

HEROES OF THE STORM HORIZON CLASH 2018 SOUTHEAST ASIA SEASON TWO

TEAM RULES AND REQUIREMENTS

1. Participation in the Horizon Clash Southeast Asia Qualifier

- 1.1. The Horizon Clash Southeast Asia Qualifier is a team-based competition. Teams are comprised of five (5) players, each of whom must be an Eligible Participant. None of the Team Members maybe associated with more than one Team in the Southeast Asia Qualifier.
- 1.2. Teams must elect one Team Manager either from within the roster of five (5) Eligible Participants who make up the Team or add a sixth (6th) member to the Team who will not be considered an Eligible Participant. The role of the Team Manager is to be the primary point of contact for the Team.
- 1.3. A team may nominate a substitute upon approval by an admin, which will be granted on a case-by-case basis. The substitute must not be from any other team participating in this tournament and will be locked to the team s/he substitutes for the duration of the tournament.
- 1.4. One person cannot be a Team Manager in two or more Teams simultaneously.
- 1.5. A team's players must be residents if not citizens of Southeast Asia and have their Battle.net Country of Residence accurately reflect their residency. A team may be comprised of any mix of Southeast Asian players but may not include players who do not reside in Southeast Asia.

2. Active Roster

- 2.1. The five Eligible Participants who are designated as starters to play for the Team in the Southeast Asia Qualifier will be considered the "Active Roster" for the Team.
- 2.2. Only players who are on the Active Roster at the conclusion of the Team's final game of the Playoffs will be eligible to receive prizes from Blizzard.

3. Roster Locks and Changes

- 3.1. Teams may only consist of five (5) players and a Team manager. A team may nominate a substitute upon approval by an admin, which will be granted on a case-by-case basis. The substitute must not be from any other team participating in this tournament and will be locked to the team s/he substitutes for the duration of the tournament.
- 3.2. Teams must submit their roster 48 hours in advance of their first match each weekend to be eligible for play in the Southeast Asia Qualifier.

3.3. Registration closes forty-eight (48) hours prior to the first match of the Southeast Asia Qualifier. All rosters submitted before this time are considered final once registration closes and no new rosters will be accepted, nor any roster changes of any kind allowed.

3.4. Teams that qualify for the Southeast Asia Top 4 Finals will not be allowed to change any of their Team members between the Southeast Asia Qualifier and the start of the Southeast Asia Top 4 Finals.

4. Team Name and Player BattleTags

4.1. Team name must be deemed appropriate by Blizzard. Blizzard reserves the right to ask Teams to change their name or to directly change Team names that are seen as unfit for the Tournament.

4.2. Player's BattleTags must be deemed appropriate by Blizzard. Blizzard reserves the right to ask Players to change their BattleTag or to directly change BattleTags that are seen as unfit for the Tournament. Blizzard may also insert Player's Team Name as a part of the Player's BattleTag to enhance the viewing experience for fans.

PLAYER ELIGIBILITY REQUIREMENTS

5. Regional Eligibility

5.1. You may participate in the Eastern Clash as a player as long as you are a legal natural resident or transfer resident of one of the following Eligible Countries:

- South East Asia: Malaysia, Philippines, Singapore, Thailand, Vietnam, Indonesia

5.2. In order to be eligible to participate in the Tournament as a player, you must have authorized access to a full Battle.net account registered on Blizzard's Battle.net service. Your account must be in good standing at the start of the Tournament and remain in good standing throughout the Tournament.

5.3. All Battle.net Accounts list the player's country of residence. The country of residence listed in your account details must match the country or region that you are representing in the Tournament. For example, if you are playing for a team that is representing the SEA region in the Tournament, the country of residence listed in your Battle.net Account must be Malaysia or Philippines or Singapore or Thailand.

5.4. Your Battle.net Account must include a valid email address. Blizzard reserves the right to verify the email address that you provide.

5.5. In order to be eligible to participate in the Tournament as a player, you must be a natural person (i.e., not a corporation, partnership or other legal entity) who is the same individual

who registered the Battle.net Account, unless you are a minor using a Battle.net Account registered by your parent or legal guardian.

