

2025 Hearthstone International Showmatch

Rules & Format

1. Overview of the Format

This international showmatch will use a 4v4 Team format. The match mode is Standard Format, where two teams will compete using strategic class bans and protections, as well as planned lineup orders. The team match continues until one team defeats all class decks of the opposing team, determining the final winner.

2. Teams

2.1 Team Composition

- Each team consists of 4 players, with 1 designated as the team captain.
- The captain serves as the sole liaison between the team and the tournament committee and is responsible for submitting the team's lineup order during the match.

3. Pre-Match: Deck Submission

- Deck Submission: All 11 different class decks (11 per team) must be submitted by the deadline set by the tournament committee. Once submitted, decks are locked and cannot be changed during the tournament. After locking, both teams will be given access to each other's deck lists.

4. Pre-Match: Ban & Protect

The Ban & Protect phase marks the beginning of strategic gameplay and determines the final lineup for each team.

4.1 Ban & Protect Process:

The Ban & Protect phase consists of three stages, conducted via blind selection (both sides submit choices simultaneously and reveal them together):

- Stage 1: First Ban (Ban 1)
 - Each team captain selects 1 class from the opponent's 11 classes to ban.
- Stage 2: Class Protection (Protect 1)
 - Each captain selects 1 class from their own remaining 10 classes to protect. The protected class is immune to the next ban phase.
- Stage 3: Final Ban (Ban 2)
 - Each captain selects 2 classes from the opponent's remaining 9 classes (excluding protected and previously banned ones) to ban.

4.2 Ban & Protect Results

After the Ban & Protect phase concludes, each team's original 11 classes will have 3 banned, leaving 8 classes (1 protected + 7 unbanned) available for the match.

4.3 Class Deck Pool

Class Binding: Each player must bind themselves to 2 different class decks from the 8 available. Once bound, a class deck can only be used by the assigned player.

5. Match Progress

5.1 Lineup Submission

After Ban & Protect and before the match begins, both captains must submit their starting class decks to the referee.

5.2 Game Rules

- The match begins with the first player from each team facing off.
- Winner Stays: The winning player and their class deck remains on the field to face the next opponent.
- Loser Leaves: The losing player's class deck is eliminated, and the team selects the next player and class deck to continue.

5.3 Win Condition

The match ends when one team's 8 class decks are all eliminated. The other team is declared the final winner of the international showmatch.

6. MVP Selection Rules

- Selection Criteria: MVP (Most Valuable Player) is awarded to the player who defeats the most opposing class decks, regardless of which team wins.
- If Tie:
 - If multiple players on the same team have the same number of wins, they share the MVP title.
 - If players from both teams have the same number of wins, MVP goes to the player from the winning team.