



**HEARTHSTONE® MASTERS TOUR QUALIFIERS OFFICIAL
COMPETITION RULES V2.0**

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1. INTRODUCTION

These Hearthstone Masters Qualifiers Official Competition Rules (“Official Rules”) govern competitive play of *Hearthstone* in all current and future Hearthstone Masters Qualifier Tournaments (“Qualifier(s)”) as of the date of its publication.

These Official Rules, in conjunction with the 2019 Hearthstone Tournament Player Handbook (the “Handbook”), establish the rules of tournament play, including rules governing player eligibility, tournament structure, point structures, prize awards, sponsorships, player conduct, etc. The Handbook can be found here: blizz.ly/HSrules

THE TERMS OF THE HANDBOOK CONTAIN A MANDATORY ARBITRATION PROVISION IN SECTION 8 WHICH LIMITS YOUR AND BLIZZARD’S ABILITY TO LITIGATE CLAIMS; AS WELL AS A LIMITATION OF LIABILITY IN SECTION 9 WHICH LIMITS THE LIABILITY OF BLIZZARD AND THE OTHER MEMBERS OF THE BLIZZARD GROUP TO YOU FOR ALL HARM, DAMAGES, INJURY OR LOSS.

Please review the terms contained in these Official Rules and the Handbook carefully. In order to participate in any Qualifier, you must agree to the terms contained in these Official Rules and the Handbook. You must also abide by these Official Rules and adhere to the terms of the Handbook in order to remain eligible to play in the Qualifiers and receive prizes.

2. HEARTHSTONE MASTERS QUALIFIERS

2.1 Acceptance of the Official Rules.

- (a) You acknowledge your acceptance of these Official Rules by:
 - (i) signing or accepting a player participation form, either in print or online; or
 - (ii) entering or participating in any game or match that is part of any Qualifier.
- (a) If you are over the age of 13 but under the age of majority (as described in the Handbook), your parent or legal guardian must accept these Official Rules on your behalf.
- (b) If you (or your parent or legal guardian) do not accept these Official Rules or you do not meet the player eligibility requirements in Section 3 below, you may not participate in the Qualifiers.

3. PLAYER ELIGIBILITY REQUIREMENTS

3.1 Regional Eligibility.

- (a) You may participate in any tournament designated as a Qualifier in any region if, as of the start date of the Qualifier that you have entered, you are a legal resident of one of the following countries: Argentina, Australia, Austria, Bahrain, Belarus, Belgium, Belize, Bolivia, Brazil, Bulgaria, Canada, Chile, Colombia, Costa Rica, Croatia, Czech Republic, Denmark, Ecuador, Egypt, El Salvador, Estonia, Finland, France, Germany, Greece, Guatemala, Honduras, Hong Kong, Hungary, Iceland, India, Indonesia, Ireland, Israel, Italy, Jamaica, Japan, Jordan, Kazakhstan, Kuwait, Latvia, Lithuania, Luxembourg, Macau, Malaysia, Malta, Mexico, Netherlands, New Zealand, Nicaragua, Norway, Oman, Paraguay, Peru, Poland, Portugal, Puerto Rico, Romania, Russia, Kingdom of Saudi Arabia, Serbia, Singapore, Slovakia, Slovenia, South Africa, South Korea, Spain, State of Qatar, Sweden, Switzerland, Taiwan, Thailand, The Philippines, Tunisia, Turkey, Ukraine, United Arab Emirates, United Kingdom, United States, Uruguay, Venezuela, and Vietnam.
- (b) You may only participate in a Qualifier so long as your participation does not violate applicable local laws. You are responsible for ensuring that your participation in any Qualifier is compliant with all laws of the jurisdiction(s) in which you are a resident, and you must take all steps necessary to ensure such compliance.
- (c) You may only travel to participate in an in-person Qualifier if you hold a valid passport for your travel and participation. You must also obtain any necessary visa or other governmental authorization required for your participation in any Qualifier, whether online or in-person (including any travel required to or from any venue for the Tour). Blizzard does not take responsibility for your compliance with local laws and visa requirements.

3.2 Invited Player Eligibility.

- (a) Players who have already been invited to the Masters Tour for which the applicable Qualifier grants an invitation may not participate in a Qualifier for that Master Tour.

3.3 Eligibility Requirements under the Handbook.

- (a) You may only participate in a Qualifier if you meet the eligibility requirements set forth in the Handbook.

