

BEING ESPORTS WC3

Official Rulebook

1. Table of Contents

Table of Contents	2
General	3
Signups	3
Competition Format	3
Player Seedings	3
Prizes	4
Referees	4
Player Commitments	4
Game Account	5
Match Regulations	5
Platform and game version	5
Game creation	5
Map versions	5
Game Settings	5
Server selection	6
Map Pool	7
Map picks and bans (vetoing)	7
Color Selection	8
Timeouts	8
Replays	8
Disconnects and Rematches	9
Default Wins	9
Coverage	9
Cheats & Bans	9
Rule Violation & Punishment	10
Legal Process	10

2. General

a. Signups

- i. This tournament is open to ALL WC3 players.
- ii. Check-ins will open an hour before the tournament starts. You must check-in if you wish to participate in the tournament.
- iii. Organisation for the tournament, including game names, will be done on the BEING ESPORTS WC3 Community Discord:
<https://discord.gg/2SddrCP9r4>

b. Competition Format

- i. The tournament is divided into two stages. The qualifiers and the finals
- ii. The event will have a total of two qualifiers out of which 8 players (the Top 4 of each qualifier) will advance to the finals
- iii. The Final stage is a 16-player two day double elimination bracket to determine the winner of our first WC3 cup. The losers from the winner bracket round 2 cross into the lower bracket.
- iv. All rounds of the qualifiers are Best-of-Ones (Bo1) except for the Quarterfinal (8 players remaining) which will be played in a Bo3. As the top 4 of the qualifiers will advance this will act as the last round of the qualifiers.
- v. All Rounds throughout the final are Best-of-Threes (Bo3), except the Winner Bracket Final, Loser Bracket Final, and the Grand Final, which are Best-of-Fives.
- vi. The winner of the Winner Bracket will be awarded with one point in the grand final (the match will start with 1-0 score in favor of the winner bracket champion)

c. Player Seedings

- i. The participants are seeded based on their ranking throughout the W3Champions Season 8 Ladder ranking.
- ii. In the final the 8 invited players will each face a randomly drawn enemy out of the qualifiers within the first round.

d. Prizes

- i. The total prize pool for this event is 500€
- ii. Prize distribution according to the following structure:
 - First place: 300 €
 - Second place: 150 €
 - Third place: 50 €
- iii. Once the tournament is finished, the organizer will contact the participants in order to payout the prizes via Discord.

f. Referees

The head admins are:

- Gideon
- Nuhiro_Masuda

g. Player Commitments

- i. Players must own a legal copy of Warcraft III: Reforged and be able to use Battle.net.
- ii. Every participant agrees to be available during the days on which their games are scheduled. Leaving the competition without any permission of one of the above-mentioned referees may result in a ban from future tournaments.
- iii. By attending the BEING ESPORTS Hello WC3 Cup, participants agree without reservations to comply with the rules and regulations as well as the decisions made by the referees of the BEING ESPORTS Hello WC3 Cup. The application of these rules and regulations is at the sole discretion of the referees. Any decisions made may overrule the following rules and regulations to maintain the spirit of competition. Participants have to obey the instructions made by the referees at all times.
- iv. Every participant acknowledges the right of the head admins to modify these rules and regulations at any given time and without prior notice, and accept the authority of the admin's decision for any case that is not described in these rules.
- v. Every participant is asked to maintain an adequate level of respect and friendliness with the other participants and the referees. Insults and unfair or disrespectful behavior towards the referees and the other participants won't be tolerated and depending on the severity, may be punished with a warning, an immediate disqualification and/or disqualification from future events.
- vi. Players may lose parts of their achieved prizes or even their whole achieved prizes in cases where they fail to uphold appropriate sportsmanship.
- vii. In the case of a disqualification, all achieved prizes are lost.
- viii. Participants must be at least 14 years old.

h. Game Account

- i. Every participant is required to share with the admins the Battle.net Warcraft III account tag that is used to participate in the BEING ESPORTS Hello WC3 Cup.
- ii. By attending the BEING ESPORTS Hello WC3 Cup, all participants agree to their game accounts being visible to third parties.

