



## Hearthstone Korea Major Rules

### **1 The outline of the Korea Major and definitions**

- 1.1 Hearthstone Korea Major is held under the following rules.
- 1.2 Any other matters uninvolved with the following rules are managed by INVEN (broadcaster), BLIZZARD ENTERTAINMENT (game company) and shall be called ORGANIZER.
- 1.3 The referee of this Korea Major shall be conducted by members set forth by ORGANIZER who directly monitor a player's match and check for any violation of the rules.
- 1.4 The ORGANIZER may add and apply rules in relation to circumstances that are not specified in this document.
- 1.5 Any subjects related to the Korea Major can be enquired to [HS\\_KRmajor@inven.co.kr](mailto:HS_KRmajor@inven.co.kr)

### **2 The event and version**

- 2.1 The Korea Major is held with the latest version of Hearthstone currently serviced by

BLIZZARD ENTERTAINMENT.

- 2.2 If ORGANIZER feels the need to utilize a separately tool to host the championship, participants are to comply.

### **3 Qualifications of participants**

- 3.1 Each player must meet the Battle.net End User License Agreement applicable to their region.
- 3.2 A participant must possess a valid account under that participant's name. (anyone with a blocked account is unable to participate)
- 3.3 A participant must not have any disqualifying reason for broadcasting in South Korea.
- 3.4 A participant must not use a battletag and/or team name which includes vulgar or abusive language, and/or any word that encourages regionalism, and/or harms traditional customs.
- 3.5 A participant with a Battle.net account blocked for prospective reasons such as the use of auto program, manipulation of the match, and/or scripts, is not allowed to participate.
- 3.6 A participant with any other issue that may defame the prestige of the Korea Major can be disqualified by host parties.

### **4 Schedule**

- 4.1 Schedule (ALL date and time are in Korean Standard Time (KST))

Application period: 09:00 on September 8th, 2017 (Fri) - 24:00 on September 17th, 2017 (Sun)

Offline qualifiers (STAGE 1): September 29th, 2017 (Fri)

The round of 16 (STAGE 2): 18:00 on September 30th, 2017 (Sat)

Semifinals and Finals (STAGE 3): 18:00 on October 1st, 2017 (Sun)

The schedule may change due to the circumstances of the ORGANIZER.

- 4.2 Offline qualifiers

A participant must arrive at the site by the time set by the ORGANIZER. Anyone late receives 1 warning, and 10 minutes of additional time is given to allow for his/her arrival. A participant will be disqualified if he/she does not arrive within the additional time.

A participant must have a government issued identification card which includes official name, date of birth and a photo to prove his/her identity

## **5 Format**

5.1 The format is single elimination.

5.2 16 players are selected through the offline qualifiers.

The single elimination takes place at an internet cafe located in Seoul.

All matches are 5 rounds of Conquest Match format with 4 decks and 1 ban.

The modification of a deck after an exchange with an opponent player is not allowed / the modification is allowed when a participant is qualified for the next stage.

A participant who modifies one's deck or moves the screen to a modification page after submitting the deck will be disqualified.

5.3 The draw takes place to make the list with 16 qualified players.

5.4 Four players are selected from the round of 16.

The single elimination takes place at the INVEN Studio in Gangnam, Seoul.

All matches are 5 rounds of Conquest Match format with 4 decks and 1 ban.

The modification of a deck after an exchange with an opponent player is not allowed / the modification is allowed when a participant is qualified to the next stage.

A participant who modifies his/her deck or moves the screen to a modification page after submitting the deck will be disqualified.

5.5 Two players are selected from the semi-final.

The single elimination takes place at the Nexon Arena located in Seoul.

All matches are 5 rounds of Conquest Match format with 4 decks and 1 ban.

The modification of a deck after an exchange with an opponent player is not allowed.

A participant who modifies his/her deck or moves the screen to a modification page after submitting the deck will be disqualified.

A participant cannot modify his/her deck after submission and referee's check.

5.6 The final winner is selected in the finals.

The single elimination takes place at the Nexon Arena located in Seoul.

All matches are 7 rounds of Conquest Match format with 5 decks and 1 ban.

The modification of a deck after an exchange with an opponent player is not allowed.

A participant who modifies his/her deck or moves the screen to a modification page after submitting the deck will be disqualified.

A participant cannot modify his/her deck after submission and referee's check.

## **6 The process**

6.1 A participant may use new cards if they are updates (patches) or new expansion during the championship. However, in certain circumstances, ORGANIZERS holds the right to restrict the use of cards if deemed necessary.

## **7 Prior instructions for participating teams**

7.1 Players participating in qualifiers must arrive at the site by the designated time, and the player receives a warning if they do not arrive in time. Players become disqualified if they do not arrive within 10 minutes after the designated time.

7.2 As of the round of 16, a participant receives a warning if he/she does not arrive 30 minutes before the start time of the match. Thereafter, a participant's ban card is confiscated if he/she does not arrive at the start time of the match. A participant automatically loses the match if he/she does not arrive within 15 minutes into the match (the match starts at 6:00 PM).

7.3 The participant's setting time is 10 minutes after a referee gives a sign. A participant receives a warning at every 5 minutes of delay.

7.4 A participant is allowed to use equipment only provided by the ORGANIZER - monitor, desktop, mouse, keyboard, mousepad, mouse bungee, and headset. Earphones are not allowed.

