



# Hearthstone Format and Rules

## [Overview](#)

[Rule Inheritance](#)

[Rule Modifications](#)

## [Introduction](#)

[Tournament Structure](#)

[Format](#)

[Banned Cards](#)

[Sportsmanship](#)

[Game Client](#)

## [Matches and Scheduling](#)

[Bans/Queuing Decks](#)

[Decklists](#)

[Reporting](#)

[Competitive Integrity](#)

[Disconnects](#)

## [Prizes](#)



## Overview

### Rule Inheritance

These rules are based off of and should inherit from the Hearthstone Tournament Player Handbook which can be found at [https://bnetcmsus-a.akamaihd.net/cms/page\\_media/9s/9SJI6VTUP0WJ1583962816421.pdf](https://bnetcmsus-a.akamaihd.net/cms/page_media/9s/9SJI6VTUP0WJ1583962816421.pdf)

The rules outlined in this document are only additions, enhancements, or modifications to rules outlined in the Hearthstone Tournament Player Handbook.

### Rule Modifications

Rules may be changed leading up to the event at the discretion of appointed tournament officials and/or Nerd Street Gamers. Players are responsible for keeping up-to-date with the latest rules and at no point are tournament officials or N3rd Street Gamers responsible for announcing or notifying players of rule changes.

In the event a rule modification needs to occur after matches have begun, players will be notified during the event by tournament admins to the best of their ability.

## Introduction

All players are expected to understand and follow the rules outlined in this document and those inherited. In the event of a disagreement or discrepancy in the rules, tournament officials will make the final ruling on a case-by-case basis. Furthermore, all players are expected to complete and sign a Player Waiver (provided in a separate document) to be handed in on the day of the event.

### Tournament Structure

The tournament will take place over a number of swiss rounds based on the number of entrants with a top 8 playoff. Tiebreakers will be "HCT tiebreakers." They are as follows:

- Tiebreaker 1: W/L Sum
- Tiebreaker 2: First Tiebreaker Sum
- Tiebreaker 3: Timing



## Format

The tournament will be a best of 5 Conquest with a ban. Each player must submit 4 decks from unique classes prior to the start of the tournament. This tournament will also be played with open decklists.

## Banned Cards

The following cards are banned for this tournament:

- Whizbang the Wonderful
- Zayle, Shadow Cloak

## Sportsmanship

Any hostile actions during the event, including those physical and/or verbal, are grounds for disqualification and removal of a player.

## Game Client

During the event, no third-party clients besides Battlefy and Hearthstone Decktracker are to be used unless otherwise instructed by tournament officials.

## Matches and Scheduling

It is critical that all scheduled matches are started promptly in order for the event to complete on time. Players are expected to keep up to date on the bracket and will be required to check in within 10 minutes after the start of each round or be dropped from the event.

## Bans/Queuing Decks

Players will ban 1 deck on Battlefy after checking in for their match and challenging their opponent, but prior to playing their first game. As per Conquest rules, any deck may be queued for the first game. Following the first game players who win with a class may not use that class for the remainder of the match. In the event of a "misqueue" with a class that has already achieved victory or a class which the player has not registered for the tournament, players are to inform an admin immediately to have the issue resolved at said admin's discretion.

## Decklists

As this event will be played with open decklists, players may keep watch for discrepancies between what their opponent has played and what said opponent has registered for the



tournament. Sufficient proof must be provided for an admin to determine if a player has in fact played with a decklist other than what was submitted. This proof may be in the form of a screenshot of a card played by their opponent which is not in their list or via a HS DeckTracker Replay.

## Reporting

Players are expected to report their own matches on Battlefy. Although screenshots are not required for reporting, it is recommended that all players capture their Victory/Defeat screens for reference in the case of a match dispute. All disputes will be settled at the discretion of the tournament admins.

## Competitive Integrity

It is expected that players are competing individually and as such have no outside council either in person or via communication devices. Participating in what is colloquially referred to as "Stream Sniping," or watching one's own match while it is being played, is also not permitted. If a player is discovered to be committing either of these acts they will be subject to disciplinary action at the discretion of NSG and/or the tournament admins. Such actions may include a match loss or disqualification from the event based on the severity of the offense.

## Disconnects

In the event of a disconnect players should notify an admin immediately. If a player is disconnected for under 5 minutes they will receive a warning, between 5 and 10 minutes they will receive a game loss, and at 10 minutes they will forfeit the match and drop from the tournament unless they resolve the issue and request to remain.

## Prizes

The prize money will be given to each player individually unless arrangements are made otherwise. Players will be required to sign a W-9 Tax Form before receiving any prize distribution.