



HEARTHSTONE
CHAMPIONSHIP TOUR
ITALY



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1.0 Introduction

Welcome to **HCT Italy Tour Stop Powered by Zotac** !

HCT Italy Tour Stop Powered by Zotac, a three day HCT Tour Stop hosted by eVox will take place between 6 and 8 of July, at the Varese basketball team house, the "Pala2A" (<http://www.pallacanestrovarese.it/pala2a/struttura/>), from July 6th through July 8th, 2018. This tour stop is offering a prize pool of \$25,000 USD and 191 Hearthstone Competitive Points to the Top 32 players.

The Tournament consists of two bracket stages, an open Swiss bracket of up to 512 players and a single elimination top 8/16 bracket (up to 265 players top 8, 256+ top 16). All matches will be played in person at Pala2a using a Conquest, best-of-five, one ban format and streamed on several Twitch channels in different languages (a complete channel list will be available at <http://evox.gg/tourstop/>).

In order to participate in a Tournament during the 2018 Hearthstone Tournament season, you must first acknowledge your acceptance of the 2018/2019 Hearthstone Tournament Player Handbook, as well as this specific set of rules. Participants are expected to understand and abide by the current version of these rules at all times. You can find these documents at blizz.ly/HSrules.

For any questions you can send an email to tourstop@evoxsr.com.



2.0 Tournament Schedule

Times listed are in Central European Summer Time

- Friday - June 29th, 2018
 - 8:00 PM - Hearthstone 3 Day Ticket Sales Close
 - 11:59 PM - Deck List Submission Deadline
- Thursday - July 5th, 2018
 - 10:00 AM - Deck List published on <http://evox.gg/tourstop/>
- Friday - July 6th, 2018 - Day 1: Open Swiss Rounds 1-4
 - 10:00 AM - Pala2a Doors Open
 - 12:00 PM - Tournament Check In Deadline
 - 1:00 PM - Day 1 Gameplay Begins
 - 10:00 PM - Day 1 Gameplay Ends
- Saturday - July 7th, 2018 - Day 2: Open Swiss Rounds 5-9
 - 10:00 AM - Pala2a Doors Open
 - 11:00 AM - Day 2 Gameplay Begins
 - 10:00 PM - Day 2 Gameplay Ends
- Sunday - July 8th, 2018 - Day 3: Top 16 Playoffs
 - 10:00 AM - Doors Open
 - 10:30 AM - Top 16 Check In Deadline
 - 11:00 AM - Day 3 Gameplay Begins
 - 10:00 PM - Day 3 Gameplay Ends



3.0 Eligibility

Participants must meet the following in order to be eligible to compete:

- Purchase of 3 day ticket at <http://evox.gg/tourstop/>
 - Tickets will not be reserved for specific region based players
- Be 18 years of age or older
 - Players aged 16-17 must provide written parental/guardian consent prior to competing. A blank module will be available at <http://evox.gg/tourstop/>
- Join the HCT Italy Tour Stop bracket on the <https://battlefy.com/> Tournament page at the link sent via mail after ticket purchase.
 - Unique join codes will be sent to players who purchase a 3 day ticket
- Submit four (4) unique class deck lists to the HCT Italy Tour Stop bracket on the <https://battlefy.com/> Tournament page at the link sent via mail after ticket purchase.
- Check in with Tournament Officials on Day 1 of the event*
 - Valid Government issued photo ID is required at check in to confirm competitor identity and residence
 - Being this a sport competition, the Italian law requires players to be registered as an athlete of a recognized sport association, players will be provided with a link of an online form where they can do so, free of charge
- Comply with all terms of Eligibility as listed in Section 3 of the Hearthstone Player Handbook.

* Refer to Section 2 of this document for eligibility action deadlines



4.0 Conduct

4.1 Code of Conduct

Players are expected to treat all competitors, their affiliated team members, Tournament Officials, and eVox staff with respect at all times. The Code of Conduct as listed in Section 6 of the Hearthstone Player Handbook must be adhered to at all times.

