



**Hearthstone Collegiate Championships
Tournament Guide**

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1. Introduction

This guide is not a replacement for the tournament legal rules posted on compete.tespa.org. It is meant to help players understand general points of the tournament and be aware of common issues that may arise while they play. If you have any questions please reach out to us.

Discord

[Tespa Compete](#)

Email

Compete@tespa.org

2. HCC Tournament Structure



2.1 Open Division Regular Season

Teams are split into four regions ("North", "South", "East", "West"). More information about region definitions can be found on Tespa Compete. Each week at each region's designated default match times, teams will compete in a best-of-5 Conquest format [Swiss](#) match against another team from the same region. At the end of week 7, teams with a record of 5-2 or better will advance to Regional Playoffs.

Open Division Match Times

5:00 p.m Pacific Time Monday for South

7:00 p.m Pacific Time Monday for West

5:00 p.m Pacific Time Tuesday for East

7:00 p.m Pacific Time Tuesday for North

2.2 Varsity Division Regular Season

All varsity teams will participate in one group (no regions) using the best-of-5 conquest format. Depending on the number of teams that register for the tournament, the format for this division may change. The top 8 teams of the varsity division will advance to Varsity Division Championships. If the Varsity Division has 15 or fewer teams enter, then Varsity will use the Round Robin format instead.

Varsity Division Match Times

6:00 p.m Pacific Time Monday

6:00 p.m Pacific Time Tuesday

2.3 Conquest Format

Conquest is a match format that is a best-of-5, with the winner of the match being the first team to win 3 games. This format will be used for all parts of the tournament excluding Live Finals. Players will submit four unique decks/classes prior to the match, the opponent team will ban one class. The team must then win one game with each of the remaining 3 classes to win the match. More information can be found by watching [this official video](#).

All matches of the tournament except for Live Finals matches will use Conquest format.

2.4 Round Format

The Regular Season of the tournament will be played with Swiss Rounds. If the Varsity Division has 15 or fewer entrants, Varsity will play Round Robin style instead.

3. Roster Requirements

3.1 Rosters

Eligible teams consist of three current students from the same university. Varsity schools must meet special requirements to compete, which can be found on our website.

Matches are ideally played with all three players collaborating, but if one player cannot make it then teams can still compete as usual. All three Battle.net accounts on a team are allowed to be used during a match.

3.2 Team Managers

While not required, teams are allowed to register their Hearthstone team manager on the website, but team managers are ineligible to compete in the tournament and cannot help players during matches. Team managers do not count as a player and will not use a slot of the three player requirement. Additionally, the manager's account cannot be used to play matches.

3.3 Substitutes

There will be no substitutes allowed in this tournament.

3.4 Roster Swaps

Before March 7, 2018 11:59 PM PST admins will perform roster swaps for teams that wish to change up their players. Simply email compete@tespa.org, CC both of the players being swapped, list both of their battletags, full names, and state your school and team name.

3.5 Roster Lock

Rosters are locked after the last match of week 3 concludes, so rosters will be unable to be changed after March 7, 2018 11:59 PM PST, unless there is a documented medical emergency.

4. Entering a Tournament

4.1 Student Validation

In order to join any of Tespa's tournaments, all players must first validate their student status through my.tespa.org. Students will need a valid university email in order to complete the verification process. In cases where one is not provided by the university please contact compete@tespa.org for further instructions.

After registering an account, please make sure to complete the following steps.

1. Navigate to the ["My Profile" tab](#).
2. Double-check that your first name and last name have been inputted, and click on the ["Become a Valid Student Member" link](#).
3. Scroll down to click the [validate button](#).
4. [Complete the Validation Page](#) (make sure to spell your university email correctly or the account will be unable to be completed correctly). Follow the instructions prompted in the email.

4.2 Setting Up Or Joining a Team

If you would like to create a team for your university please complete the following steps.

1. Click on the ["Sign up" tab](#) for your tournament.

2. Click on the [“Create a Team” tab](#) or the “Join a Team” tab if you already have one in mind.
3. If your battletag has not already been linked to your account, Tespa Compete will prompt you to [update your Battletag](#). Please make sure you are logged out of Blizzard.net (client and browser) before completing the prompted steps.
4. Verify that your [team has been created](#) or that you have joined the team. Double check that your name and battletag are displayed correctly in the team.

Now from your “My Team” page you will be able to share your team link and invite friends. Please make sure that your team is valid for the tournament before the designated tournament date.

