

2018 Hearthstone Wild Open Official Competition Rules

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1. INTRODUCTION

These 2018 Hearthstone Wild Open Official Competition Rules (“Official Rules”) govern qualification for and competitive play of Wild Open, Wild Playoffs, Wild Regional Finals, Wild International Finals (the “Tournament(s)”).

These Official Rules, in conjunction with the 2018/2019 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.

You must accept these Official Rules and register your acknowledgement of the Handbook in order to participate in the 2018 Hearthstone Wild Open, as well as abiding by t Official Rules and adhere to the terms of the Handbook in order to remain eligible to play in these Tournaments and receive prizes. Official Rules are explained below. The Handbook can be found [HERE](https://bnetcmsus-a.akamaihd.net/cms/gallery/u3/U3JP7PF6YSVD1515800692329.pdf) (https://bnetcmsus-a.akamaihd.net/cms/gallery/u3/U3JP7PF6YSVD1515800692329.pdf).

The Tournament administration team reserves the right to alter rules at any time, to ensure fair play.

2. APPLICABILITY OF RULES

2.1. Acceptance of the Official Rules.

2.1.1. You indicate your acceptance to these Official Rules if you enter and participate in any game or match that is part of the Tournament.

2.1.2. If you are under the age of majority (as described in the [Handbook](#)), your parent or legal guardian may accept these Official Rules on your behalf.

2.1.3. 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 Tournament.

2.2. Applicability of Rules.

2.2.1. These Official Rules govern play in the Tournament. These rules apply to competitions taking place in the Americas, Asia, and Europe regions.

2.2.2. If you violate these Official Rules, the Handbook or the Website Terms, you may be subject to game forfeitures, prize forfeitures, disciplinary action and legal claims, as explained in the Handbook (Section 7 - Player Infractions and Penalties).

3. PLAYER ELIGIBILITY

- 3.1. For portions of the Tournament that limit participation to residents of that region (“Region Limited Tournament”), you may participate in those portions of the Tournament only if you are a resident of that region. For portions of the Tournament that are international (“International Tournament”), you may participate in those portions of the Tournament if you are a resident of any of the three regions (Americas, Asia, or Europe). The section below explains what countries are a part of each region.
- 3.2. You may participate in the Americas portion of the Tournament if, as of February 12, 2018 you are a legal resident of one of the following countries: United States, Argentina, Belize, Bolivia, Brazil, Canada, Chile, Colombia, Costa Rica, Ecuador, El Salvador, Guatemala, Honduras, Jamaica, México, Nicaragua, Paraguay, Perú, Puerto Rico, Uruguay and Venezuela.
- 3.3. You may participate in the Asia portion of the Tournament if, as of February 12, 2018, you are a legal resident of one of the following countries: Australia, Indonesia, Hong Kong, India, Japan, Macau, Malaysia, New Zealand, The Philippines, Singapore, South Korea, Taiwan, Thailand, and Vietnam.
- 3.4. You may participate in the Europe portion of the Tournament if, as of February 12, 2018, you are a legal resident of one of the following countries: Austria, Belarus, Belgium, Bulgaria, Croatia, Czech Republic, Denmark, Egypt, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Israel, Italy, Kazakhstan, Latvia, Lithuania, Luxembourg, Malta, Netherlands, Norway, Poland, Portugal, Romania, Russia, Serbia, Slovakia, Slovenia, South Africa, Spain, State of Qatar, Sweden, Switzerland, Tunisia, Turkey, Ukraine and the United Kingdom.

4. TOURNAMENT STRUCTURE

4.1. Tournament Structure

4.1.1. General

- 4.1.1.1. The Tournament is governed by these Official Rules and the terms contained in [the Handbook](#).
- 4.1.1.2. For all Tournament matches, each player will use Hearthstone card decks that he/she has created (using cards he/she has collected) in the region’s servers where the tournament is held, unless otherwise specified.
- 4.1.1.3. All phases of the Tournament will maintain open deck list.
- 4.1.1.4. All deck lists are required to be in the Wild card format.

4.1.2. Tournament Phases

Phase	Date	Locale
Wild Open	February 22 - 24, 2018 March 1 - 4, 2018	Region Limited Tournament
Wild Playoffs	February 24, 2018 March 4, 2018	Region Limited Tournament
Wild Regional Finals	March 6 - 8, 2018	Region Limited Tournament
Wild International Finals	March 31, 2018	International Tournament

4.1.3. Registration

4.1.3.1. Players can register for this tournament through the official Battlefy.com [registration page](#).

4.1.3.2. Players can register for both weeks of the Wild Open phase.

4.1.3.2.1. Players that qualify for the Wild Regional Finals during week 1 of the Wild Open will not be allowed to compete during week 2.