4. QUALIFIERS EVENTS

4.1 Qualifier Period.

- (a) Players must receive an invitation to compete in a Hearthstone Masters Tour tournament (“Tour(s)"). Tours will take place at physical locations around the world. One of the ways to receive an invitation to a Tour is to win a Qualifier tournament.
- (b) Each Qualifier will grant an invitation to a particular Tour depending on when the Qualifier takes place. Each Tour will have a separate qualifying period in which Qualifiers for that Tour will occur.
- (c) Tours and their qualifying periods will be announced periodically at playhearthstone.com. Below are the active qualifying periods for all Tours which have been announced as of the publication date of these Official Rules:

Tour Qualifying Periods	
Master Tour Arlington	October 3, 2019 – November 24, 2019

- (d) In the event that a Qualifier takes place across two qualifying periods in any time zone, the Qualifier will award Tour invitations based on the title of the Qualifier as posted on Battlefy.com.
- (e) The schedule for active Qualifier tournaments can be found at <http://battlefy.com/HSEsports>. The schedule found at this website link will prevail over any schedule posted by Blizzard elsewhere.
- (f) Blizzard may alter the schedule of any Qualifier event and any Tour qualification period in its sole discretion. Any change to a qualification period will be communicated publicly by Blizzard.

5. TOURNAMENT STRUCTURE

5.1 Tournament Rules.

- (a) Qualifier tournaments are governed by these Official Rules and the terms contained in the Handbook.

- (b) For all Qualifier matches, each player will use *Hearthstone* card decks (using cards that the player has collected) in the region's servers where the tournament is held. Card decks created on other regions' servers are not eligible for play in Qualifier matches.

5.2 Qualifiers Generally.

- (a) Each individual Qualifier tournament is held on a specific *Hearthstone* server region: Americas, Asia Pacific, or Europe. Players may play in any tournament regardless of their residency, subject to all other residency requirements outlined in this document and the Handbook.
- (b) Most Qualifier tournaments will be held online via the internet at <http://battlefy.com/HSESports>. Select Qualifiers will occur at physical locations designated by Blizzard. Players must sign up for a free account at Battlefy.com in order to participate in any Qualifier.
- (c) Players must sign up to play in Qualifiers using the Battlefy.com platform on a first come, first serve basis.
- (d) Qualifiers signups will be posted periodically on Battlefy.com. Blizzard, in its sole discretion, will determine the dates, times and locations for all Qualifier tournaments. Blizzard may periodically reschedule or cancel Qualifier tournaments due to the unavailability of Battlefy.com, issues with the *Hearthstone* game client, software patches, and other technical issues which may impact Blizzard's ability to operate the tournament as planned.
- (e) Each Qualifier tournament will be played in the Conquest format unless announced otherwise. For a description of the Conquest format, please refer to section 5.6 of the Handbook.
- (f) Each Qualifier tournament will require a minimum of 8 players to start. If less than 8 players sign up prior to the start of a Qualifier tournament, the Qualifier tournament will not commence, and no prizes will be awarded.
- (g) Players who register for a Qualifier after the maximum number of players have already registered may be placed on a wait list. Should a registered player fail to check in during the Qualifier check in on time, a waitlisted player may be granted a player spot in the Qualifier, at the discretion of the tournament organizer.

- (h) Players may register for multiple Qualifier tournaments, but may not actively participate in multiple Qualifier tournaments at the same time. Players must be dropped from an active Qualifier tournament prior to starting round 1 of another Qualifier tournament.

5.3 Swiss Qualifiers.

- (a) Each Swiss Qualifier tournament has a maximum number of 224 players
- (b) Players will be randomly seeded into a standard Swiss-pairing style (“Swiss”) tournament, where they will compete for a number of rounds of Swiss pairings as outlined in section 4.4.d of the Handbook to determine the top finishers based on match scores and tiebreakers (“Top Playoff”). All matches inside the current round must be completed at which point all new pairings for the upcoming round will be made based on the results of the previous round. These pairings will be based on the Swiss record of the players. Starting with the players with the best record, players are randomly paired against other players with the same record that they have not played previously in the tournament. If there are no players left with the same record, the remaining player will be paired against a random player with the next best record. This process continues until there are no matches able to be created. Any remaining player receives a bye. Match win ties will be determined by a set of tiebreakers outlined in section 4.4.c of the Handbook. Players must sign up to play in Qualifiers using the Battlefy.com platform on a first come, first serve basis.
- (c) Players may continue to play during all Swiss rounds or ask to be removed from the tournament (“Dropped”) by contacting the tournament organizer.
- (d) The Top Playoff will be determined by the players with the best Swiss match record. Any players with the same match record will be ranked according to their tie-breakers. This is typically a Top 8 Playoff, but in certain cases outlined in section 4.4.d of the Handbook may be more or less players. The Top Playoff is a series of single elimination rounds. Players will be seeded into the playoff round based off their match scores from the Swiss rounds. Specifically, seed 1 will play seed 8, seed 2 will play seed 7, seed 3 will play seed 6 and seed 4 will play seed 5. Other Top Playoff variations prescribed by section 4.4.d of the Handbook will have similar seeding with the strongest seed playing the weakest, and so on. The winners of each of the single elimination rounds will advance in the bracket to play each other until there is a tournament winner.