4.2 Following Admin decisions

Tournament officials have the expectation that players follow their instructions the first time. Refusing to follow Tournament Official instructions will be considered an infraction.



5.0 Player Responsibilities

5.1 Player Requirements

5.1.1 Tournament Materials

Tournament materials detailing rules and formats will be publicly available to all participants at <http://evox.gg/tourstop/>

5.1.2 Game Account

Players must compete using the Blizzard Account (Battle Tag) submitted during registration.

Players must compete using a Blizzard Account registered in their own name.

Players must compete using a card collection on the Europe server.

5.1.3 Hardware

Participants are responsible for providing their own device to compete on that is capable of taking screenshots with the Hearthstone game installed and fully updated before Tournament play is scheduled to start.

Access to power and ethernet plug for a direct internet connection will be provided for each competitor. Ethernet cables will not be provided. Player should bring one ethernet cable 5m long. It will be possible to buy one on-site (it is required to check the option while purchasing the ticket).

Desktop PC are not allowed.

5.1.4 Internet Connection

It is recommended all players bring a device capable of using an ethernet internet connection.

Competing on wifi connection has a higher chance of disconnecting and as a result may lead to unnecessary infractions and penalties.

5.2 Sponsor Regulations

Players are responsible for ensuring any sponsorships they represent do not conflict with the regulations as set in Section 6.11 of the [Hearthstone Player Handbook](#).



6.0 Competition

6.1 Tournament Structure

6.1.1 Competitors

Once 512 players with a valid 3 day ticket register for the tournament on Battlefy, registration will be closed. Tickets can be purchased at <http://evox.gg/tourstop/>.

6.1.2 Brackets

Competitors must use the unique Tournament Page code sent via email to join the HCT Italy Tour Stop Powered by Zotac bracket at the link sent via mail after ticket purchase.. Unique join codes will be sent within 24 hours of competitor ticket purchase. Play will begin with an open Swiss bracket for nine (9) rounds. First round pairings will be random.

The top sixteen (16) players from the open Swiss bracket will advance to a Single Elimination Top 16 Playoffs bracket.

6.1.3 Tie-Breakers

The following tie-breakers will be used to determine the Top 16 players from this Swiss bracket and their seed in the Playoffs bracket.

1. The sum of your opponents' win/loss records
2. The sum of your opponents' first tiebreaker
3. The rounds in which you lost (later rounds is better)

For full details on these tiebreakers, please refer to the Hearthstone Championship Tour rules.

The eVox Hearthstone Tournament Team will act as Tournament Officials for this event. Tournament Officials reserve the right to make judgement on cases not specifically covered by the rules in order to preserve the spirit of fair competition and sportsmanship. Every effort will be made to ensure players are compliant with the rules and that Tournament integrity is upheld.

Tournament Officials will be located at the Admin Desk in the Hearthstone Tournament Area during the event. If you need assistance before the event contact the Tournament Organizer at tourstop@evoxsrl.com

By competing in this Tournament, competitors agree to comply with decisions made by Tournament Officials.



6.2 Match Format

- Standard
 - Decks must be built using the current standard rotation of cards.
- Conquest
 - Players win their matches by winning a game with each of their available decks after bans have been placed.
- Best-of-Five
 - Players compete against each other until one opponent has won a majority of match games. With a Best-of-Five the majority is reached at three game wins.
- One Ban
 - Before the first game of a match begins, players will remove one of the decks from their opponent's pool from match play.

Detailed instructions for these terms can be found in the Hearthstone Player Handbook.

6.3 Match Procedure

6.3.1 Tournament Area

Tournament matches will be played in the Hearthstone Tournament Area. This area is for HCT competitors only.

Team managers / coaches are permitted in the Tournament Area to communicate with their team's players only between their matches. Any interference with other players will result in immediate, permanent removal from the Tournament Area. Incidences will be reported to Blizzard with additional sanctions to be applied.