4.1.4. Wild Open Registration Schedule:

Wild Open	Registration Opens (All regions)	Registration Closes		
		Americas	Asia	Europe
Week 1	February 12, 2018 12 a.m. PST	Feb. 21, 2018 10:00 a.m. PST	Feb. 23, 2018 10:00 a.m. KST	Feb. 23, 2018 4:00 p.m. CET
Week 2	February 19, 2018 12 a.m. PST	March 2, 2018 10:00 a.m. PST	March 2, 2018 10:00 a.m. KST	Feb. 28, 2018 4:00 p.m. CET

4.1.5. Deck Submissions

4.1.5.1. Each player must submit deck lists from unique classes prior to the start of the Tournament. The number of decks a player must submit is governed by the number of games in the match structure and the presence or absence of a deck ban in the Tournament format.

4.1.5.1.1. For a best of 3 Tournament format with a ban, players must submit 3 decks.

4.1.5.1.2. For a best of 5 Tournament format with a ban, players must submit 4 decks.

4.1.5.2. Deck list must be submitted prior to the close of registration. The penalties for failure to properly submit deck lists are described in [the Handbook](#) (Section 7 - Player Infractions and Penalties).

4.1.6. Supplemental Verification

4.1.6.1. Tournament Organizers have the right to request verification from players at any time during the Tournament.

4.1.6.2. Acceptable verification includes:

4.1.6.2.1. Government-issued driver's license, government-issued photo identification card, military identification card, or passport

4.1.6.3. Players who are unable to provide verification will forfeit their position in the Tournament(s).

4.2. Wild Open

4.2.1. General

4.2.1.1. The Wild Open phase is broken down into two weeks

4.2.1.2. Each region will play a total of four (4) online swiss brackets over the course of two weeks

4.2.1.2.1. Each bracket has a player cap of 128 persons.

4.2.1.3. Players must complete a preliminary check in on Tournament platform before the bracket begins for the day:

4.2.1.3.1. Check-in opens: 75 minutes before the Tournament start time for all regions.

4.2.1.3.2. Check-in closes: 15 minutes before the Tournament start time for all regions.

4.2.2. Format

4.2.2.1. Wild Best of 3 Conquest format with one ban.

4.2.2.2. Each player must submit three (3) unique decks of different classes.

4.2.2.3. The top 8 players from each of the two (2) Wild Open brackets per region will be placed into a single elimination tournament taking place on the following Sunday ("Wild Playoffs"). (See Section 4.2.5 - Wild Playoffs for more information).

4.2.3. Score Submissions

4.2.3.1. The Winner of each match is responsible for submitting the results of their match on Battlefy.com including the Class that each player used.

4.2.3.2. All players are highly encouraged to save the results of each game to protect the player against match disputes.

4.2.4. Tiebreakers

4.2.4.1. During the course of a Swiss tournament, some players will accumulate the same number of wins. To accurately rank players in the tournament, three tiebreaker calculations will be used and applied in the following order:

4.2.4.1.1. The sum of your opponents' win/loss records

4.2.4.1.2. The sum of your opponents' first tiebreaker

4.2.4.1.3. The rounds in which you lost (later rounds is better)

4.2.4.2. For full details on these tiebreakers, please refer to this [Tiebreaker Explanation](#)

4.3. Wild Playoffs

4.3.1. General

4.3.1.1. Eligible players will automatically be placed into the Battlefy bracket.

4.3.1.2. This playoff phase is broken down into two weeks

4.3.2. Format

4.3.2.1. The top 8 players from each of the two (2) Wild Open brackets will compete in a combined 16 person single elimination bracket per region

4.3.2.2. Players must submit three (3) unique deck codes of different classes.

4.3.2.3. Players will be seeded based on their standing in the Wild Open bracket. Players coming from the same Wild Open bracket will not be placed in first round matches together.

