



**2018 HEARTHSTONE® GLOBAL GAMES OFFICIAL
COMPETITION RULES**

TABLE OF CONTENTS

1.	INTRODUCTION	1
2.	HEARTHSTONE GLOBAL GAMES	1
	2.1. Acceptance of the Official Rules	1
3.	PLAYER ELIGIBILITY REQUIREMENTS	1
	3.1. Regional Eligibility	1
	3.2. Citizenship Requirements	2
4.	GLOBAL GAMES QUALIFICATION PATHS	2
	4.1. Global Games Period	2
	4.2. Hearthstone Competitive Points	2
5.	TOURNAMENT STRUCTURE	3
	5.1. Tournament Rules	3
	5.2. Hearthstone Global Games Qualifying Tournament	3
	5.3. Hearthstone Global Games Finals Tournament	5
	5.4. Prize Awards	6
	5.5. Travel and Expenses	6
6.	PLAYER CONDUCT	6
	6.1. Player Conduct	6
7.	GENERAL (BUT IMPORTANT) TERMS AND CONDITIONS	6
	7.1. Changes to these Official Rules	6
	7.2. Communications	7
8.	GLOSSARY	8

1. INTRODUCTION

These 2018 Hearthstone Global Games Official Competition Rules (“Official Rules”) govern qualification for and competitive play of Hearthstone in the 2018 Hearthstone Global Games (“HGG”).

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 Global Games, as well as abiding by these Official Rules and adhere to the terms of the Handbook in order to remain eligible to play in the Global Games and receive prizes. Official Rules are explained below. The Handbook can be found here: blizz.ly/HSrules

2. HEARTHSTONE GLOBAL GAMES

2.1. Acceptance of the Official Rules.

- (a) You may accept these rules by signing or accepting a Player Participation Form, either in print or online. You also indicate your acceptance to these Official Rules if you enter and participate in any game or match that is part of Global Games.
- (b) 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.
- (c) 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 Global Games.

3. PLAYER ELIGIBILITY REQUIREMENTS

3.1. Regional Eligibility.

- (a) You may participate in the Global Games if, as of January 1, 2018, you are a citizen of one of the following counties or regions: Austria, Belarus, Belgium, Bulgaria, Croatia, Czech

Republic, Denmark, Finland, France, Germany, Greece, Hungary, Israel, Italy, Kazakhstan, Netherlands, Norway, Poland, Portugal, Romania, Russia, Spain, Slovakia, Sweden, Switzerland, Turkey, Ukraine, United Kingdom, Australia, China, Hong Kong, Indonesia, Japan, South Korea, Malaysia, New Zealand, Philippines, Singapore, Taiwan, Thailand, Vietnam, Argentina, Brazil, Canada, Chile, Mexico, Peru, and the United States of America.

- (b) Eligibility, residency requirements, minimum age requirements and ineligible players are further described in section 3 of the Handbook.

3.2. Citizenship Requirements.

- (a) If you want to participate in Global Games, you must provide Blizzard with proof that you are a citizen of a country in the Americas, Asia, China, or Europe region whose citizens are eligible to participate in Global Games.

4. GLOBAL GAMES QUALIFICATION PATHS

4.1. Global Games Period.

- (a) Qualification for the Global Games shall commence on January 1, 2018, at approximately 12:01 a.m. Pacific Time, and is expected to conclude on March 31, 2018.

4.2. Player Selection.

- (a) Players selection for the Global Games will be based on player individual standings within the 2018 Hearthstone Competitive Season 1 Points (“points”) ranks, with players at higher ranks getting selected ahead of players at lower ranks. You can find more information about Hearthstone Competitive Points in 2018/2019 Hearthstone® Championship Tour Official Competition Rules.

In case of a tie for either the anchor position, or the last place in the voting pool the tiebreaker will be based on the 2017 Last Call point total. A player with a higher 2017 Last Call point total will have priority.