3. Match Regulations

a. Platform and game version

- i. All matches will be played on W3C using the Flo servers.
- ii. All games are to be played on the latest patch.

- iii. In the event of unrecoverable technical issues, matches may be played on Battle.net servers, at the discretion of the admins.
- b. Game creation
 - i. The games will be hosted by the higher seeded player on the servers listed in section 3e of this ruleset.
 - ii. The host will await confirmation that both players are ready before beginning.
 - iii. The host of each map has the duty to post the matchname within the #game-names channel of the BEING ESPORTS WC3 Community Discord and wait for at least 2 minutes to see if casters of the event are interested to join.
 - iv. Referees and players have a joint duty to ensure that the correct map is hosted. A protest after the match has been played for more than one minute is void.
- c. Mapversions
 - i. All games must be hosted on W3Champions official maps at the latest version.
- d. Game Settings
 - i. 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%
- e. Server selection
 - i. Server selection has been determined by grouping participants based on 5 regions: NA, EU, CIS, China and Korea.
 - ii. Prior to the event, the participants have been asked to provide an overview of their connection to the FLO server network. Based on that, hosting rules apply as follows:

Player regions	Server	Alternating Server Rule applies
EU vs. EU	EU Central 2	
EU vs. CIS	EU Far North	
EU vs. NA	US East	
EU vs. Korea	Russia Central 2	
EU vs. China	EU East 5 / Russia East or Singapore	X
CIS vs. CIS	EU East 5	

CIS vs. NA	Russia East	
CIS vs. Korea	Russia East / Russia Central 2	X
CIS vs. China	Russia East / Russia Central 2	
NA vs. Korea	Asia East	
NA vs. China	Asia East	
Korea vs. Korea	Korea Central	
Korea vs. China	Asia East 2	
China vs. China	CN East	

1. For matches with neutral conditions for both players, this server is going to be used for the whole series.
 2. For matches without an equal server available, the servers providing the best possible conditions for the players will alternate after each map as follows (contrasting Map picks as stated in [3.g.ii.](#)):
 3. In the case of a Best of 3 :
B-A-B
 4. In the case of a Best of 5:
B-A-B-A-B
- iii. By agreeing to play in this tournament, you agree to these hosting rules. Reasonable requests for alternate options will be considered on a case-by-case basis.
 - iv. The admins reserve the right to dismiss requests on any basis.
- f. Map Pool
- i. The 1v1 map pool for the BEING ESPORTS Hello WC3 Cup by Leetdesk are:
 1. Amazonia
 2. Autumn Leaves
 3. Concealed Hill
 4. Echo Isles
 5. Last Refuge
 6. Northern Isles
 7. Shattered Exile
 8. Shallow Grave
 9. Terenas Stand LV
 10. Tidehunters
 11. Turtle Rock
 - ii. For the purposes of copy-pasting the mappool:
AZ-AL-CH-EI-LR-NIS-SE-SG-TSLV-TH-TR

g. Map picks and bans (vetoing)

- i. Players have to decide on a race before the veto process starts.
“Random” counts as a race as well.
- ii. Prior to each match, the higher seeded player has the choice between being player A and B throughout the pick and ban phase, as explained in the following.
- iii. Map vetoes will be made before the match starts.

1. Bo3, 1v1:

Map bans follow the pattern A-BB-AA-BB-A, followed by map picks for the players A-B-C, with the remaining map C.

E.g.:

- A vetoes AZ
- B vetoes AL
- B vetoes CH
- A vetoes EI
- A vetoes LR
- B vetoes NIS
- B vetoes SE
- A vetoes SG
- The remaining 3 maps at this stage are TS, TH and TR
- A picks a map to start on as TS
- B picks the second map out of the remaining two maps of TH or TR
- B picks TH
- In the event of a 3rd game, the final game will be on the only remaining map C: TR.

2. Bo5, 1v1:

Map bans follow the pattern A-BB-AA-B for map bans, followed by map picks for the players A-B-A-B-C, with the remaining map C.

