"Tavern Brawl" Rulebook

- **General**

  - **Commitments**

    Every participant has to own a legal copy of WarCraft III: to participate in the "Tavern Brawl" and be able to run the Battle.net client. Also the participants have to be on the following discord server to ensure the communication: https://discord.gg/zycwusR)

  - **Admins**

    The admins are the officials designated by the organizer as such. They are the final authority on all rules. Those might change on short notice.

    The admins are:

    - Link (Link#23559)

Competition Format

- Tournament
  - "Tavern Brawl" is a Single Elimination tournament. We do both 1v1 and 2v2 editions of these cups, the below information is based on the solo cup and is also valid for the 2on2 editions, just replace player with team :)
    - Early rounds including Quarterfinals are Best-of-1
    - Semifinals are Best-of-3
    - Finals are Best-of-5

- Registration
  - In order to participate, players have to register themselves on the tournament-page (https://challonge.com/de/tavernbrawl_9). The name of the team has to include both names of the participating players. The check in is possible 30 minutes before the tournament starts and closes with beginning of the tournament.

- Prizes

○ Please refer to the Matcherino page for details of the current cup.

Match Regulations

- ○ **Game Settings**
    - ■ All games are to be played on the map versions provided by the organizer. They are available in the W3Champions menu.
    - ■ 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, the casters are permitted to force the players to use red, yellow and blue as player colors.

- ○ **Hosting**
    - ■ Games will be hosted by one of the admins or by the players themselves. Players are allowed to host their own games if the opponent agreed.
    - ■ The host has to tell the gamename to the admins if the game is broadcasted and wait for the casters before starting the game.
    - ■ Games will be hosted on the location that provides the fairest conditions to all participants. Admins have the authority to determine the location. If players can't find a host that works for both of them, then the game in a BO1 will be hosted on a EU host, for a BO3 each player can choose one host and a possible third deciding match will be hosted on a EU host. The same principle applies for a BO5 with 2 maps on each host. If possible, try to make use of the new W3C FLO hostbots once available to get the fairest conditions.
    - ■ The host shall only start a game if all participants are ready.
    - ■ The host has to guarantee that only allowed participants (admins, current match players and approved or official streamers), are inside the game.
    - ■ The host and the players must make sure the correct map is hosted.
    - ■ A protest after the match has been played for more than one minute is void.

- ■ If one of the participants experiences temporary difficulties during a match, they has to communicate this to their opponent by taking a timeout.
- ■ If the problem is not fixable without leaving the game, it's up to the admins to decide on how to proceed.

- ○ **Map Pool & Map Voting**
  - ■ The 1v1 map pool for "tavern brawl" contains the following maps:
    - ● (2) Deep Rift
    - ● (2) Last Snow
    - ● (2) Talonrift Coast
    - ● (2) Tortoise Haven
    - ● (2) ZulAlor
    - ● (2) Thawing Snow
    - ● (4) Shattered Exile
  - ■ The 2v2 map pool for "tavern brawl" contains the following maps and are available in W3Champions:
    - ● [4] Vile Reef
    - ● [4] Shattered Exile
    - ● [4] Fort Pearl
    - ● [4] King & Country
    - ● [4] Refined Land
    - ● [4] Dalaran Garden
    - ● [4] Terrace Fields
  - ■ Players have to declare their race before the veto process starts
  - ■ Map vetoes will be made before the match starts
  - ■ Early Rounds and Quarterfinals are played in BO1 Modus. Both players alternately eliminate one map until only one remains (A-B-A-B-A-B). The remaining map will be played. The team mentioned first in the grid starts with the procedure
  - ■ Semifinals are played in BO3 Modus. Both players alternately eliminate one map until only three remains (A-B-A-B). The player mentioned first in the grid picks the first map. Afterwards, the loser of the match prior determines the map.
  - ■ Finals will be played in BO5 Modus. Both players alternately eliminate one map until only five remains (A-B). The player mentioned first in the grid picks the first map. Afterwards, the loser of the match prior determines the map.
  - ■ A map may only be played once during each match.
  - ■ Vetoes and Picks must be told to the official broadcasters, if asked.
  - ■ Please upload all replays into the #replays Discord channel!

- ○ **Tavern hero**

- Participants have to pick every hero from the tavern. In order to prevent abuse (intended or not), the players have to download the modified maps here.

- **Match Results**
  - After finishing a match, the loser has to confirm his loss by reporting the results on the challonge-page.

- **Disconnects**
  - In the event of a disconnect during the game, an admin will decide to grant a regame or not.
  - If the disconnected participant was clearly losing the match, the replay must be sent to an admin in order to decide whether the match will be restarted or not.
  - 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.

- **Default Wins**

  Under the following circumstances a participant is allowed to claim a default win by contacting an admin:
  - The opponent didn't show up within the first 15 minutes. Under certain circumstances and in order to ensure fair play, the admins are allowed to increase or decrease the duration.
  - 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 a techwin by the admins' decision.

● Coverage
- "Tavern brawl" is only allowed to be covered by the official streamer. The official streamers is towertak3r https://www.twitch.tv/towertak3r
- Approved streamers are only allowed to cast in other languages than English. They have to apply to the admins for the coverage before the tournament. Approved streamers have to use the official competition banner on their streaming channel. The banner can be downloaded on the official discord server within the "#streamer-overlay-image" channel topic.
- No observers are permitted in-games, even if both participants agree.
- Admins, approved and official streamers are always allowed to observe a match.
- Players are only allowed to stream their own games only using one of official competition banner on their streaming channel. The banners can be downloaded on the official discord server within the "#streamer-overlay-image" channel topic.

Cheats & Bans

- The use of cheats, hacks, third-party tools, smurfing, account sharing, abusing ingame bugs or any violations against Coverage rules are strictly forbidden and will result in a disqualification from the "tow3rtaker Tavern Brawl".
- The admins reserves the right to ban participants from the "tow3rtaker Tavern Brawl, if they have been banned from other leagues or tournaments for cheating or unfair behaviour. Any kind of unmannered behavior (insulting, profanity etc.) will cause a ban as per admins' decision at any stage of tournament.

Rule Violation & Punishment

- Any breach of the rules may be punished with a default loss or a disqualification from the "Tavern Brawl".

Legal Process

- Legal proceedings are not permitted