

12 000€ Cash Prize

Tournament rules

Table of Contents

Preamble ***3***

Behaviour ***3***

Thanks ***3***

Team rules ***3***

Participation *3*

Roster change *3*

Team and player name *4*

Registration on Toornament *4*

Communication *4*

Masters Clash Structure ***5***

Roster's restriction *5*

Masters Clash Format *5*

Qualifier phase *5*

Championship phase *6*

Offline finals *6*

Match details *7*

Bugs and banned cosmetics *7*

Known bug *7*

Banned sprays *7*

Banned skins *7*

Banned heroes specific mount *8*

Banned mount *8*

Pauses *8*

Bugs & Exploit *8*

Cheating *8*

Attendance *8*

Replays *9*

Observer and streaming *9*

Masters Clash clauses ***9***

Right to one's image (digital and non-digital) *9*

Payment *9*

Possibilities of cancellation ***10***

Preamble

Each team must have read the following rules and agreed. If you have any doubt, contact the Masters Clash's tournament staff. In case of breaking any rule, the staff will decide the sanction.

Behaviour

Each player must show the best behaviour and fair play! In-game chat should be used to say «*GL HF*» at the start of the match and «*GG*» at the end, or else to speak with referee. B-steps and sprays are allowed as long as they are not used in a "toxic" way. For example, doing it after an outplay or a clutch move is fine, but spamming B or sprays whenever possible isn't. Any toxic behaviour will be sanctioned!

Thanks

We want to thank everyone at Heroes Lounge and Heroes Hype for their dedicated work about rulesets. Our rules are inspired by theirs in order to keep parity for teams switching back and forth between tournaments.

1 Team rules

1.1 Participation

The Masters Clash is a worldwide tournament. A team is composed of 5 players + several subs depending on the tournament phase currently played. Players cannot be part of multiple teams.

A team must designate one captain, who will be the only point of contact responsible for communications. This captain is not required to be an eligible participant but can't be part of multiple teams.

Masters Clash's staff reserves the right to refuse any player.

1.2 Roster change

A team can only have 5 active players at once.

During the qualifiers phase, a team can have a sixth player, substitute, who can be switched when needed.

During the championship phase, each team will have 2 sub slots. They must not fill their sub at the start of the championship but use the slot when needed.
The substitute player will then be locked to the team until the end of the championship phase.

1.3 Team and player name

Team and player names must be approved by Masters Clash's staff. The staff reserve the right to ask players to change their team or player name if it is considered inappropriate. Failure to comply will result in forfeiture of play.

1.4 Registration on *Toornament*

Team captain must create a Toornament account and give all information necessary to register (Captain's Blizzard ID and Discord ID).

1.5 Communication

All the players of each team must join the Masters Clash's Discord where they can be easily contacted : https://discord.gg/wYz7BqP5

Discord can be used as a website app or a standalone software : https://discordapp.com

2 Masters Clash Structure

2.1 Roster's restriction

Each team must have :

- At least 3 player from the registration form
- Each player eligible

2.2 Masters Clash Format

The Masters Clash has a qualifier phase, then a championship phase and finally an offline finals phase.

2.2.1 Qualifier phase

Qualifiers will be in a single elimination bracket in BO3 with finals in BO5, with an additional match for the 3rd place (BO5 too).

During this phase, qualifiers start at 18:00 CET every weekend and should end around 23:00 CET.

Qualifiers date are :

- 12th-13th March
- 19th-20th March
- 26th-27th March
- 2nd-3rd April

The winner of each qualifier will be qualified for the championship. Every other team will get points based on their position :

- 2nd = 18 pts
- 3rd = 15 pts
- 4th = 12 pts
- 1/4th = 8 pts
- 1/8th = 4 pts

For the first qualifier, the final ranking of the Masters Clash Beyond will be used to determine the seeding. Winning team will have seed #1, team that ended second will have seed #2, team that ended 5th will have seed #5, etc…
That way, seed #1 team won't be facing seed #2 team directly in the first match of this qualifier. The Masters Clash staff will of course see and adjust this rule in case teams with less than 3 players coming from the MCB teams are registered in this qualifier.

For the 3 other qualifiers, seeding will be determined by the points gathered during the qualifiers.

The top 8 teams by points will get to play a qualifier playoff where the top 4 will qualify for the championship.
Changing 3 or more players from the original roster (based on first qualifier played) will be considered a new team and points will be reset.

The qualifier playoff will take place on 9th-10th April and its exact format is yet to be determined.

2.2.2 Championship phase

The championship will happen every weekend from the 16th April to the 5th June, starting at 18:00 CET and ending before 23:00 CET if everything goes smoothly.

It will be a home-and-away BO2, 8 matches per weekend, thus 4 matches per day.

Teams will be able to swap matches during the same weekend if they ask more than 2 weeks in advance. However, we won't swap matches between weekends.

The 4th-5th June weekend, the 8th, 7th, 6th, 5th and 4th teams in the scoreboard will compete in a BO5 gauntlet playoff : the 8th team will fight against the 7th, then the winner will fight against the 6th, etc... The winner will be the 4th team qualified for the offline finals.