7.5 Any abuse of known bugs disqualifies that participant.

7.6 Chat is not allowed. A participant who opens a chat room by mistake also receives a warning.

- 7.7 Any exposed information during the match cannot be recorded either on a paper or other materials. A warning is given to any who are caught doing so.
- 7.8 The stage is only accessible to players who participate in the Korea Major
- 7.9 An objection can be raised within 5 minutes after the end of the match, and the one who objects must be able to submit concrete evidence.
- 7.10 A participant will be disqualified if his/her account is blocked during the Korea Major, and is not allowed to enter any league hosted by the ORGANIZER.
- 7.11 A participant must attend any profile shooting or interview requested by host parties, and is not allowed to reject without an explicit reason.
- 7.12 Players must follow the host parties' instructions, and may become disqualified if they do not follow without an explicit and objective reason.
- 7.13 The broadcasting of the Korea Major on online streaming sites such as Afreeca TV and Twitch without permission from the ORGANIZER is subject to penalization to a related participant, and the degree of penalty is decided by the ORGANIZER. The maximum penalty is disqualification.
- 7.14 Participants must not leak externally any privileged information given to specifically to participants of the Korea Major by the ORGANIZER, and if a leak is exposed, the participant will be disqualified by the ORGANIZER.
- 7.15 Any misconduct or act that tarnishes the reputation of the league, such as manipulation, disqualifies a participant from the league, and he/she cannot enter any league hosted by INVEN henceforth.

## **8 Suspension of the league**

- 8.1 If an issue such as disconnection occurs, a participant raises a hand to notify a referee of the circumstances, and shall attempt a reconnection.

Disconnection is a situation wherein a participant disconnects or leaves the game due to systematic, network, or power issues.

- 8.2 However, a participant who continuously attempts a deliberate disconnect or pause may receive a warning from a referee or possibly be disqualified.
- 8.3 The responsibility of delayed time for reconnection lies on a participant.

8.4 If the disconnection occurs under the following circumstances, the rematch may be held by host parties when the reconnection fails more than once:

When connection is impossible due to a game server or an internal network issue of the site;

When natural disasters causes fire or relevant accidents;

When a bug such as freezing occurs

8.5 All matches are continued with a rematch when the victory or loss of the match is not definite at the time of the issue.

8.6 In the case of a rematch, the same deck is selected after the issue is resolved, and the rematch starts completely from the beginning under any circumstances.

8.7 If the issue is caused by concurrent damage to both sides that leads the health of both heroes to become 0, the rematch proceeds with the same deck.

## **9 The use of an external program and client manipulation**

9.1 A participant who uses or installs an external and/or illegal program that was not authorized by the management previously will be disqualified.

9.2 A participant who arbitrarily manipulates the client will be disqualified.

## **10 Behaviors and acts of a participating player**

10.1 A participant cannot leave the site during the match, and all related disadvantages are considered the responsibility of that participant, and the participant will be disqualified if such an act causes an issue with the management of the Korea Major. A participant may leave the site after receiving permission from the ORGANIZER in advance under certain circumstances.

10.2 A participant who swears, behaves to the same extent, and/or performs a ceremony with malicious intention, receives a warning by the ORGANIZER.

## **11 Other rules**

11.1 All participants must comply with the Korea Major rules and the judgment of the ORGANIZER

11.2 The referee's judgment may be corrected after discussion by the ORGANIZER if it is deemed not appropriate.

11.3 All other circumstances not stated in these rules are managed by the ORGANIZER

## **12 Penalty**

12.1 The penalties in this Korea Major are as follows:

Caution: the penalty for minor issues; 3 accumulated cautions become a warning.

Warning: the penalty on a higher level of caution; this is given when a participant violates the rules of the event, or performs an act that is deemed to be problematic by host parties. 2 warnings in one match disqualifies that participant.

Forfeiture: the penalty given during a set or a match based on the rules; a participant who receives this penalty loses the game regardless of the state of the match.

Disqualification: the maximum penalty if a participant receives 2 warnings. The designated participant loses the right to proceed with the event when disqualified.

12.2 The penalties of Hearthstone Korea Major are offset on a daily basis.

12.3 If the behavior which earned the penalty is an extreme violation of the rules, the participant will be disqualified from the entire event by the ORGANIZER

## **13 Copyrights**

13.1 The copyright of this Hearthstone Korea Major belongs to the ORGANIZER, and the copyright includes following sub-rights:

The right to use pictures and images related to Hearthstone Offline qualifiers and higher matches

The portrait rights of players during the Korea Major

The scoreboard and replays of the participant's match (if provided in the future)

13.2 Participants are not allowed to broadcast or reprocess the match through online medias without permission from the ORGANIZER and the violation of this rule grants the ORGANIZER the right to make a legal claim.

13.3 The ORGANIZER have the rights to use all personal features and information such as player's' name, nickname, abbreviated name, portrayal, image, picture, animation,

appearance, autograph, voice, record, personal details within the range of relevant regulations for the purpose of related management, promotion, broadcasting, and/or disclosure of information.

#### **14 Other rule**

- 14.1 The ORGANIZER may request a player to participate in public relations such as marketing and promotion related to Hearthstone, and the player is obliged to actively participate to a reasonable standard. The public relations may include a press interview, broadcast shootings such as opening scene or advertisement, and/or profile picture shooting.