5.4 Single Elimination Qualifiers.

- (a) Each Single Elimination Qualifier tournament has a maximum number of 512 players
- (b) Players will be randomly seeded into a Single Elimination style tournament, where the winner of each match will advance in the bracket until 1 player remains. The loser of each match will be eliminated from the tournament.

5.5 Match Formats for Qualifiers.

- (a) Qualifier match formats for each Tour qualifier period will be announced by Blizzard at playhearthstone.com.
- (b) The match format for Master Tour Arlington Qualifiers will be 3 deck best-of-3 Conquest format with a deck ban. Please refer to section 5.6 of the Handbook for a full description of this match format.

5.6 Qualifiers Prizes.

- (a) The top finishers in each Single Elimination Qualifier tournament will earn prizes as set forth in the chart below, subject to the number of players in the Qualifier. If any Qualifier has more prize places than players, the prizes in the places that outnumber the number of players who finish the Qualifier will not be awarded. Blizzard may periodically run Qualifier tournaments in other formats and prizing for those tournaments will be specified in that tournament page.

Qualifiers Prizes	
Placement	Prize
1st place	20 <i>Hearthstone</i> card packs (with an approximate retail value of \$29.90 USD)
2nd place	20 <i>Hearthstone</i> card packs (with an approximate retail value of \$29.90 USD)
3rd-4th places	15 <i>Hearthstone</i> card packs (with an approximate retail value of \$22.43 USD)
5th-8th places	10 <i>Hearthstone</i> card packs (with an approximate retail value of \$14.95 USD)
9th-16th places	5 <i>Hearthstone</i> card packs (with an approximate retail value of \$7.475 USD)
17th-32nd places	4 <i>Hearthstone</i> card packs (with an approximate retail value of \$5.98 USD)

33rd-64th places	3 <i>Hearthstone</i> card packs (with an approximate retail value of \$4.49 USD)
65th-128th	2 <i>Hearthstone</i> card packs (with an approximate retail value of \$2.99 USD)
129th-256th	1 <i>Hearthstone</i> card packs (with an approximate retail value of \$1.50 USD)

- (b) Additionally, the 1st place finisher in each completed Qualifier will receive one invitation to compete at the Tour associated with the qualifying period in which the respective Qualifier took place (“Tour Invitation(s)”), subject to the terms below.
- (c) Any player who finishes in the top 8 of 5 separate Qualifier tournaments using the same Battle.net account in a single Qualifying period will also receive a Tour Invitation, subject to the terms below. Players who meet with criteria will be immediately dropped from the Qualifier tournament in which they received their 5th top 8 result.
- (d) All Tour Invitations are redeemable subject to the player eligibility terms contained in the Handbook, and may be revoked at Blizzard’s sole discretion at any time. Tour Invitations will only grant admission to the Tour associated with the qualifying period in which the respective Qualifier took place, and may not be transferred to another Tour. Players must be physically present at the dates and location of the respective Tour in order to redeem a Tour Invitation. Tour Invitations will be forfeited if the player is not physically present on the registration date(s) and location of the respective Tour, or if the player is ineligible to compete in the Tour under the terms of the Handbook at the time of Tour registration. Players are responsible for any and all costs and expenses (including but not limited to travel, lodging, and visa costs) which may be necessary to redeem a Tour Invitation or participate in any Tour. All Tour dates and locations will be announced by Blizzard at playhearthstone.com prior to the start of the respective Tour’s qualifying period.
- (e) All prizes are a non-transferrable and are subject to the prize award terms contained in the Handbook. The awarding of prizes (including but not limited to Tour Invitations) is void where prohibited or restricted. State and local taxes, including VAT taxes which are associated with the receipt or use of any prizes, are the sole responsibility of the prize winner.
- (f) *Hearthstone* card pack prizes will be digitally awarded to the Battle.net account that the player registered for the Qualifier with.