5. Exiting the Tournament

There are a few ways to get dropped from matches and exit the tournament once matches have begun. If a team receives their third loss or no-shows a match, they will automatically be opted out.

5.1 Dropping Out

Teams may also voluntarily choose to drop-out from the tournament by using the drop-out link included in match emails.

5.2 Opting-In

Teams that have been dropped due to reaching three losses may request to opt in through an email form and play purely for fun. Teams that have no-showed a match but not have three losses may also opt-in with a loss (from the no-show) added to their record.

6. Broadcast

6.1 What is Broadcast

Every week of regular play, 12 teams will be selected to play their match on our livestream broadcast. These matches will be broadcast on the Twitch channel [Twitch.tv/playhearthstone](https://www.twitch.tv/playhearthstone). Four matches will be from the Open Division, while two others will come from the Varsity Division. If a team is selected for broadcast its players will be notified via email and given more specific information about what we require from broadcast teams. Even after broadcast matches, teams are responsible for marking the game record on their “My Match” page on Tespa Compete.

6.2 Broadcast Selection For Open Division

To be selected for broadcast, teams must fill out the broadcast interest form that is sent along with our start-of-season welcome email and the weekly match assignment emails. Up until the end of the regular season, participating in broadcast is optional for teams in the Open Division.

6.3 BattleNet Prizing From Broadcast

Teams from the Open Division that appear on broadcast during the regular season will also be rewarded \$10 of Battle.net credit to each player on the team. Teams will not be given the option to opt out of broadcast for Championship Playoffs onwards nor will they receive Battle.net credit.

6.4 Broadcast Selection For Varsity

Varsity teams are expected to participate in broadcast matches. If your team signs up for the Varsity Division, understand beforehand that broadcast is a requirement. With rare exceptions, varsity teams that refuse to participate in broadcasts when selected will be given a match loss for the selected game.

7. Rescheduling a Match

All matches have a default start time and that is when teams should expect to be play their match. If a team cannot make that default time they can attempt to reschedule their match to start **before** the default time. Matches cannot be scheduled after the default start time.

Once both teams make an agreement to play at a rescheduled time, neither team can change the time (back to default or another) without another documented agreement between both teams. This only applies to matches for the regular season.

8. Check-in, Decklists, TespaBot, and You.

8.1 Discord Policy

All teams are required to be on our [Discord server](#) and use Discord to communicate with TespaBot. If you have any questions about using Discord please post in the channel #hearthstone_support.

Decklists will be submitted entirely though TespaBot and cannot generally be submitted via email or any other means, with rare exceptions.

8.2 List of TespaBot Commands

Below are a list of commands for TespaBot. If you are confused by any command, click the command to be taken to a photo demonstration. All of these commands should be used without [brackets.]

<u>!hsmatch</u>	Calls TespaBot in <i>#hearthstone_bot_summoning</i>
<u>!checkin [Unique ID]</u>	Marks the player as the only person who can use the bot from that team
<u>!submit [Deck Code]</u>	Submits the deck as one of the 4 decks the players will be using
<u>!deck [Class]</u>	Shows what cards are in your deck of a specific class
<u>!classes</u>	Review which classes your team has submitted so far
<u>!delete [Class]</u>	Deletes the deck of your entered class
<u>!ready</u>	Readies your team up. Once both teams have done this, it will go into ban phase
<u>!status</u>	Checks the status of decks and the match
<u>!ban [Class]</u>	Bans one of the opponents 4 classes

8.3 Check-In Expectations

Teams are expected to ready up with the TespaBot on Discord and friend request the opponent team on Battle.net within 10 minutes after default start time. If a team does not show up, that is called a "no-show" more information on that topic can be found below.

Teams have until 10 minutes after default time to be in contact with the opposing team and/or be marked as ready on the TespaBot. Information about no-shows can be found below.

Checking in can be done with the unique code found in the match assignment email for that week. To begin checking in please type **!hsmatch** in the Discord text channel *#hearthstone_bot_summoning*. Afterward use your unique ID to check your team in: so for example, type **!checkin [Unique ID here]** to be checked in with TespaBot.

8.4 Open Decklists

After both teams have submitted their decks, the bot will release both teams' submitted decklists. After both teams have examined the other team's class and decklist choices, teams will be prompted to ban one of their opponent's classes.

8.5 Banning

After both teams are !ready, teams must go through the banning phase. The bot will tell the opposing team what four classes your team has submitted, decklists will be exchanged automatically via TespaBot and TespaBot will prompt you to ban one of their classes. A banned class is not allowed to be played during the match. To ban decks please type: **!ban [class]** once the ban phase has started.