- (b) During Global Games Period, there are two ways to qualify for Global Games:

- Blizzard shall, in its discretion, attempt to contact up to nine (9) Hearthstone Players (“Players”) from each of the countries whose citizens are eligible to participate in this Tournament (“Players”), to determine if the Player would be interested in competing on his /her country’s National Team in the Tournament. If a Player confirms to Blizzard that he/she is interested in competing on the Player’s National Team in the Tournament, Blizzard shall identify the Player as a potential national Tournament player to the other Hearthstone Players who reside in the Player’s country of residence, who shall then vote on the Players on which Players that the Hearthstone community would recommend that Blizzard invite to the Tournament to represent that particular country’s National Team. Thereafter, Blizzard then may invite three (3) Players at its discretion to form a team to represent that particular Eligible Country to compete in the Tournament (“National Team”); or
- One Player will be selected by Blizzard as a player for his/her National team based on their 2018 Hearthstone Competitive Season 1 Points Total. Points are earned toward this Hearthstone Point Total based on performance, with better results awarding more points. The highest point earner will be contacted by Blizzard. If the player confirms to Blizzard that he/she is interested in competing on the Player’s National Team in the Tournament, Blizzard shall invite the Player to the National Team. If the player declines or does not respond within 120 hours from the contact by Blizzard (via email to their registered Battle.net Account’s email address) then Blizzard will reach out to the next highest 2018 Hearthstone Season 1 Point Earner for that country. This process will repeat until a Player accepts.
- Blizzard shall also designate the captain of each National Team from the players that Blizzard selects to compete on a National Team.

5. TOURNAMENT STRUCTURE

5.1. Tournament Rules.

- (a) Hearthstone Global Games tournament is governed by these Official Rules and the terms contained in the Handbook.
- (b) For all Global Games 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. Card decks created on other regions’ servers are not eligible for play in Global Games matches, unless a different ruling is decided by the Blizzard Esports team.

5.2. Hearthstone Global Games Qualifying Tournament.

- (a) The forty-eight (48) National Teams as created and invited by Blizzard Entertainment will be

invited to compete in the Hearthstone Global Games Qualifying Tournament.

- (b) Blizzard, in its sole discretion, will determine the dates, times and locations for the Hearthstone Global Games Qualifying Tournament Matches.
- (c) In the first Stage, the forty-eight (48) National Teams will be randomly seeded into a standard Swiss-pairing style (“Swiss”) tournament, where they will compete over the internet for 6 rounds of Swiss pairings to determine the sixteen best finishers based on match scores and tiebreakers (“Round of Sixteen”). 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 team through their Global Games Qualifying Tournament. Starting with the team with the best record, teams are randomly paired against other teams with the same record that they have not played previously in the tournament. If there are no teams left with the same record, the remaining teams will be paired against a random team with the next best record. This process continues until there are no matches able to be created. Any remaining team receives a bye. Ties will be determined by a set of tie breakers determined by the organizer.

- (d) Tiebreaker for the Swiss portion of the tournament are as follows:

Tiebreaker #1 represents the performance of players that a player has played over the course of the tournament. Players that played against stronger opponents will be ranked higher within the tournament. The formula to calculate the number is: total the number of points each opponent contributes. Opponents contribute +1 point for each win they accumulate throughout the tournament and -1 for each loss they accumulate throughout the tournament. Each single opponent may never contribute less than -3 points to a player’s first tiebreaker.

Tiebreaker #2 represents the performance of the opponents that all of a player’s opponents played. Players that played against opponents who consistently played against stronger opponents throughout the tournament will be ranked higher. The formula to calculate the number is: total the sum of Tiebreaker One for all opponents that the player played.

Tiebreaker #3 represents the importance of the rounds in which you lost. Players losing in later rounds will be ranked higher within the tournament. The formula to calculate this number is the sum of the squares of the rounds in which the player lost.

