

StarCraft® II: War Chest Team League Rules

Welcome!

Welcome to the 2020 StarCraft® II: War Chest Team League which is presented and operated by Jonathan Ward under license from Blizzard Entertainment!

The Event-specific rule set, detailed below, will provide you with specific guidelines on how the War Chest Team League will run, and how everyone will need to prepare for your matches.

We will strive to provide a very fair and transparent environment for all to compete in, so that you can feel comfortable and give your best performance. Please feel free to reach out to the tournament organizer if you need any help!

GL & HF!

War Chest Team League Summary

The War Chest Team League is a team-based competition, where players are selected to play on one of several teams “captained” by a well-known caster in the StarCraft® II community. The “Team Captains” will be drafting a team of eligible players, who will then compete as a team for the remainder of the league.

Each team will have four players, and these teams will compete in a round-robin, “Proleague-style” competition. During each “team battle”, each of the four players on a given team will play a single match against a member of the opposing team. Should the map score be tied 2-2 after 4 games, an “Ace” match will be played in which a single member of each team will be sent out on the final map.

The total map score (as set out below) will determine a winner for each team matchup, with the winning team receiving additional prizing and the winning “Team Captain” receiving prizing as well. At the end of the Round Robin phase, teams will be ranked according to total map wins, with the 6 top-performing teams advancing to the Playoffs. Teams will receive additional prizing based on how they perform during the Playoff Bracket phase.

1. Player Responsibility

1.1 Code of Conduct

All players who are participating in the War Chest Team League agree to behave in an appropriate and respectful manner towards other players, spectators, media, the press and the tournament administration team. Likewise, all players will be treated and respected equally as professionals by the tournament staff.

1.2 Drugs and Alcohol

Any drugs, alcohol, or other performance enhancers are strictly prohibited during the entire process of the tournament. The usage of any of these substances will result in exclusion from the tournament and may result in the exclusion from future tournaments hosted by the tournament organizer and/or Blizzard Entertainment.

1.3 Cheating and Collusion

Any cheating or collusion will result in a forfeit of the game and disqualification from the tournament. Additionally, the player may be banned from future tournaments that will be hosted by the tournament organizer and/or Blizzard Entertainment, and the player may also have all of their licenses to all Blizzard games revoked.

1.4 Providing Information

In order to receive prizes, players will be required to provide necessary and sufficient information

including personal information such as name, address, phone number, e-mail address, bank information, as well as a completed and executed IRS form W-8, or W-9, as applicable, for the tournament organizer to be able to contact them and to process the prize money payments. Please contact the tournament organizer for a complete list of documentation.

2. Tournament Eligibility, Information, and Prizing

2.1 Event Eligibility

Players must receive an invite to participate in the War Chest Team League, or register through the Open Signups. Players must be selected by a Team Captain to participate in the league.

- 9 players will be invited based on WCS Circuit 2019 standings where available
- 9 players will be invited based on WCS Korea 2019 standings where available
- An additional 18 players will be selected from the Open Signups
 - A signup form will be posted prior to the Draft by the tournament organizer wherein players who have achieved a rating of 1500 or more on Aligulac.com at any time between February 26, 2020 (List 261) and June 17, 2020 (List 269) may sign up for “Wild Card” slots
 - Please note that signing up as a potential “Wild Card” does not guarantee you will be selected to play on a team
- Each Team Captain must select two players from the list of invited players and two players from the list of “Wild Card” players during the Draft phase
- Should players (once drafted) be forced to drop out of the tournament for any reason, replacement players will be selected from the “Wild Card” pool of players by the appropriate Team Captain, should they still be available to participate

2.2 Tournament Format

The tournament consists of a Draft phase, a Round Robin phase, and a Playoffs phase.

- The Draft phase consists of a single day in which casters, acting as Team Captains, will perform a Snake Draft to select teams of 4 players each from eligible invited players and Wild Card players. The order of the Draft shall be determined by random draw

- The Round Robin phase will consist of a series of team vs. team matchups, with prizing awarded based on the results of each match
 - Each match will be Proleague-style, best of 5
 - Each player will play once
 - The first four matches are always played
 - An Ace match is only played if the score is tied 2-2 at the end of the 4th map, in which case each Team Captain selects one player to send out
 - Maps and map order for each match will be determined by the tournament organizer and preannounced.
 - Teams will submit their player lineup in advance of the competition, selecting one player to send out on each (non-Ace) map
 - Teams will receive points in the standing for each Map Win
- The Playoffs phase will consist of a top 6, single-elimination bracket, with the highest-ranked teams from the Round Robin phase being seeded into the playoffs
 - Ties in the standings will be determined by overall match win, followed by overall map win differential (i.e., maps won less maps lost), followed by head to head score, followed by match score among tied teams, followed by ace player best of 1 round robin until victor emerges.
 - The 1st and 2nd seeds will be automatically seeded into the semifinals
 - The 3rd-6th seeds will be seeded into the quarterfinals
 - Playoff matches will be best-of-5, Proleague-style with an Ace match if the score is tied 2-2
 - If a team is defeated 3-0, the 4th map will not be played