- (g) Tour Invitations will be awarded to the person whose name is registered on the Battle.net account that the player registered for the Qualifier with, or in case of a minor using their parent's or guardian's Battle.net account, the minor associated with that account. Blizzard, at its sole discretion, may verify the identity associated with a specific Battle.net accounts for the purposes of granting a prize.
- (h) Prior to the start of the finals match of any Qualifier, one or both players in the finals may decline the Tour Invitation prize outlined above in writing to the tournament officials. Declining the Tour Invitation allows players to remain eligible for future Qualifiers in accordance with section 3.2. If one player declines the Tour Invitation, the other player is the 1st place finisher in the tournament. If both players decline the Tour Invitation, no invite is rewarded for that Qualifier and the 1st place finisher is the player with the higher Top Playoff seeding of the two players, as outlined above. In both cases, players are no longer required to play the finals match.
- (i) For other terms and conditions relating to the awarding of prizing, see Section 4.8 of the Handbook

6. GENERAL TERMS AND CONDITIONS

6.1 Changes to these Official Rules.

- (a) These Official Rules and the Handbook contain the rules, policies and practices of the Blizzard for the Qualifiers that are in effect at the time of their publication. All previously issued rules, policies and practices (other than the Website Terms), whether in print or online, relating to the Qualifiers are superseded.
- (b) Blizzard reserves the right, subject to the approval of the Régie des alcools, des courses et des jeux, to revise, modify, change, delete or add to these Official Rules at any time, in its sole discretion, and to suspend, cancel or modify any Qualifier or any player's participation in any Qualifier should viruses, bugs, technical problems, unauthorized human intervention, hacks, or other causes beyond Blizzard's control affect the administration, security or proper play of any Qualifier, or Blizzard otherwise becomes (as determined in its sole discretion) incapable of running any Qualifier as planned.

6.2 Communications.

- (a) We both agree that these Official Rules and the Handbook together constitute a written agreement entered into by both you and Blizzard under applicable law.
- (b) To the fullest extent permitted by applicable law, these Official Rules, and any other notices, requests and other communications provided for herein, may be provided to you electronically, and you agree to receive all such communications from Blizzard electronic form. Electronic communications will be delivered to you at the email address listed on your Battle.net Account.
- (c) If you have any questions or comments about these Official Rules or any Qualifier, please email them to HearthstoneAdmin@blizzard.com or send written questions to: Hearthstone Masters Qualifiers c/o Blizzard Entertainment Esports, P.O. Box 18979, Irvine, CA 93623.

7. GLOSSARY

“**Americas**” means the United States, Argentina, Belize, Bolivia, Brazil, Canada, Chile, Colombia, Costa Rica, Ecuador, El Salvador, Guatemala, Honduras, Jamaica, Mexico, Nicaragua, Paraguay, Peru, Puerto Rico, Uruguay and Venezuela.

“**Asia-Pacific**” means Australia, Indonesia, Hong Kong, India, Japan, Macau, Malaysia, New Zealand, The Philippines, Singapore, South Korea, Taiwan, Thailand, and Vietnam.

“**Battle.net Account**” means a full Battle.net account registered on Blizzard’s America Battle.net service that is in good standing and that remains in good standing throughout the Tour. “Battle.net Account” does not refer to a Battle.net light account; a light account is not sufficient for participation in the Tour.

“**Blizzard**”, “**we**” or “**us**” means Blizzard Entertainment, Inc. and its affiliates.

“**Blizzard Group**” means Blizzard, its parent and any of its respective affiliate companies and subsidiaries.

“**Europe**” means Austria, Bahrain, Belarus, Belgium, Bulgaria, Croatia, Czech Republic, Denmark, Egypt, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Israel, Italy, Jordan, Kazakhstan, Kuwait, Latvia, Lithuania, Luxembourg, Malta, Netherlands, Norway, Oman, Poland, Portugal, Romania, Russia, Serbia, Slovakia, Slovenia, Kingdom of Saudi Arabia, South Africa, Spain, State of Qatar, Sweden, Switzerland, Tunisia, Turkey, Ukraine, United Arab Emirates and the United Kingdom.

“**Handbook**” means the 2019 Hearthstone Tournament Player Handbook, which among other things, establishes the rules of tournament play, including rules governing player eligibility, tournament structure, point structures, prize awards, sponsorships, player conduct, etc.

“**Official Rules**” means the Hearthstone Masters Qualifiers Official Competition Rules (i.e., the terms as set forth this document).

“**Website Terms**” means the Blizzard End User License Agreement applicable to your use of the Hearthstone game client and Blizzard’s Battle.net service, the Blizzard Entertainment Online Privacy Policy applicable to your use of Blizzard’s games, services, and websites, and the other terms and conditions governing use of Blizzard’s games, services, and websites.