

General tournament rules

- Physical presence at event is required.
- **Patch & format:** Latest patch at the time and Standard decks.
- **Tournament Format:** Single Elimination
- **Match Format:** 4 Hero 1 Ban Conquest, Best of 5
- **Pause:** The maximum break between games of the same match is max. 2 minutes.
- **Disconnects:** If a player is disconnected from the game due to technical problems, and is unable to reconnect, the disconnecting player loses the game. (The opponent of the disconnected player must remain in the game for a minimum of 2 minutes to give the disconnected player ample chance to reconnect). The two players may have a rematch with the same decks if both agree to do so.
- **Decklists:** Each player chooses four classes and builds one deck for each of them. The whole tournament (online and offline) is played with these four decks. This means the whole tournament is played with only four decks, each from a separate class. **Decklists must be sent by midnight of 20.7. to agdecklists@gmail.com**, using the new Hearthstone inbuilt deck sharing feature. Decks cannot be altered after sending in the decklists. Altering decks can result in disqualification or forfeit of a game.
 - **Send the decklists as .txt or .doc files (or equivalent). Title your email with "BattleTag#1234 decklists", and insert your BattleTag#1234 in the first row of the .txt or .doc file.**
 - The Hearthstone decklist sharing feature is easily accessible by hovering over your deck's hero and clicking "Copy". You can then paste the decklist to an empty Notepad or Word document for example.
 - The organizers will also publish a link to a Google Drive folder containing all decklists after they have received all decklists. Players may use this to check what their opponents decks contain during the tournament.
 - On the event day, each player will receive two printed copies of their decklists. Players should exchange one of these decklists with their opponent before a match so that both can see each other's decks prior to banning. Drawing/marketing/writing on these printed decklists is not allowed.
- **Server:** All matches must be played on the EU server
- **Sanctions:** Any action that can reasonably be considered cheating is punishable by disqualification or forfeit of a game by the collective judgement of the judges and main organizers.

Battlefy.com accounts

The tournament is run using Battlefy.com platform. Each player must have a Battlefy.com account in order to play in the tournament. Bans and match results are given in Battlefy.com for each game. Battlefy.com also provides brackets for the tournament. Make an account and join the tournament in Battlefy.com and remember to check-in before the tournament starts. Making an account to Battlefy.com is free.

Playing the match: step-by-step

1. The two players may begin their match immediately when both are ready.
2. The two players exchange their printed deck lists.
3. The two players conduct bans in Battlefy.com.
4. The two players add each other on Battle.net and may begin the match.
5. In the Conquest BO5 format, a player must win one game with each of his remaining three decks to win the match. When a player wins a game, the deck used by the winning player is "retired" and cannot be used for the remainder of the match. The losing player can keep the same deck used or switch to a different one of their choice.
6. During the games, players are responsible for monitoring the cards their opponents play. If the opponent plays a card outside of their printed decklist, the player may notify a judge and the opponent will forfeit the current game.

Match results

Winner of the game submits the results to Battlefy.com once the game is over. Both players are obliged to confirm the correct result of the game at the end of the game in Battlefy.com.

Judges

There will be judges monitoring the games around the venue. In situations of conflict, contact a judge to resolve the problem. Ultimately, the organizers have the right to decide on the verdict.

Casual mini-tournaments

The mini-tournaments are supposed to be fun and more casual, so no strict rules are enforced here. Generally, the idea is to run 8-person single-elimination tournaments every time 8 players are ready to play.

Format: 4-8 players, best-of-one matches, single elimination.

Decks: Varied - decided by the Mini-Tournament Manager. The idea is to have many random mini-tournaments with varied deck formats. For example, the Manager may

decide to run one Wild mini-tournament, where players construct a Wild deck for the tournament. Or perhaps the Manager may decide to run one tournament where only one hero can be used. All ideas are welcome at the mini-tournaments at the venue!

Prizes: Mini-tournament winners may receive small prizes.

Preliminary schedule (Saturday 22.7.2017, Otaniemi)

Please arrive well before 12.00 when the event starts.

10.00	Check-in open
12.00	Event start - info speech
12.30	Tournament start (Round of 64)
14.00	All games in Round of 32 started, Casual tournament started
15.15	Round of 16 started
16.30	Foodbreak
17.00	Quarterfinals start
18.15	Semifinals start
19.30	Finals
20.45	Ending ceremony
21.00	Tournament end
23.00	Event end