

2019 Hearthstone Wild Open Official Competition Rules

Version 1.0

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1. Introduction

These 2019 Hearthstone Wild Open Official Competition Rules (“Official Rules”) govern qualification for and competitive play of the 2019 Hearthstone Wild Open (the “Tournament”), which will be administered by Blizzard Entertainment, Inc. (“Blizzard”).

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, prize awards, sponsorships, player conduct, etc.

You must accept these Official Rules and the terms of the Handbook as a condition of participation in the Tournament, as well as abide by these Official Rules and adhere to the terms of the Handbook in order to remain eligible to play in the Tournament and receive prizes. Official Rules are explained below. The Handbook can be found here: <https://bnetcmsus-a.akamaihd.net/cms/gallery/u3/U3JP7PF6YSVD1515800692329.pdf>

2. 2019 Hearthstone Wild Open

2.1. Acceptance of the Official Rules

- A. You indicate your acceptance to these Official Rules if you enter and participate in any game or match that is part of the Tournament.
- B. If you are under the legal age of majority in your country of residence, but over the age of 13 (a “Minor”), you may still enter and be an eligible participant if you otherwise meet all of the eligibility criteria set forth herein and one of your parents or legal guardians read and agree to 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 set forth herein, you may not participate in the Tournament.

2.2. Applicability of the Official Rules

- A. These Official Rules govern play in the Tournament.
- B. If you violate these Official Rules, the Handbook or the Website Terms (as defined in the Handbook), you may be subject to game forfeitures, prize forfeitures, disciplinary action, and legal claims as explained below and in the Handbook.

3. Player Eligibility Requirements

You may only participate in the Tournament for the region that you are a legal resident in as of February 1st, 2019. The section below explains what countries are a part of each region.

- A. You may participate in the Asia Pacific portion of the Tournament if, as of February 1st, 2019, you are a legal resident of one of the following countries: Hong Kong, Japan, Macau, South Korea, and Taiwan.
- B. You may participate in the Americas region of the Tournament if you, as of February 1st, 2019, are a legal resident of one the following countries: 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.
- C. You may participate in either the Asia or Americas region of the ladder qualifiers if, as of February 1st, 2019, you are a legal resident of one of the following countries: Australia, Indonesia, India, Malaysia, New Zealand, The Philippines, Singapore, Thailand, and Vietnam. You may only choose to participate in ONE (1) of the above regions. For the playoffs phase and onwards, you must play in the Asia region. You may request super accounts in the case that you qualified through the Americas ladder and are a resident of the aforementioned countries.
- D. You may participate in the China portion of the tournament if, as of February 1st, 2019, you are a legal resident of China.
- E. You may participate in the Europe portion of the Tournament if, as of February 1st, 2019, 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 United Kingdom.

4. Tournament Structure

4.1. Tournament Rules

- A. This Tournament is governed by these Official Rules and the terms contained in the Handbook.
- B. For all Tournament matches, each player will use Hearthstone card decks that they have created (using cards they have collected) on the region's servers where the tournament is held. Card decks created on other regions' servers are not eligible for play in Tournament matches.
- C. All phases of the Tournament will maintain an open deck list format.
- D. All matches will be played in Conquest with one (1) ban format with three (3) or four (4) classes per player each match depending on the phase in the Wild format. Details on tournament formats are outlined in the Handbook.

4.2. Tournament Phases

Phase	Date	Region
Ladder Open Qualifiers	January 1st, 2019 - January 31st, 2019	All regions except China
Wild Playoffs	February 16 - 17, 2019	All regions except China
Wild Finals	March 2 - 3, 2019	All regions

4.2. Registration

- A. Players that finish the January 2019 Wild ladder season in the top 100 Legend ranks in the region that they have legal residency will receive invitations to this tournament. Players may not qualify in any other region and will be disqualified for qualifying in multiple regions. In the event that ineligible players are removed from the top 100 list for a region, the next ranked player(s) in that region will be invited instead.
- B. Chinese players should defer to the Chinese Hearthstone website for instructions on how to qualify.
- C. Players will receive a Battlefy invitation link to register for the Playoffs as a part of their invitation.

4.3. Decklists

- A. Each player must submit decklists from unique classes prior to the start of the Playoff and Final phases of the Tournament. Players must submit decks for each phase.
- B. Decklists must be submitted at least 5 days before the start of the first match of that phase.

4.4. Supplemental Verification

- A. Blizzard has the right to request residency verification from players at any time during the Tournament.
- B. In order to prove residency, you must provide Blizzard with a Battle.net Account for verification purposes, and the country of residence of your Battle.net Account must be one of the eligible countries in the region where the Tournament is held. Your BattleTag must match the tag of your public persona, Blizzard or a Tournament administrator must pre-approve your BattleTag before you can enter the Tournament, and you are not eligible to change the approved BattleTag until the end of the Tournament.
- C. Players who are unable to provide verification will forfeit their position in the Tournament(s).

4.5. Wild Ladder Open Qualifier

- A. The top 100 Wild Ladder players at the end of the January 2019 season for each region excluding China will receive invites to the Wild Playoffs. You may only qualify for the ladder of the region that you are a legal resident. Qualifying through any other region will not count for your invite and qualifying through multiple regions will result in disqualification from qualifying altogether.

- B. The timeframe of the Wild ladder is from January 1st, 2019 through January 31st, 2019 for your respective region excluding China.

