Tournament rules

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Each team must have read the following rules and agreed. If you have any doubt, contact the Nations Cup's staff in discord ! In case of breaking any rule, the staff will decide the sanction.

Behaviour

Each player must show the best behaviour and fair play !

Questions

If you have any questions, feel free join Khaldor's discord: https://discord.gg/JSxfGmz9VQ and contact CrossAlbeo#6666.

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. This set of rules was written by CrossAlbeo for the Nations Cup tournament.

1 Team rules

1.1 Participation

The Nations Cup is a worldwide tournament. A team is composed of five players. Players cannot be part of multiple country teams.

All matches will be played on EU servers for European qualifiers and playoffs. Asian and American qualifiers will be played on respective servers.

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.

Nations Cup's staff reserves the right to refuse any player.

1.2 Roster change

A team can only have five (5) active players at once.

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

1.3 Eligibility

To be eligible to play, a player must :
- Be able to travel to Germany for the playoffs
- Be at least 18 years old, or have parental authorization
- Be of the nationality of the team's country (ID will be asked)

1.4 Roster's restriction

Each team must have :

- At least 3 player from the first registration form of the team
- Each player eligible

- Each player playing on the battle.net account they provided during registration

1.5 Team and player name

Team and player names must be approved by Nations Cup's staff. The staff reserve the right to ask players to change team or player names. Failure to comply will result in forfeiture of play.

1.6 Registration on *Toornament*

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

Tournament link is : https://play.toornament.com/en_GB/tournaments/6563007403244068864/

1.7 Communication

Team captains must join the Khaldor's Discord where they can be easily contacted: https://discord.gg/0p2MaSihBcgrDbXH. They will be required to use the discord to draft the maps.

A captain that doesn't join the discord will have his team disqualified.

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

2 Nations Cup Structure

2.1 Nations Cup Format

The Nations Cup has 2 group stage, followed by a playoff on 2 days.

Registration is open until 16th April 23h59.

2.1.1 Country break

If multiple teams register for the same country, they will have one week to play a bo5 against each other to determine which is the best. In case of bad timing, Nations Cup's staff will decide arbitrarily which team is selected.

2.1.2 1st group stage

Qualifiers will be 4 round robin groups played in bo3.

Qualifiers start at **19:00 CEST on weekdays** (Berlin time).
Qualifiers plan starting time at **14:00 CEST on weekend days** (Berlin time).
Starting time on weekend might change based on the number of teams registered.

Group qualifiers date are :

A. **Tuesday 18th-Wednesday 19th april**
B. **Thursday 20th-Friday 21st april**
C. **Saturday 22 april**
D. **Sunday 23 april**

Teams may ask for a specific group but it's not guaranteed.

The top 2 teams of each group will qualify for the second qualifier.

If a tiebreaker is needed, it will be played Saturday after group C.
Group D tiebreakers will be after they have played on Sunday.

2.1.3 2nd Group stage

The 8 teams that passed 1st qualifiers will be put in a round robin in bo5.

The dates will be :

- **Sunday 7th may**
- **Saturday/Sunday 13th-14th may**
- **Saturday/Sunday 20th-21th may**
- **Saturday/Sunday 27th-28th may**

The top 4 teams will be qualified for the playoffs.

Tiebreaker in order :

- Match wins
- Map wins
- Head to head

2.1.4 America and Asia Qualifiers

America and Asia qualifiers will be handled by our partners. Stay tuned.

6th-7th and 13th-14th of may, **registration ends on 21st april !**
America qualifier : https://play.toornament.com/en_GB/tournaments/6647713722632298496/

29th-30th april.
Asia qualifier : https://play.toornament.com/en_GB/tournaments/6640529306597605376/

2.1.5 Playoffs

The Nations Cup playoffs will take place in Berlin, Germany, at Xperion Saturn the **10-11 June.**
Every flight and hotel will be paid to players. We will not reimburse if you purchase your own flight.
We will only pay for the 5 main players of the team.

Playoffs will be in a double elimination bracket Bo5 with the grand final in Bo7.

The 4 EU teams will face each other in the first round while the US and Asia teams will be in the second round already.

The first map of the grand final will be decided by donations and revealed later.

2.1.6 Cash Prize

Minimum cash prize for the event is 5000$, distributed to captains via paypal. It's their responsibility to split the money afterward. Cash prize is distributed to team as follow :

1st	2250$
2nd	1000$
3rd	750$
4th	500$
5th &	250$

6th	

2.2 Match details

The following map are the map pool :

- Battlefield of Eternity
- Braxis Holdout
- Cursed Hollow
- Dragon Shire
- Garden of Terror
- Infernal Shrines
- Sky Temple
- Tomb of the Spider Queen
- Towers of Doom

Use the bot on the discord to do the map ban/pick and send the replays.
For Bo3, there will be 2 maps banned per team.

A game is normally over when and only when the game says so.

2.3 Drafting rules

Once a hero is played in a game, he can't be picked again during the match (like with Khaldor's Meta Madness).

For the playoffs, a certain number of heroes will be banned. Those heroes will be announced before the playoffs.

If you have any questions, feel free join Khaldor's discord: https://discord.gg/JSxfGmz9VQ and contact CrossAlbeo#6666.

3 Cheats, bugs and streaming

3.1 Bugs and banned cosmetics

The tournament will follow Heroes lounge banned bugs and cosmetics list, which can be found at https://heroeslounge.gg/general/ruleset.
Nations Cup's staff may override some of those rules.

3.2 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.

3.3 Bugs & Exploit

Teams participating in Nations Cup 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 Nations Cup's staff. Use of said bugs or exploits to create unfair matches will be followed with disciplinary action.

3.4 Cheating

Any form of cheating will not be tolerated, and punishment will be at the discretion of Nations Cup's 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.

3.5 Attendance

A team will be considered tardy, if the team has not assembled 10 minutes after the agreed upon time. The team will receive a warning.

A team that is tardy for 15 minutes forfeits a match.

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

A maximum break of 15 minutes between rounds is allowed before a team becomes tardy.

3.6 Replays

Teams must keep replays up to 15 days after the matches.
Nations Cup's staff may ask teams to provide replay.

3.7 Observer and *streaming*

Anyone willing to cast the game, whether player or observers, must join Khaldor's Discord https://discord.gg/JSxfGmz9VQ join and manifest themselves to CrossAlbeo#6666.

Captains will post the lobby in nationscup channel ingame.