- 5.6. A non-citizen participant claiming residency status must submit a copy of his or her passport along with a valid visa for the applicable country for evaluation by Blizzard. The visa must be acquired no less than six months before the start of the Horizon Clash. Examples of acceptable identification for visa purposes are: professional athlete visas, work visas, and student visas. Examples of forms of identification that are not acceptable for visa purposes are: expired visas, working holiday visas and general tourist/visitor visas.
- 5.7. If you have any questions about the residency requirements, email esports@blizzardarena.tw, and Blizzard can begin the verification process. Blizzard's decisions as to residency are final and binding.
6. Minimum Age Requirements.
 - 6.1. You may participate in the Horizon Clash if you have reached the age of majority in your jurisdiction of residence before the applicable Qualifier.
 - 6.2. If you are under the legal age of majority in your jurisdiction of residence, but over the age to play Heroes of the Storm game in your jurisdiction of residence as of the commencement of the applicable Qualifier, you may still enter the Horizon Clash and participate as a player if you otherwise meet all of the eligibility criteria set forth in these Official Rules and one of your parents or legal guardians reads and accepts these Official Rules on your behalf.
 - 6.3. If you are a minor, in addition to your parents or legal guardians reading and accepting the rules, it is important to keep them informed of your participation in the Horizon Clash. Should you qualify for the Horizon Clash, your parents or legal guardians must be involved in assisting with travel, signing waivers and communication.
7. Ineligible Players.
 - 7.1. The directors, officers and employees of Blizzard Group, its affiliates, their parent, and any of their respective affiliate companies, subsidiaries, agents, professional advisors, advertising and promotional agencies, and immediate family, such as mother, father, brothers, sisters, sons, daughters, stepchildren, and/or legal or common-law spouse, and household members of each are not eligible to participate in the Horizon Clash and/or to win any prizes.

STRUCTURE OF THE SOUTHEAST ASIA QUALIFIER

8. Roster Restrictions

Teams that qualify for the Top 4 Finals can replace up to two players from their Active Roster under the following restrictions:

- The replacement player must be Eligible to participate in the Southeast Asia Qualifier as an Eligible Participant in the region.
- The player entering the team is not from any team that competed in the Southeast Asia Qualifier.
- The replacements may only happen before rosters are locked and registration closed for the Southeast Asia Top 4 Finals.

9. Southeast Asia Qualifier Format

9.1. The Southeast Asia Qualifier will be played in two parts: one Single Elimination open qualifier will allow the top 4 teams of the qualifier to proceed to the Southeast Asia Top 4 Finals, where the top 4 teams of the region will compete in a Double Elimination bracket for qualification to the Horizon Clash Final.

9.2. Part One: Open Qualifier

9.2.1. The open qualifier will be single elimination with Best of 3 rounds.

9.3. Part Two: Top 4 Finals

9.3.1. The Top 4 Finals will be Double elimination with Best of 3 rounds.

9.4. All matches in the Southeast Asia Regional Finals including the Top 4 Finals will be played in a Best of 3. The team from the lower bracket will have to reset the bracket in the Grand Finals in order to win.

10. Tournament Rules; Match Details.

10.1. In each Tournament match, two teams will compete against each other by playing Heroes of the Storm on the Battle.net server operated by Blizzard. Matches will be played in the "Custom" game mode and "Tournament Draft" lobby mode.

10.2. If fewer than five Eligible Participants on a team's roster are present ten minutes after the scheduled match time, that team forfeits the match.

10.3. Blizzard, at its sole discretion, will select a pool of nine Battlegrounds for the Tournament prior to the commencement of the Southeast Asia Qualifier. The Battlegrounds pool can be changed at Blizzard's sole discretion.

10.4. Each match will begin with an initial Battleground selection process. One team will be chosen at random to start the process (here labeled "**Team A**"), and will begin by banning one battleground. The other team ("**Team B**") will then ban one battleground. Team A will then

select a battleground from the remaining (unbanned) battlegrounds. Since each team plays each other twice in each phase, teams will have both first and second pick in every match up.