- (e) The Round of Sixteen will be determined by the 16 teams with the best Swiss match record. Any teams with the same match record will be ranked according to their tie-breakers. The Round of Sixteen is a dual tournament 16 team round. Teams will be seeded into four (4) groups based off their match scores from the Swiss rounds. Eight teams who will manage to advance from their groups will earn a berth into the Hearthstone Global Games Finals Tournament.
- (f) All matches in Hearthstone Global Games will utilize a best of five, nine class draft format followed by a blind pick class selection for each round. Both teams will submit nine unique classes and decklists prior to the event. Before the match starts both Teams' captains will be contacted by the tournament admin to start the class draft that will happen in the following order: ban, pick, pick, ban, ban, pick, pick, ban, pick. Each step of the class draft will be happening simultaneously with both teams aware of the opposing picks. After 5 classes are drafted by both teams the admin will prompt the captains to start the blind pick class selection for each round (from the previously drafted pool of classes). The blind pick class selection also happens simultaneously with both teams aware of the opposing picks. After all classes are selected and assigned to their respective match rounds the match lineup is finalized.

For a better visualization of this format please look at the below example:

1. Both teams prepare a lineup of 9 different classes.
 2. Admin simultaneously asks both teams to ban an opposing class in secret.
 3. After bans are revealed by an admin both teams are asked to pick 2 classes in secret. The admin reveals the picks to both teams.
 4. The ban-pick process continues till no classes are remaining in the following order ban, ban, pick, pick, ban, pick.
 5. With five classes selected per team, the admin will ask for player and class order for every match.
 6. Both teams simultaneously communicate to admin in secret who is going to play game 1 and which class is going to be used. Admin then shares that information with both teams.
 7. This process continues till both lineups are complete.
 8. All of the above steps happen at least 1 hour before the match starts and both teams won't be able to make any changes to player roster, or lineup after they are finalized.
- (g) The card *Whizbang the Wonderful* is not allowed in this tournament and may not be submitted as part of any decklist submission.
- (h) All decklists are open and will be revealed publicly after all decklists are submitted and the submission deadline has passed for the tournament week, or phase.
- (i) Before the match begins, each Team Captain will submit the play order of players piloting 5 classes previously assigned to specific match rounds. Both Team Captains will communicate their play order to the Blizzard representative in charge of their match at the same time "blind". After each 'National Team' has submitted their play order the order will be revealed to the opposing team and play will commence. Each player on the team has to be assigned to a least 1 of the first 4 games, if they are present for the day. A player can't play more than 2 games per match.
- (j) The 'National Teams' which are comprised of four (4) players in the Hearthstone Global Games Qualifying Tournament will earn the following prizes per player/team after the completion of all games/matches as designated by Blizzard Entertainment:

Global Games Qualifying Tournament		
9th – 12th Places	Player: USD \$2,500	Team Total: USD \$10,000
13th – 16th Places	Player: USD \$2,000	Team Total: USD \$8,000

Global Games 17 th – 48 th Places Prizing		
4-2 score	Player: USD \$1,200	Team Total: USD \$4,800
3-3 score	Player: USD \$1,100	Team Total: USD \$4,400
2-3 score	Player: USD \$1,000	Team Total: USD \$4,000
1-3 score	Player: USD \$900	Team Total: USD \$3,600
0-3 score	Player: USD \$800	Team Total: USD \$3,200

5.3. Hearthstone Global Games Finals Tournament.

- (a) The Hearthstone Global Games Finals will consist of the top eight (8) 'National Teams' that have

advanced from the Hearthstone Global Games Qualifying Tournament.