2.3 Prizes

Players who participate in the War Chest Team League compete to earn the following prizes in USD:

Team Win, per player	\$400 USD
Team Loss, per player	\$150 USD
Team Captain's Team Wins	\$50 USD

In addition, the following prizes will be awarded for Playoffs stage finishes:

1 st Place team, per player	\$2,000 USD
1 st Place team, Team Captain	\$400 USD
2 nd Place team, per player	\$1,500 USD
2 nd Place team, Team Captain	\$200 USD
3 rd -4 th Place team, per player	\$1,000 USD
3 rd -4 th Place team, Team Captain	\$100 USD
5 th -6 th Place team, per player	\$500 USD

2.4 Prize Claiming

Upon conclusion of the War Chest Team League tournament period, players must provide the tournament organizer with full contact information to ensure that prize claims may be made.

3. General Tournament Rules and Operations

3.1 Map Pool

All maps will be the Blizzard Ladder Map official version, and will use the current season's maps at the time of the first day of competition. Click [here](#) for the latest on maps and other StarCraft II news.

3.2 Map Selection Procedure

Maps will be predetermined for each match by admin.

3.3 Match Rules

- Players are required to be ready and check in 30 minutes before the match starts, and complete game preparations including PC setup. Once prepared, the player must notify the tournament organizer
- All matches will be played on the Battle.net server determined by the tournament organizer
- Tournament organizers will host and start the matches
- Players may request a blind pick where each player will communicate their race to the tournament administration team before each match starts

- Players may not pause a game unnecessarily and should it be required, the player must inform their opponent and the tournament administration team immediately in the following manner: 1) type “PP” in the in-game chat, 2) physically raise his or her hand to notify organizers, in the case the keyboard is unresponsive
- Players who intentionally quit a game before it has ended without a tournament organizer’s permission will concede the game
- In the case of a technical issue, the tournament organizer may restart the game from the beginning at their discretion
- If any player is disconnected from a game, they are required to wait for a tournament administrator to verify the situation and make one of the following decisions depending on the nature of the disconnect:
 - Restart of the game from the beginning
 - Use “Recover game” option to start from an administrator designated point in time
 - Declare a winner or a forfeit
- In case of the situation where both players are unable to win the game, tournament organizer may declare a draw and the game will be replayed
- In order to dispute any game issue, players must notify their referee immediately. Once the next game has started, players may not protest results. The tournament administration may investigate past results at their discretion
- Players may not watch any replays in the middle of a match. If there are any games that remain in the match, players must rejoin the designated tournament administrator group within 1 minute
- Replays may be reviewed during down time in-between matches if available, as long as this does not cause any delay in the tournament

3.4 Match Offenses

- If a player does not follow any of the rules listed above, the player may receive a warning at the discretion of the tournament organizer
- If a player causes a delay beyond the designated exceptions, the player will receive a warning
- Player misconduct as defined in the player responsibilities will receive a warning at the discretion of the organizer
- In a single competition day, if a player receives
 - two (2) warnings will forfeit the next game
 - three (3) warnings will forfeit the next match
 - four (4) warnings will cause a disqualification from the event
- Players may request the status of their total warnings from the organizer
- Players may, at the discretion of the tournament organizer, be levied a fine for repeated offences, to be taken from that season’s winnings

3.5 Additional Rules

- All event-specific rules provided by the tournament organizer must be followed in the same manner as this rule set
- In the event of rules conflict, contact your tournament organizer for clarity

4. General Event Information

4.1 Tournament Organizer

Jonathon Ward is the organizer of this tournament which is operated under license from Blizzard Entertainment. Blizzard Entertainment is in no way responsible for any of the actions of the tournament operator or the operation of this tournament.

4.2 Prize Awards

The awarding of prizes is void where prohibited or restricted. No purchase is necessary to participate in the War Chest Team League.

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 the tournament organizer 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 event is held. Additional paperwork that the tournament organizer requests, including waivers and releases, must be submitted to the tournament organizer before the tournament organizer will provide the winner with any prize. Prizes are not transferable. No substitutions or exchanges (including for cash) of any non-cash prizes will be permitted, except that the tournament organizer reserves the right to substitute a prize of equal or greater value for any non-cash prize.

All participants must be verified by the tournament organizer (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 leaderboard) during a game or match does not entitle any participant to a prize.

As a condition of being awarded any prize, winners will be required to execute and deliver to the tournament organizer a signed affidavit of eligibility and acceptance of these Official Rules 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 within seven (7) 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 the tournament organizer.

The tournament organizer will post a list of winners on a Team Liquid thread no later than one month after the conclusion of the event.

5. Closing Note

The tournament organizer team wants every player to have a fun and memorable event. At the same time, please remember that this is a professional competition and we would like to ask that you conduct yourself in a respectful manner at all times during the entire tournament series.

We hope you will enjoy our tournament and wish you a good luck for your matches.

Thank you!