6.3.2 Tournament Check In

Tournament check in will be open for competitors who have joined the Tournament bracket and submitted deck lists.

Competitor check in for Day 1 will take place at the Admin Desk in the Hearthstone Tournament Area from 10:00 AM until 12:00 PM at the venue on Friday July 6th, 2018.

Failure to check in with Tournament Officials during this time will result in exclusion from the Tournament bracket. This is a hard deadline to ensure play starts on time.

Players will not be required to check in with Tournament Officials before competing on Day 2, but must be available and ready to play at start of Day 2.

Players who advance to the Top 16 Playoffs on Day 3 are required to check in with Tournament Officials in the Tournament Area no later than 10:30 AM.



6.3.3 Seating

Match pairings indicating which player stations will be used for each match will be displayed for each Swiss round.

Selected matches will be featured on the Tournament stream; these matches will be played at a dedicated broadcast match station.

6.3.4 Cheating

Players must compete to the best of their ability at all times. Any form of cheating will not be tolerated. Cheating includes, but is not limited to:

- A. Stream sniping, or any general attempt by a player to spectate his or her own match or get information from another person spectating the match.
- B. Any attempt to modify the Hearthstone client, play on an unofficial Hearthstone client or play with software or hardware that grants extra information not normally provided by the game client. Players may be required to install software on their computers for the duration of the Tournament which is specially designed to detect cheating. Some third party software programs aren't considered cheating. They include:
 - a. Keyboard or other equipment drivers and software; and
 - b. any third party software specifically installed by the Tournament organizers to facilitate Tournament play.
- C. Impersonating another player in the Tournament, playing under a false name, allowing an individual who is not the registered owner of a Battle.net Account to play on that Battle.net Account in Hearthstone or any other Blizzard game.
- D. Attempts to damage or alter equipment to trigger a delay of the Tournament or gain any other advantage.
- E. Exploiting or intentionally using any in-game bug to seek an advantage.
- F. Influencing or manipulating a Tournament game or match so that the outcome is determined by anything other than its merits.
- G. Collusion, match fixing or any other action to intentionally alter, or attempt to alter, the results of any game or match, including losing a game or match with another player in order to advance one or the other's rank.
- H. Attempts to interfere with another player's connection to the game service through Distributed Denial of Service (DDoS) or any other means.
- I. Lying to or omitting information from Tournament officials.

If a player is asked to bet on, or "fix," any Tournament game or match, the player must immediately report this contact to Blizzard using the following email address:

HearthstoneAdmin@blizzard.com.



The penalty for this infraction is a disqualification from the Tournament without prizes. In addition, the Tournament organizers will report cheating incidents to Blizzard. Blizzard at its sole discretion may conduct its own investigation and may issue additional sanctions against the player or players involved, including Blizzard account suspensions or suspensions from future Tournaments.

6.3.5 Unsporting conduct

This infraction occurs when a player exhibits behavior that Tournament organizers consider unacceptable during the normal operation of the Tournament. Unsporting conduct is disruptive to the Tournament and may negatively affect the safety, competitiveness, enjoyment, or integrity of a Tournament. Unsporting conduct has two sub categories outlined below:

A. Minor - Players have the right to a safe and enjoyable Tournament experience.

This infraction occurs when a player does something disruptive to the Tournament or its participants. Examples include, but not limited to:

- Excessive swearing or profanity;
- Demanding that an opponent receives a penalty after a Tournament official made it clear that he or she has issued his or her ruling;
- Throwing trash on the floor or otherwise littering at a venue.

The penalty for this infraction is a warning.

B. Major - This infraction covers a large category of behaviors that do not fall under the definition of minor unsporting conduct. They include:

- Intentionally breaking Tournament equipment issued by the organizer;
- Defacing the Tournament venue;
- Threatening a Tournament official or another player;
- Violence toward any Tournament participant, official or spectator;
- Theft.