For the first game of each BO2, the left team will decide if they want the first pick or the map pick. Once the "home" phase is done and for the "away" phase of the championship, the right team will become the left team and vice versa, for each encounter.

In the case of a 2-0 or 0-2 result, the winning team will get 3 points and the losing team will get none. In the case of a 1-1 draw, each team will get 1 point.

If a team is 15 min late for a match, the first game of the BO2 will go to their opponent.

In the case of a forfeit, the forfeiting team will be penalised by having 10% of their earnings deducted, per match forfeited.

Tiebreakers :

1. Points
2. Match score difference (overall)
3. Match score difference (head to head)

2.2.3 Offline finals

The Masters Clash offline finals will take place on the 8th and 9th July 2022 in Bailly-Romainvilliers, France. You can find more informations on the web site : https://www.mastersclash.eu/index.php/en/

Team will be able to take a sub with them for the LAN with the approval of the Masters Clash staff.

All players coming in France for the offline finals will have to be in compliance with the sanitary measures in force at that time in the country.

2.3 Match details

In each match, two teams will face each other in Heroes of the Storm on Blizzard EU server.

The Masters Clash staff has decided the following maps will be available to play :

- Alterac Pass
- Battlefield of Eternity
- Braxis Holdout
- Cursed Hollow
- Dragon Shire
- Garden of Terrors
- Infernal Shrines
- Sky Temple
- Tomb of the Spider Queen
- Towers of Doom
- Volskaya Foundry

During the qualifiers, a coin toss will be used to determine the team choosing map pick/first pick. The winner of the coin toss will decide if he wants to have the first pick or the ban map.

- The first team banning a map announce the first banned map
- The other team bans another map
- The first team can pick the first map
- The other team receives the first pick for the game
- After the first game the losing team can choose to either pick a map or to have the first pick. The winner of the game will receive the other.

For the home-and-away championship phase, the left team will choose between first pick and map pick for the first game, then the team that lost that first game will choose. There will be one map ban per team for each match during that phase.

A game is over when and only when a core is down or when the referee says so.

2.4 Bugs and banned cosmetics

2.4.1 Known bug

- List of bugs can be asked to admins before the game start

2.4.2 Banned sprays

- All animated sprays

2.4.3 Banned skins

- Archangel Diablo (and colour variant)
- Cyberhawk Kael'thas (and colour variant)
- Maraudin' Muradin (and colour variant)
- Striker Li-Ming (and colour variant)
- Mecha Tyrael (and colour variant)

- Cuddle Bear Stitches (and colour variant)
- Techno Vandal Chromie (and colour variant)

2.4.4 Banned heroes specific mount

- Arthas Bat Form
- Kerrigan Bat Transformation

2.4.5 Banned mount

- Invisible horse

2.4.6 Pauses

Pauses may only be started for technical difficulties.

The time pool for pauses per map is 10 minutes, after which the game will resume.

2.4.7 Bugs & Exploit

Teams participating in Masters Clash are prohibited from using known bugs or exploits, doing so will result in the loss of the match and continued abuse will result in expulsion from the tournament.

Feedback from the teams will be respected and will be used to uphold competitive integrity.

Bugs or exploits not shown on the ban list can still be declared known by the Masters Clash staff. Use of said bugs or exploits to create unfair matches will be followed with disciplinary action.

2.4.8 Cheating

Any form of cheating will not be tolerated, and punishment will be at the discretion of Masters Clash staff, this includes collusion, match fixing, attempts to interfere with other teams connection, tampering with the operation of the tournament, account sharing and other forms of cheating.

2.5 Attendance

A team will be considered tardy, if the team has not assembled 5 minutes after the agreed upon time. The team will receive a warning.

A team that is tardy for 10 minutes forfeits a match.

A maximum break of 5 minutes between maps is allowed before a team becomes tardy.

A maximum break of 10 minutes between rounds is allowed before a team becomes tardy.

2.6 Replays

Teams must keep replays up to 15 days after the matches. Masters Clash staff may ask teams to provide replay.

2.7 Observer and *streaming*

The Masters Clash association will provide special online streaming assets that include the Masters Clash graphic chart as well as all sponsor logos. **Streamers, casters, as well as players that want to stream their PoV WILL HAVE TO USE those assets** and set a delay of minimum **30 seconds** on their stream.

Non-affiliated observers or streamers cannot join the game.

Teams cannot refuse an affiliated observer or streamer in their game.

3 Masters Clash clauses

3.1 Right to one's image (digital and non-digital)

Players participating in events and competitions (online and offline) organised by the Masters Clash esport association agree to waive their image rights (digital and non-digital) for cultural, advertising or commercial use, on all media (press, audiovisual, internet, non-exhaustive list), until September 30th, 2022.
This can include pictures of you or even your nicknames on some merchandise (ex : MC t-shirt with every player's name on it).

3.2 Sponsors and structures

Structures sponsoring teams participating in MC Championship agree that their logo and name can be used by the association for some merchandise.

3.3 Payment

The total cash prize of the event is **12 000€**. All payments will be done before 6 months after the end of the tournament. The preferred method will be PayPal but others can be used on a case-by-case basis.