- (b) For the Round of Eight Blizzard may, in its sole discretion, choose to provide lodging and transportation for the players who reach the Round of Eight to a location where the players will compete in a studio, 'off line,' to determine the winner of the Hearthstone Global Games Finals Tournament.
- (c) For the Round of Eight, the 'National Teams' will be seeded into two Dual Tournament four team groups, to play in Best of 5 Tournament.
- (k) The Round of Eight will consist of a single-elimination bracket until the 2018 Global Games Champions are crowned. The bracket will be seeded at random via a random draw from the pool of 8 teams. Matches will utilize a nine class draft format followed by a blind pick class selection for each round. Both teams will submit nine unique classes and decklists prior to the event. Before the match starts both Teams' captains will be contacted by the tournament admin to start the class draft that will happen in the following order: ban, pick, pick, ban, ban, pick, pick, ban, pick. Each step of the class draft will be happening simultaneously with both teams aware of the opposing picks. After 5 classes are drafted by both teams the admin will prompt the captains to start the blind pick class selection for each round (from the previously drafted pool of classes). The blind pick class selection also happens simultaneously with both teams aware of the opposing picks. After all classes are selected and assigned to their respective match rounds the match lineup is considered to be finalized.
- (l) Before the match begins, each Team Captain will submit the play order of players piloting 5 classes previously assigned to specific match rounds. Both Team Captains will communicate their play order to the Blizzard representative in charge of their match at the same time "blind". After each 'National Team' has submitted their play order the order will be revealed to the opposing team and play will commence. Each player on the team has to be assigned to a least 1 of the first 4 games, if they are present for the day. A player can't play more than 2 games per match.
- (d) The winners of the Hearthstone Global Games will win USD \$50,000, second place will earn \$40,000, and third/fourth places will earn \$30,000.
- (e) The 'National Teams' which are comprised of four (4) players in the Hearthstone Global Games Finals Tournament will earn the following prizes per player/team after the completion of all games/matches as designated by Blizzard Entertainment:

Global Games Finals Tournament		
1st Place	Player: USD \$12,500	Team Total: USD \$50,000
2nd Place	Player: USD \$10,000	Team Total: USD \$40,000
3rd /4th Places	Player: USD \$7,500	Team Total: USD \$30,000
5th – 6th Places	Player: USD \$5,000	Team Total: USD \$20,000
7th – 8th Places	Player: USD \$3,000	Team Total: USD \$12,000

5.4 Prize Awards.

- a) For terms and conditions relating to the awarding of Tournament prizing, see Section 4.8 of the

Handbook.

5.5. Travel and Expenses.

- a) For terms and conditions relating to travel and expenses, see Section 4.9 of the Handbook.

6. PLAYER CONDUCT

6.1. Player Conduct.

- (a) Player conduct, rule infractions, penalties and disciplinary procedures for the 2018 Hearthstone Global Games are governed by the terms contained in the Handbook.

7. GENERAL (BUT IMPORTANT) TERMS AND CONDITIONS

7.1 Changes to these Official Rules.

- (a) These Official Rules and the Handbook contain the rules, policies and practices of the Blizzard for the Global Games 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 Global Games 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 the Global Games or any player's participation in the Global Games should viruses, bugs, unauthorized human intervention, hacks or other causes beyond Blizzard's control affect the administration, security or proper play of the Global Games, or Blizzard otherwise becomes (as determined in its sole discretion) incapable of running the Global Games as planned.
- (c) 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 Global Games.

7.2 Communications.

- (a) We both agree that these Official Rules and the Handbook together constitute a written agreement signed 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 the Global Games, please email them to HearthstoneAdmin@blizzard.com or send written questions to: **2018/2019 Hearthstone Global Games/o Blizzard Entertainment Esports, P.O. Box 18979, Irvine, CA 93623.**

8. GLOSSARY

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

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

“**Commencement Date**” means January 1, 2018, at approximately 12:00 a.m. Pacific Time.

“**Handbook**” means the 2018 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 2018 Hearthstone Global Games Official Competition Rules (*i.e.*, the terms as set forth this document).

“**Points rank**” refers to the standings of players based on the Hearthstone Competitive Points they have earned toward their points rank from, for example, engaging in Standard Ranked Play on the Hearthstone Ladder or competing in certain HCT tournaments.

“**Seasonal Points rank**” refers to a points rank that will reflect only the points accumulated during that particular Season (Season 1, Season 2, or Season 3).

“**Season 1**” refers to tournament activity between January 1st 2018 and March 31st 2018.

“**Global Games Period**” means the period starting on the Commencement Date and continuing through the end of the Global Games period, which is expected to conclude on or about November 31, 2018.

“**Your Brand Materials**” means your name, nickname, BattleTag, logo, initials, likeness, image, photograph, animation, autograph, voice, public persona, biographical information and backstory.