OettiSC2	oetti#2475	https://twitch.tv/oettisc2
Endskiller	Endskiller#2425	https://twitch.tv/endskiller86

9.2. Stream delay

No stream delay is required.

9.3. <u>Multiple Broadcasters</u>

If there are more Broadcasters interested in casting a game than slots available, it is the Admin's decision on which broadcaster is given priority.

9.4. <u>Playerstreams</u>

Players are permitted to Stream their own games in first person view. If player want to stream other games, they are considered Broadcasters and must be approved by the Admins as per <u>9.1.</u>.

10. **<u>Penalty Points and Punishments</u>**

Violations against those rules will be punished with Penalty Points. Penalty Points last for the entire season. The Points (<u>2.9.</u>) scored by a Clan during the season is reduced by the amount of Penalty Points the Clan received.
as following:
- <u>Aliasing</u>
  Both involved players are banned for the whole season.
  The Clan shall receive 15 Penalty Points
  All involved Matches are lost for the violating Clan
- <u>Hindering to schedule</u>
  Team Managers who refuse to communicate with the opposing Clan or fail to give proper options for rescheduling a Clan War on time, shall be punished as following:
  The first offense will result in a warning by the admin team.
  The second offense incurs 2 Penalty Points, if no improvement has been archived.
  In cases no improvement occurs, 5 Penalty Points shall be incurred and the Clan may be excluded from the league. The decision is made by the Admins.
- <u>Failing to organise / Missing seedings</u>
  If a Clan is failing to organise the Clan War and doesn't provide seedings at the defined starting time (default time, if no starting time was defined) of a Clan War or similar faults which result in the Clan War is not being played at the scheduled time, the Clan is punished as following:
  The first case is punished with 5 Penalty Point, the second and third case with 10 Penalty Points. For the third case, the responsible Team Manager may also be excluded from the season.
  The Clan War may be held at a later time. The decision is made by the admins.
- <u>No showing</u>

If a Clan's player is failing to show up at the scheduled time, it's Clan is punished as following:
The first offense will result in a warning by the Admins. The second case is followed with 2 Penalty Points. Any further violations result in 5 Penalty Points each. The concerned Match(es) is/are lost in all cases.

- Unsportsmanship and rude behavior
Unsportsmanship and/or rude behavior (e.g. offensive language, troll pausing during the match, offence / insulting behavior towards players or admins in game or on social medias) is punished with Penalty Points.
The first case is punished with 1 Penalty Point, the second case with 5 Penalty Points and the third case with 10 Penalty Points. The player may be excluded from the season.

- Missing Replay
If a Team Manager fails to share a replay with the Admins as explained in 8.8., the Clan will be punished with 1 Penalty Point per missing replay.

- Chatting while Observing
Chatting during a game is punished as following:
The first case results in a warning, following cases are dealt with 1 Penalty Point for the Clan. The chatting player will lose his permission to observe following games for the rest of the season.

- Match fixing
Match fixing results in a permanent ban of the affected player. All affected matches are lost for it's Clan. In cases the Clan is involved, the Clan may be excluded from the league permanently.

- Hacking
Confirmed Hackers are permanently banned from the W3iL. All played matches are lost. In cases the Clan is involved, the Clan may be excluded from the league permanently.

- Hosting wrong map-version
Hosting an outdated map version will result in a warning in case of a first occurrence. Repeated violations will be punished with 1 Penalty point each and a defloss for this game if this happened before with the violating Clan. If a manipulated map version was hosted purposely, the Clan will be punished with 4 Penalty Points and a 0-2 defloss for the affected match (not the entire clanwar).