

Online Tournament Rules and Operations

Players must have authorized access to a World of Warcraft account that is in good standing and has been upgraded with the “The Burning Crusade,” “Wrath of the Lich King,” “Cataclysm,” “Mists of Pandaria” and “Warlords of Draenor” expansions to World of Warcraft upon the commencement date of the tournament, and which remains in good standing throughout the tournament.

1. Tournament Format: The European Championship Qualifier will be a Single Elimination tournament. All rounds will be best-of-three, except the semi-finals and finals which will be best-of-five.
Team roster shall be four players.

Single Elimination Bracket:

- The tournament shall proceed as a Single Elimination tournament.
- All games shall be best 2 out of 3 series except for:
 - Each semi-final and the final match will be a best 3 out of 5 series to determine the winner.
- Each game will last a maximum of twenty-five (25) minutes.
- If no team has a clear lead after twenty-five (25) minutes, as determined by an admin (i.e. three players vs two players), the winner of that game in the series will be determined by total damage done as displayed on the Tournament Commentator User Interface.

2. Map Pool:

Here are the maps that are available for play:

- Nagrand Arena (Always the first map of the match, and used for game 7 if the Final goes to a 7th game)
- Blade’s Edge Arena
- Ruins of Lordaeron
- Dalaran Arena
- Tol’viron Arena
- Tiger’s Peak

3. Map Selection and Substitution Procedure

- Team compositions must not have:
 - More than one healer
 - More than one tank
- With the exception of the above, there are no other restrictions to team compositions.
- Each team will declare a team captain.
- The first map will always be Nagrand Arena
- The admin/observer/shoutcaster will create the games and invite each team to join, if available.
- The higher seeded, ranked or rated team will create games and invite teams if there is no admin/observer/shoutcaster.
- Starting Comps can be altered between rounds, using the method outlined below in “First Game of a Series”.

First Game of a Series

- Depending on Admin availability, one starting game method will be set for the tournament:
 - If admin availability allows, each team will declare a starting comp to the Tournament Admin. This is a blind pick, and will not be revealed to the opposing team before the match.
 - OR: Either by coin flip or seeding the following script will be followed. Winning and losing team refers to the coin flip for this first match.:
 - The losing or higher ranked team will declare and lock in their comp.
 - Following the losing or higher ranked team’s lock-in, the winning or lower ranked team will declare and lock in their comp.
 - These actions will be announced in chat by the Team Captain following this script:

1. Winning or lower ranked Team Captain: “[Team Name]’s comp is [class, class, class]”
2. Losing or Higher Ranked Team Captain: “[class, class, class] confirmed”
3. Losing or Higher Ranked Team Captain: “[Team Name]’s comp is [class, class, class]”
4. Winning or Lower Ranked Team Captain: “[class, class, class] confirmed”

Second and subsequent Games of a Series

- After the end of each game, the following order of events will occur in in-game chat.
- Chat shall be set to show timestamps, and the below conversation must be screenshotted in-game for potential dispute resolution. Chat logs will not be accepted. This process must take no more than 5 minutes.
 - The losing team of each game will select the next map from the Map Pool of non-played maps.
 - Following this selection the winning team will declare and lock in their comp.
 - Following the winning team’s lock-in, the losing team will declare and lock in their comp.
 - These actions will be announced in chat by the Team Captain following this script:
 5. Losing Team Captain: “[Losing Team Name]’s map selection is [map]”
 6. Winning Team Captain: “[map] confirmed”
 7. Winning Team Captain: “[Winning Team Name]’s comp is [class, class, class]”
 8. Losing Team Captain: “[class, class, class] confirmed”
 9. Losing Team Captain: “[Losing Team Name]’s comp is [class, class, class]”
 10. Winning Team Captain: “[class, class, class] confirmed”
 - Following this conversation the next match must be started within 5 minutes.
- Maps in a match series cannot be played twice until every map has been played once.

4. Gear and Settings

- The “Busy” setting in Battle.net is required to be active
- Tournament Gear shall be used for all matches
- Tournament Gear may be enchanted and Gemmed if applicable
- Players are advised not to transmogrify Tournament gear. Transmogrification will not result in action being taken, but Tournament Admins can ask players to remove Transmogrifications at their discretion. Players repeatedly contravening Admin requests may be penalized.
- The Tournament Gear requirement shall be active for all matches
- Should the match not be started by an admin or spectator, the team not starting the match can check that Tournament Gear is active by equipping a piece of gear that is not Tournament Gear and verifying that it is red on their character sheet.
- This should be screenshotted in-game for potential dispute resolution.

5. Match Rules

- Players are required to be online and grouped in their starting composition 30 minutes before the match starts, and complete game preparations. Once prepared, the Team Captain must notify the tournament administrator or opposing team leader as applicable.
- The total allowed time between matches is 10 minutes.
- All matches will be played on the World of Warcraft: Warlords of Draenor server determined by the tournament organizer
- During the game, players may not use chat except for a greeting, closing, and disconnects or other issues.
- Players who intentionally quit a Game after the doors have opened will concede the Game.
 - If players enter a match and notice that the Tournament Gear Required buff is not present, they can immediately leave the match. The buff does not currently appear in the waiting room.
- In the case of a technical issue, the tournament organizer may restart the game from the beginning at

their discretion.

- In order to dispute any Game issue, Players must notify their Referee immediately. Once the next game has started, players may not protest results. The tournament administration may investigate past results at their discretion.
- Players may not use known bugs in the tournament matches, as determined by the tournament administration.
- No automated scripts or any add-ons are allowed for the duration of any event.
- Players may use any macro they wish as long as:
 - For all actions it is required to push a button.
 - No timers, actions, scripts, or macros automatically activate or trigger in response to opponent's or ally's actions (no automatic cooldown trackers).

6. Match Offenses

- If a Player does not follow any of the rules listed above, the player may receive a warning at the discretion of the tournament organizer
- If a Player causes a delay beyond the designated exceptions, the player will receive a warning
- Player misconduct as defined in the player responsibilities will receive a warning at the discretion of the organizer
- The first misconduct warning will carry over throughout the current season
- In a single competition day, if a Player receives
 - two (2) warnings will forfeit the next Game
 - three (3) warnings will forfeit the next match
 - four (4) warnings will cause a disqualification from the current tournament
- Players may request the status of their total warnings from the organizer