E.g.:

- A vetoes AZ
- B vetoes AL
- B vetoes CH
- A vetoes EI
- A vetoes LR
- B vetoes NIS
- The remaining 5 maps at this stage are SE, SG, TSLV, TH and TR
- A picks a map to start on as SE
- B picks the second map out of the remaining maps of SG, TSLV, TH and TR
- B picks SG
- A picks the third map out of the remaining maps of TSLV, TH and TR

- A picks TSLV
 - B picks the fourth map out of the remaining maps of TH and TR
 - A picks TH
 - In the event of a 5th game, the final game will be on the only remaining map C: TR.
- iv. A map may only be played once during each match.
 - v. Vetoes and picks must be told to the official broadcasters on request.
- h. Color Selection
- i. Players must comply with reasonable requests to change colors for the sake of observer visibility.
 - ii. Default colors are red and yellow or red and blue, depending on the map's tileset.
- i. Timeouts
- i. If one of the participants experiences temporary difficulties during a match, the participant has to communicate this to the opponent by taking a timeout.
 - ii. If the problem is not fixable without leaving the game, it's up to the admins of the tournament to decide on how to proceed.
 - iii. Abuse of timeouts may result in disqualification.
 - iv. With Flo's reconnection feature, it is possible that an observer will lag. In this event the players shall pause the match and this will be resolved in communication channels outside of the game.
- j. Replays
- i. All participants are encouraged to set auto-save replays on.
 - ii. After finishing a match, the replays must be given freely to referees on request.
- k. Disconnects and Rematches
- i. In the event of a disconnect that cannot be recovered with Flo Reconnect during the first four minutes of the match, the game will be restarted if there was no contact yet between the participants. The participants have to call a referee if the problem occurs frequently.
 - ii. If a participant disconnects after the fourth minute has passed, the replay needs to be sent to a referee who will then decide whether the match has to be restarted or not.
 - iii. In case of a rematch, the participants have to choose the same races and the same first heroes they picked in the initial match. If a participant chose Random as their race, the player is required to use the race they received randomly.
 - iv. In an extreme event of technical difficulties, an alternate hosting option may be selected at the discretion of the referees.
- l. Default Wins
- i. If a player does not show up until 15 minutes after the match had been scheduled by the organizers, the opposing player is allowed to claim a default win by contacting a referee.

- ii. Under certain scenarios and in order to ensure fair play, the referees are allowed to change this deadline to account for unique circumstances.

4. Coverage

- Only previously approved observers are permitted, even if both participants agree.
- Referees, official broadcasting partners (video streams) and coverage partners are always allowed to observe a match.
- Broadcasters must use classic graphics for observing the games in order to avoid technical issues.
- Video streams have to be set with a delay of minimum 90 seconds.
- Players are allowed to stream their own games with a delay of at least 90 seconds.
- Community casters must apply for streaming privilege through the BEING ESPORTS WC3 Community Discord: <https://discord.gg/2SddrCP9r4>
- You must inform the referees of your name as it appears in-game so they can ensure only authorized users are in the game.
- The admins reserve the right to call for short breaks in the tournament for any reason.

5. Cheats & Bans**The use of cheats, hacks, third-party tools and smurfing are strictly forbidden and will result in disqualification from the BEING ESPORTS Hello WC3 Cup.**

- It is forbidden to watch or to listen to any sort of broadcast of your own matches while the match is still underway and this will result in disqualification.
- The head admins reserve the right to ban participants from the BEING ESPORTS Hello WC3 Cup if they have been banned from other leagues or tournaments for cheating, truancy, unsportsmanship or unfair behavior. Any kind of bad behavior (insulting, profanity, etc.) risks a ban as per referee's decision at any stage of the tournament.
- Technical loss can be given for abusing in-game bugs. Decisions are made by the head admins.
For example:
 - Infinite invulnerability (during teleportation and cancellation of teleport to a moving Tree of Life)
 - Staffing of the Goblin Zeppelin by the hero with this hero jumping inside the zeppelin
- The participant 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 technical win by referee's decision.

6. Rule Violation & Punishment

Any breach of the rules may be punished with a default loss or disqualification from the BEING ESPORTS Hello WC3 Cup.

7. Legal Process

Parties agree to litigate in private arbitration in Germany.