The penalty for this infraction is a disqualification from the Tournament without prizes. In addition, the Tournament organizers will report cheating incidents to Blizzard. Blizzard at its sole discretion may conduct its own investigation and may issue additional sanctions against the player or players involved, including Blizzard account suspensions or suspensions from future Tournaments.

6.3.6 Music

Players may use earbuds to listen to in-game sounds / music. Tournament Officials reserve the right to confirm the source of audio at any time to ensure fair play, and remove this privilege if they believe it is being abused.



6.3.7 Trackers

Players may not use any third-party tracking software.

Players can use pen and paper provided that paper must be blank at the start of the match.

6.3.8 Spectators

Players must turn the “Allow Friends to Spectate my Games” option off. Only Tournament Officials and broadcast staff are allowed to spectate Tournament matches in the game client.

Players should maintain a respectful distance when standing behind competitors to spectate in the Tournament Area.

Coaching a player during an active Tournament match is strictly prohibited.

6.3.9 Match Start

Match timers begin once pairings have been generated.

Competitors will check into each match through their match page on Battlefy. If a player fails to check into their match within ten (10) minutes of the match start time, they will forfeit the current match. Failure to then contact a Tournament Official and communicate intent to continue competing before the end of the current round will result in removal from the Tournament bracket.

In the Swiss bracket; A five (5) minute break will be given between the last completed match of the current round and the generation of next round pairings. In the Top 16 Playoffs bracket, players may take a ten (10) minute break before starting their next match.

Broadcasted matches will follow a separate workflow, with broadcast staff directing when these matches begin.

6.3.10 Bans

Competitors will have two (2) minutes to place match bans through their match page on Battlefy

Bans will be revealed simultaneously once opponents have both confirmed their selection on their match page.



6.3.11 Deck Select

Competitors will have three (3) minutes to select their deck for each game.

6.3.12 Pausing

It is the player's responsibility ensure their presence during the run of matches, so if players must take a break between match games (even a restroom break), following penalties will apply.

If a player take a break and is absent between 0 minutes, 1 second and 4 minutes, 59 seconds, they receive a warning penalty.

If a player take a break and is absent between 5 minutes, 0 seconds and 9 minutes, 59 seconds, they receive a game loss penalty.

If a player take a break and is absent for 10 minutes or longer, they receive a match loss penalty. In addition, the player will be dropped from the Tournament, unless they specifically contact the Tournament officials with a request to stay in the Tournament.

In the event a player takes multiple breaks the escalation path with not advance past the infraction penalty given for the length of absence.

Please contact admin as soon as possible to report this infringement

6.3.13 Disconnects

It is the player's responsibility to maintain their internet connection.

If a player disconnects and is absent between 0 minutes, 1 second and 4 minutes, 59 seconds, they receive a warning penalty.

If a player disconnects and is absent between 5 minutes, 0 seconds and 9 minutes, 59 seconds, they receive a game loss penalty.

If a player disconnects and is absent for 10 minutes or longer, they receive a match loss penalty. In addition, the player will be dropped from the Tournament, unless they specifically contact the Tournament officials with a request to stay in the Tournament.

In the event a player suffers multiple disconnects the escalation path with not advance past the infraction penalty given for the length of absence.

Screenshots are required for all disconnect disputes



6.3.14 Bugs / Glitches

Any bugs or glitches discovered during gameplay that affect a competitor's ability to perform to the best of their ability will result in a restart of the game with players using the same decks as used during the cancelled game.

Screenshots are required for all bug / glitch disputes

6.3.15 Game Ties

If a game ends in a tie, the game will be replayed using the same decks as the tied game.

In the event that a game reaches the Hearthstone internal turn limit, the player with the highest combined health and armor total is declared the winner of that game.

If you are in such a match, please let an admin know, so that we may observe your match and record the outcome. It's unlikely you'll be able to record the match outcome with a screenshot.