4.3.2.4. The top 4 players from each Wild Playoffs tournament will qualify for the next phase (Wild Regional Finals).

4.3.3. Wild Open and Playoff Schedule

Wild Open and Playoffs: Week 1		
Americas	Asia	Europe
Open Feb. 22, 2018 10:00 a.m. PST	Open Feb. 24, 2018 10:00 a.m. KST	Open Feb. 24, 2018 4:00 p.m. CET
Playoffs Feb. 25, 2018 10:00 a.m. PST	Playoffs Feb. 25, 2018 10:00 a.m. KST	Playoffs Feb. 25, 2018 4:00 p.m. CET

Wild Open and Playoffs: Week 2		
Americas	Asia	Europe
Open March 3, 2018 10:00 a.m. PST	Open March 3, 2018 10:00 a.m. KST	Open March 1 2018 4:00 p.m. CET
Playoffs March 4, 2018 10:00 a.m. PST	Playoffs March 4, 2018 10:00 a.m. KST	Playoffs March 4, 2018 4:00 p.m. CET

4.4. Wild Regional Finals

4.4.1. General

- 4.4.1.1. Matches will be broadcast online. Players must wait until they are signaled to play by a Tournament organizer to begin their matches.
- 4.4.1.2. Players with a working Skype Account and webcam must work with Tournament Organizer to appear on broadcast and additionally hold interviews as necessary.
- 4.4.1.3. Eligible players will receive Battlefy join codes for registration purposes.
- 4.4.1.4. Registration will close 12 hours before the Tournament start time.

4.4.2. Format

- 4.4.2.1. Matches are played in the Wild Best of 5 Conquest format with one ban.
- 4.4.2.2. Players must submit four (4) unique deck codes of different classes.
- 4.4.2.3. Two (2) separate four (4) person single elimination brackets will be played until one (1) winner from each bracket is decided.
- 4.4.2.4. Players will be seeded based on their standing from Wild Playoffs. Players from the same Wild Playoffs bracket will not be placed in first round matches together.
- 4.4.2.5. The single winner from each Wild Regional Finals bracket will move on to the next phase of the Tournament (Wild International Finals).

4.4.3. Wild Regional Finals Schedule

Tournament Start Time		
Americas	Asia	Europe
March 7 9:00 a.m. PST	March 9 9:00 a.m. KST	March 6 9:00 a.m. CET

4.5. Wild International Finals

4.5.1. General

- 4.5.1.1. This phase will be a live, in-studio event in Burbank, California.
- 4.5.1.2. Travel and accommodation for eligible players will be provided.
- 4.5.1.3. The top 2 players from each Wild Regional Finals Tournaments and 2 players from a to-be-determined Official Tournament will be invited.

4.5.2. Format

- 4.5.2.1. Wild Best of 5 Conquest format with one ban.
- 4.5.2.2. Each player in the Tournament will submit four (4) unique decks of different classes.
- 4.5.2.3. Players will compete in a single elimination 8 person bracket until a winner is decided.

- 4.5.2.4. Players qualifying from the same region cannot be placed in first or second round matches together.
- 4.5.3. Date
 - 4.5.3.1. Saturday March 31, 2018
 - 4.5.3.2. Please expect the Wild International Finals to be a multi-day event (travel, rehearsals, etc).

5. PRIZING

5.1. Prizing Schedule

Prizing Schedule	
Total Prizing	USD \$25,000.00
1st Place	USD \$8,000.00
2nd Place	USD \$5,000.00
3rd - 4th Place	USD \$3,000.00 each
5th - 8th Place	USD \$1,500.00 each

6. PLAYER CONDUCT

- 6.1. Players are expected to read and comply with the Handbook expectations on player conduct.
- 6.2. Player conduct, rule infractions, penalties and disciplinary procedures for the Tournament are governed by the terms contained in the [Handbook](#) (Section 6 and 7 for all Player Conduct details).

7. MISCELLANEOUS

7.1. Changes to these Official Rules

- 7.1.1. These Official Rules and the Handbook contain the rules, policies and practices of Blizzard for the Tournament 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 Tournament are superseded.
- 7.1.2. 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 the Tournament or any player's participation in the Tournament

should viruses, bugs, unauthorized human intervention, hacks or other causes beyond Blizzard's control affect the administration, security or proper play of the Tournament, or Blizzard otherwise becomes (as determined in its sole discretion) incapable of running the Tournament as planned.

- 7.1.3. Due to server capacity and other technical limitations beyond the control of Blizzard, Blizzard reserves the right to limit the number of players in the Tournament.

7.2. Communications

- 7.2.1. We both agree that these Official Rules and [the Handbook](#) together constitute a written agreement signed by both you and Blizzard under applicable law.
- 7.2.2. 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.