10.5. Players will be able to select from any heroes that are available to them on their Battle.net accounts and that have been commercially released in the region of play for at least two weeks before the match, except that Blizzard, in its sole discretion, may restrict certain heroes from the Southeast Asia Qualifier at any point during the Southeast Asia Qualifier. Eligible Participants must have access to at least fourteen Heroes in order to participate in the Southeast Asia Qualifier.

10.6. Each game within a match will begin with a drafting process to determine which heroes each team will play. Each team will have 60 seconds per selection phase in which to ban and pick heroes. If a team runs out of time, its pick will be randomly selected or it's ban will be missed. The team that began the battleground selection process (Team A) will go second during the first game's hero selection process, in the following sequence:

Hero Selection Sequence	
1.	Team B will ban one hero
2.	Team A will ban one hero
3.	Team B will choose one hero
4.	Team A will choose two heroes
5.	Team B will choose two heroes
6.	Team A will ban one hero
7.	Team B will ban one hero
8.	Team A will choose two heroes
9.	Team B will choose two heroes
10.	Team A will choose one hero

10.7. In the following games of a match, the losing team of the previous game will have the choice for Battlegrounds selection or first hero pick in the draft. Battlegrounds may not be repeated during a match.

10.7.1. Blizzard may prohibit the use of certain in-game cosmetic items during HGC competition, including but not limited to the prohibited items listed below. The list of prohibited items below is an exhaustive list as of February 1, 2018. Usage of any

prohibited items may prompt a penalty according to the level of involvement and Blizzard's discretion. The list of prohibited items may be updated by Blizzard from time to time in the future according to Blizzard's sole discretion.

10.7.2. HGC Cheer in-game items (Flags, Spray, and Portrait) are recommended to use!

10.7.3. Prohibited animated sprays:

- Cheese
- Ganymede
- Hearts
- Murkshimi
- Pepe
- Rainbow Unicorn
- Skull & Bones
- Thumbs Up
- Treasure Goblin
- Emoji Arthas
- Emoji Butcher
- Emoji Lunara
- Emoji Lr. Morales
- Emoji Sylvanas
- Emoji Tracer
- Emoji Tyrande
- Emoji Xul
- Emoji Zarya
- Emoji Zeratul

10.7.4. Prohibited character skins:

- Archangel Diablo
- Twilight Archangel Diablo
- Toxic Archangel Diablo
- Cyberhawk Kael'thas
- Sapphire Cyberhawk Kael'thas
- Cyborghawk Kael'thas
- Maraudin' Muradin
- Raider Maraudin' Muradin

- Dominion Maraudin' Muradin
- Striker Li-Ming
- Scarlet Striker Li-Ming
- Canary Striker Li-Ming
- Mecha Tyrael
- Deathreaper Mecha Tyrael
- Stike Mecha Tyrael

10.7.5. Prohibited character mounts:

- Arthas Bat Form
- Kerrigan Bat Transformation

10.7.6. Prohibited mounts

- Invisible Horse

10.8. Battleground pool

10.8.1. A pool of nine Battlegrounds for the Tournament was selected. The Battlegrounds pool can be changed at any time in Blizzard's sole discretion.

Battleground Pool
Braxis Holdout
Volskaya Foundry
Towers of Doom
Infernal Shrines
Battlefield of Eternity
Tomb of the Spider Queen
Sky Temple
Dragon Shire
Cursed Hollow

10.9. Pauses

10.9.1. Teams may pause a total of 3 times per game. The amount of pause time must not exceed 10 minutes per game per team.

10.9.2. Referees reserve the right to unpause a game at any time and to extend pause time at any time.

10.9.3. Any team abusing pause will be punished and automatically be ineligible to any prize in the ongoing match. The abuse of pause will also result in a default loss in the ongoing match. Blizzard as its sole discretion may apply additional sanction.

10.10. Bugs & Exploit

10.10.1. Any use of a known bug or exploit will result in the team using the bug or exploit being ineligible to any prize for the ongoing match. Any use of bug or exploit will result in a default loss. Blizzard as its sole discretion may apply additional sanctions.