4.6. Wild Playoffs

- A. Eligible players will be emailed a join code into a Battlefy bracket.
- B. Wild Playoff Schedule

Americas	Asia	Europe
Day 1 Feb. 16, 2018 10:00am PST	Day 1 Feb. 16, 2018 10:00am KST	Day 1 Feb. 16, 2018 10:00am CET

- C. Players must complete a preliminary check in on Battlefy before the bracket begins for the day:
 - i. Check-in opens: 75 minutes before the Tournament start time for all regions.
 - ii. Check-in closes: 15 minutes before the Tournament start time for all regions
- D. Format
 - a. Each region excluding China will play a number of online swiss rounds over the course of two days. The amount of swiss rounds is determined by the amount of players qualified. Please refer to the Handbook for details on the swiss tournament format.
 - b. The top 8 players from each region’s playoff swiss rounds will play in a single elimination bracket to determine the top 2 players from each region.
 - c. The top 2 players from each region will advance to the Wild Finals.
 - d. The phase will be played in a Wild best of 3 Conquest format with one ban.
 - e. Each player must submit three (3) unique decks of different classes.
- E. Score Submission
 - a. The Winner of each match is responsible for submitting the results of their match on Battlefy.com including the Class that each player used.
 - b. All players are highly encouraged to save the results of each game to protect the player against match disputes.
- F. Tiebreakers
 - a. 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:
 - i. 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.
 - ii. 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 #1 for all opponents that the player played.

- iii. 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 that you lost in.

4.7. Wild Finals

- A. Matches will be broadcast online. Players must wait until they are signaled to play by a Tournament administrator to begin their matches.
- B. Players with a working Skype Account and webcam must work with Tournament administrators to appear on broadcast and additionally hold interviews as necessary.
- C. The top 2 players from each region's Wild Playoffs and 2 players from the China region will be invited.
- D. Invited players will receive a join code into the Battlefy bracket.
- E. Format
 - a. A eight (8) person single elimination bracket will be played until one (1) winner is decided.
 - b. The phase will be played in a Wild best of 5 Conquest format with one ban.
 - c. Each player must submit four (4) unique decks of different classes.
 - d. Players will be randomly seeded. Players will not be placed on the same side of the bracket as a player from their region.
 - e. Matches will be played on the Americas server region. All players will be given super accounts for this portion of the tournament.
- F. The tournament will start at approximately 8am PST March 2nd

5. Prizes

5.1. Prizing

Winners of the Tournament will earn the following prizes:

Prizing	
Total Prizing	USD \$30,000.00
1st Place	USD \$11,000.00
2nd Place	USD \$7,000.00

3rd - 4th Places	USD \$3,000.00 each
5th-8th Places	USD \$1,500.00 each

5.2. Prize Award Terms. All prize awards for the Tournament will be subject to the terms and conditions described in Section 4.8 of the [Handbook](#).

6. Player Conduct

A. Tournament player conduct is governed by the terms contained in the [Handbook](#).

7. Rule infractions

A. Rule infractions, penalties and disciplinary procedures for the Tournament are governed by the terms contained in the [Handbook](#).

8. Limitations of Liability and Disclaimers

Limitations of Liability and Disclaimers for the Tournament are governed by the terms contained in the [Handbook](#). YOU SHOULD REVIEW THESE TERMS CAREFULLY. THESE TERMS LIMIT THE LIABILITY OF BLIZZARD AND THE OTHER MEMBERS OF THE BLIZZARD GROUP TO YOU FOR ALL HARM, DAMAGES, INJURY OR LOSS IN CONNECTION WITH THE TOURNAMENT.

9. Use of Your Brand Material and Personal Data

Use of Your Brand Material and Personal Data for the Tournament are governed by the terms contained in the [Handbook](#).

10. Resolution of Disputes

Resolution of Disputes for the Tournament are governed by the terms contained in the [Handbook](#). YOU SHOULD REVIEW THESE TERMS CAREFULLY. THESE TERMS LIMIT YOUR AND BLIZZARD'S ABILITY TO LITIGATE CLAIMS IN COURT AND YOU AND BLIZZARD EACH AGREE TO WAIVE YOUR RESPECTIVE RIGHTS TO A JURY TRIAL.

11. General (But Important) Terms and Conditions

11.1 Blizzard Copyrights and Trademarks.

- A. These Official Rules, the Tournament and all accompanying materials are copyright © 2018-2019 Blizzard Entertainment, Inc., and its respective licensors. All rights are reserved.
- B. Nothing in these Official Rules or your participation in the Tournament grants to you, by implication, waiver, estoppel or otherwise, any right or license to use or display any name, logo, service mark, or trademark of Blizzard or any other Blizzard Group member.

11.2 Changes to Hearthstone.

- A. Blizzard reserves the right to patch, update or improve Hearthstone at any time to fix bugs, change balance or add features or functionality as deemed appropriate by Blizzard, in its sole discretion, without suspending or canceling the Tournament.
- B. You agree that Blizzard will not be liable to you for any changes to Hearthstone or these Official Rules.

11.3 Changes to these Official Rules.

- A. These Official Rules contain the rules, terms, and conditions 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.
- B. Blizzard reserves the right to 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.
- 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 Tournament.

11.4 No Employment Relationship.

- A. You agree that you are not an employee or contractor of Blizzard or any other Blizzard Group member and are not entitled to employee or fringe benefits.
- B. Nothing in these Official Rules shall be deemed or construed to create a partnership, joint venture or similar relationship or create fiduciary duties or responsibilities on the part of Blizzard.