6.3.16 Score Reporting

Both players are responsible for reporting off-stream match scores through their match page on Battlefy

If one player does not confirm a match score within ten (10) minutes of the match ending the submitted score will be accepted.

Screenshots of each victory should be taken and saved until the end of the Tournament (Sunday, July 8th at 9:00 PM).

Scores for matches featured on the Tournament stream will be recorded by broadcast staff and published in sync with the broadcast.

6.3.17 Cheating

Players must compete using the best of their ability in every game played and must not collude in any way to interfere with, or bet on the results of play.

Players should review Section 7.11 on Cheating in the 2018/2019 HEARTHSTONE TOURNAMENT PLAYER HANDBOOK for a detailed list of all examples.

All forms of cheating will result in disciplinary action.



6.3.18 Streaming

By competing in this tournament, you accept that you might appear in the stream and your likeness may be used as described in the Hearthstone Handbook section 10.



7.0. Deck Lists

7.1 Deck List Deadline

Deck lists are to be submitted through the Tournament page on Battlefy before the deck list submission deadline on Friday June 29th, 2018 at 11:59 PM.

Deck lists will not be accepted past the check in deadline. Failure to submit deck lists before this time will result in exclusion from the Tournament bracket.

7.2 Deck List Submission

Competitors must each submit four (4) unique class deck lists to the Tournament page on

Battlefy

Players must compete with their submitted deck lists for the entirety of the Tournament.

Random deck list checks will take place every round of play.

Deck lists will be made public 24 hours before the start of the Tournament.

7.3 Playing With A Wrong Deck

This infraction occurs when a player enters a game with a deck that does not match the deck list the player submitted. Penalties for this infraction can be referenced in the Hearthstone Player Handbook.

Players who suspect their opponent of using altered decks must take screenshots to confirm cards used and alert Tournament Officials. Once the game is completed, match play is put on pause while the claim is investigated.

7.4 Viewing Deck Lists

Deck lists can be viewed any time between matches, and between match games.

Having deck lists open during gameplay is an infraction that will result in disciplinary action.



8.0. Infractions

Tournament Officials will use the following penalty escalation path when repeated infractions of the same category occur, starting at the first penalty and progressing to the last unless specifically stated otherwise:

- Warning
- Game loss
- Match loss
- Disqualification and forfeit any prize money or Hearthstone Competitive points earned.

Players should read Section 7 of the 2018/2019 HEARTHSTONE TOURNAMENT PLAYER HANDBOOK for a detailed list of infractions and their consequences to minimize the potential for accidental infractions to occur.



9.0 Prizing

Participants are competing for their share of 191 Hearthstone Competitive Points and a cut of the \$25,000 USD prize pool. Prizes will be awarded based on final placings in the competition as per the following:

Placing	HC Points	Prize Money
1st	15	6500
2nd	12	3500
3rd / 4th	10	1500
5th - 8th	8	1000
9th - 16th	6	500
17th - 32th	4	250

Monetary prizing will be paid out by wire transfer within 60 days



10.0 Tournament Broadcast

The Tournament will be broadcasted on several Twitch channels in different languages (a complete channel list will be available at <http://evox.gg/tourstop/>) on all days of competitive play.

The Tournament broadcast will start each day at the following times:

- Friday - July 6th, 2018 - Day 1: Open Swiss Rounds 1-4
 - 1:00 PM
- Saturday - July 7th, 2018 - Day 2: Open Swiss Rounds 5-9
 - 11:00 AM
- Sunday - July 8th, 2018 - Day 3: Top 16 Playoffs
 - 11:00 AM



11.0 Social Media

Players are encouraged to share their Tournament journey on social media using the hashtag #HCTItaly.

Twitter accounts @HSesports and @HCTItaly can be followed for updates and announcements on the event.

Players should avoid revealing streamed match results on social media ahead of them being revealed on the broadcast.