10.10.2. Known bugs and exploits are defined as anything made known previous to the game in question by the administrators or any report that is public on the official bug report forums, the Heroes of the Storm Subreddit (/r/heroesofthestorm) or any form of social media.

10.11. Game Forfeitures

10.11.1. If fewer than five Eligible Participants on a team's roster are present ten minutes after the scheduled match time, that team forfeits the match.

10.11.2. Blizzard, in its sole discretion, may require that a game or match be paused, suspended, replayed, or forfeited by a team in the event that one or more players lose their connections or the game is otherwise affected by abnormal technical or nontechnical issues, or based upon violations of the Official Rules or otherwise unfair or unsportsmanlike conduct.

10.12. Replays

10.12.1. All players are required to retain their replays for at least 14 days after any Official Match has finished.

10.12.2. Every player that participates in the Southeast Asia Qualifier is automatically required to submit all replays to the Administrators.

10.12.3. Administrators will communicate directly with all persons who have their replays requested in order to obtain the replays in a method that is feasible for all parties.

10.13. Spirit of the Rules

10.13.1. All decisions regarding the interpretation of these rules lie solely with Blizzard Entertainment, the decisions of which are final. Decisions made by Blizzard Entertainment with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

10.13.2. The attempt to deceive admins or other players with wrong or fake statements, information or data will not be tolerated.

10.13.3. All players are asked to behave in a humane way towards other competitors, and to any member of the administration team; treat others as you would like to be treated!

10.14. Prize Awards

The teams that successfully place in the Southeast Asia Qualifier Top 4 Finals will receive the following monetary prizes:

Placement	Prize Payout
1st Place	USD 2,500 + advance to Horizon Clash Final at Blizzard Arena Taipei
2nd Place	USD 1,250
3rd Place	USD 750
4th Place	USD 500

10.14.1. The awarding of prizes is void where prohibited or restricted. No purchase is necessary to enter the Tournament.

10.14.2. If the team's performance in the Tournament entitles it to a cash prize award, Blizzard will pay the total prize amount to the team owner, less any applicable taxes.

10.14.3. Once a payment of prize money is made by Blizzard to a winning team, Blizzard will have no responsibility or liability for the allocation or distribution of such prize awards among the various Team Members who may have contributed to the success of the team, or with respect to any person or entity claiming any part of such prize award. You agree to indemnify, defend and hold Blizzard and the other members of the Blizzard Group harmless from any such liability.

10.14.4. National, state and local taxes, including VAT taxes, which are associated with the receipt or use of any prizes are the sole responsibility of the winner. All cash prizes will be paid in US dollars. Winners will be required to complete and submit to Blizzard all governmental and tax forms required to receive a cash prize, including an IRS form W-8 or W-9 and any other forms required by the country in which the player is a resident. Additional paperwork that Blizzard requests, including waivers, indemnities and releases, must be submitted to Blizzard before Blizzard will provide the winner with any prize. Prizes are not transferable.

10.14.5. No substitutions or exchanges (including for cash) of any non-cash prizes will be permitted, except that Blizzard reserves the right to substitute a prize of equal or greater value for any noncash prize.

- 10.14.6. All Eligible Participants must be verified by Blizzard to ensure their eligibility prior to being declared a winner and/or receiving any prize. Display of statistics in the game (e.g., on a leader board) during the Qualifier does not entitle any Eligible Participant to a prize. In the event of a dispute as to the identity of any winner, Blizzard will resolve the dispute using the email addresses of Team Members used on the Battle.net Account.
- 10.14.7. As a condition of being awarded any prize, winners will be required to execute and deliver to Blizzard a signed affidavit of eligibility and acceptance of these Specific Rules and an indemnity and release of liability. In the event that a winner is under the age of majority, the winner's parent or legal guardian will be required to execute and deliver such documents. Failure to return a signed affidavit and related documents within seven days may result in forfeiture of prize. Potential winners are responsible for ensuring return of all required materials; proof of sending will not be considered proof of receipt by Blizzard.

Tournament Version

Version details

Version 1.0.0 - July 10 2018: Announcing the information regarding "HEROES OF THE STORM HORIZON CLASH 2018 SOUTHEAST ASIA SEASON TWO"