Once both bans have been submitted the match can be played.

9. No-Shows

9.1 No-show Conditions

Teams have until 10 minutes after default time to be in contact with the opposing team and/or be marked as ready on the TespaBot. Keep in mind that no-shows are strictly reserved for teams that are not present after 10 minutes. If a team is in contact with you and actively working to become ready with TespaBot, do not mark them as a no-show.

9.2 Reporting No-Shows

No-shows can be reported on your "My Match" page on Tespa Compete.

9.3 No-show Disputes

If your team has been incorrectly marked as a no-show, you should press the contest no-show button on your match page immediately and alert an admin. Your team has 20 minutes after the start of the assigned match start time to contest a no-show if you were in contact with your opponents by 10 minutes after the match start time. Please make sure to take a screenshot of you being online at the correct time for the purpose of disputes like these.

10. Issues That Can Arise While Playing Your Match

10.1 Cheating

Cheating is to intentionally act dishonestly or unfairly in order to gain an advantage. Cheating comes in all shapes and sizes but is never tolerated. Deceiving opponents, intentionally falsifying match results, and lying to tournament officials are a few of the actions that are grounds for disqualification.

10.2 Use of Deck Trackers

Deck trackers are allowed. Deck trackers must not modify the client in any way or grant players information that they would not be able to obtain under normal circumstances.

10.3 Disconnects

Hearthstone has a reconnect feature that will pause a match if a team disconnects from a match. The team still in the match should take screenshots of the match timer to report players disconnected matches in the case of dispute. After 5 minutes of a team being disconnected passes that team forfeits the current game. If they are still disconnected after 10 minutes has passed, then that team loses the match. Having a stable connection is always a team's responsibility.

10.4 Ties

Games that naturally end in ties, where both heroes explode, should not be counted as a game teams should continue playing as if that game had not occurred.

In the unlikely event of a 90 turn counter draw, the team with the higher health plus armor total will receive the victory.

10.5 Picking the Wrong Deck (An Unplayable Class) - Minor Infraction

If a team queues a banned class, a class that was already won with, or a class not in that team's lineup, the game should be **restarted** with the correct class. A team will receive a warning for the first time they misqueue a deck. If a team is found continually doing this their punishment will be escalated to a game loss per instance.

10.6 Picking the Wrong Deck (A Playable Class) - Major Infraction

If a team queues a playable class and chooses the wrong decklist that team will receive a **game loss** (playable classes are classes that are not banned and have not already been won with) regardless of whether or not the queue was intentional. This is essentially the same as playing a deck with cards not on your decklist. Any instance where cards are played that aren't in a team's decklist and weren't created by random in-game effects should be screenshotted and reported to the admin team immediately.

10.7 Spectating an Opponent

Spectating opponents using other accounts that aren't in game is absolutely not allowed. Teams caught doing this will receive a game loss, regardless of intention. If this ever occurs, take a screenshot clearly showing who is spectating you (by mousing over the gold spectating bubble in the bottom left corner). On Windows computers, the Print Screen key is a quick way to do this. **Proof is key to reporting this, so please be sure to take screenshots.**

10.8 Unsportsmanlike Conduct

If you encounter poor sportsmanship in a Tespa Tournament, document it and report it to an admin. The admin team will ensure that it is addressed accordingly. The penalties will vary depending on the severity of the act but harassment and abusive behaviour will not be tolerated.

11. Finishing the Match

11.1 Reporting match results

The winning team is ultimately responsible for reporting match results on their "My Match" page on Compete. Opposing teams can contest improper match results, so please remember to document/screenshot wins. If your team notices that any results don't seem right, please contact admins on Discord or at compete@tespa.org as soon as possible. Contesting match results must be done before Wednesday night during a regular season and immediately during any playoff rounds. If a team fails to report their match in time, both teams may be marked a no-show.

11.2 Retrieving Decklists

After the end of the week's matches, deck codes for all teams will be made available on a spreadsheet. We will announce on #hearthstone_announcements that they are available. Decklists can usually be retrieved at <https://compete.tespa.org/hearthstone/decklists>

Participation Prizes

12.1 Dalaran Flame Cardback

Teams that participate in the first four matches in their regular seasons without no-showing are eligible to receive the cardback. It'll be automatically credited to the accounts of all eligible players around the end of the tournament.

12.2 T-shirts

T-shirts will be given to teams that qualify for Regional Playoffs and play every assigned match. A form will be sent out following the conclusion of Regional Playoffs to collect shipping information and sizes.