



2020 Asia Esports Championship Hearthstone Standard Rules

1、Tournament Instruction

1.1 Schedule

2020 Asia Esports Championship Hearthstone would be split into two stages, 「Qualifiers」 、 「Finals」 . Tournament schedule as below:

●Qualifier#1 : 2020/07/18 - 2020/07/22

Qualifier#1			
Date	Starting time	Schedule	Form
07/18	13:00(UTC+8)	Round of 64~16 (Swiss)	Online
07/19	13:00(UTC+8)	Quarterfinals	
07/22	16:00(UTC+8)	Semifinals Match of 3rd place Finals	

●Qualifier#2 : 2020/07/25 - 2020/07/29

Qualifier#2			
Date	Starting time	Schedule	Form
07/25	13:00(UTC+8)	Round of 64~16 (Swiss)	Online
07/26	13:00(UTC+8)	Quarterfinals	
07/29	16:00(UTC+8)	Semifinals Match of 3rd place Finals	

●Qualifier#3 : 2020/08/01 - 2020/08/05

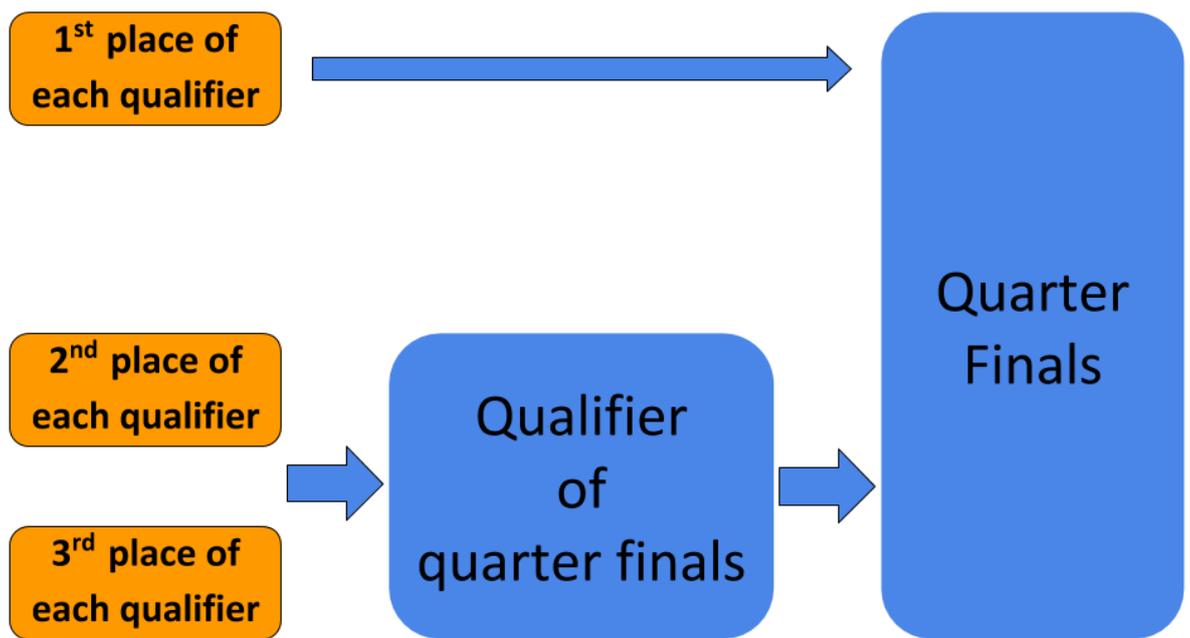
Qualifier#3			
Date	Starting time	Schedule	Form
08/01	13:00(UTC+8)	Round of 64~16 (Swiss)	Online
08/02	13:00(UTC+8)	Quarterfinals	
08/05	16:00(UTC+8)	Semifinals Match of 3 rd place Finals	

●Qualifier#4 : 2020/08/08 - 2020/08/12

Qualifier#4			
Date	Starting time	Schedule	Form
08/08	13:00(UTC+8)	Round of 64~16 (Swiss)	Online
08/09	13:00(UTC+8)	Quarterfinals	
08/12	16:00(UTC+8)	Semifinals Match of 3 rd place Finals	

●Finals : 2020/08/19 - 2020/08/29

Finals			
Date	Starting time	Schedule	Form
08/19	16:00(UTC+8)	Round of 12	Online
08/29	16:00(UTC+8)	Quarterfinals	TBD



2、Registration rules

2.1 General rules

報名所需資料：選手名稱、選手姓名、BattleTag、身份證正反面照片（護照照片）、聯絡電話、E-mail。請確實登錄填寫，以免因資料未確實登錄影響隊伍及個人參賽權益。

Information required for registration: Player ID, Player name, Battletag, Image of front and back of identity card (or image of passport), contact phone number, and Email. Please fill it in properly in case that players and teams' rights are influenced by the wrong information.

2.1.1 Player ID is limited to English letters, number 0~9 or Chinese. The length must be within 7 full width characters, and must not have any vulgar or obscene words, or any words that could easily cause confusion.

2.1.2 If 1st,2nd,and 3rd place in Qualifiers could not participate in the following events,it would be deemed as forfeit and would be replaced by the other players in the same qualifier according to their ranking.

2.1.3 The contestants could enter the **【I want to register】** to fill in the required information for registration of each qualifier.

※ If the register information is wrong,player must register again during the registration and contact the organizer. Due to the limited number of participants,if you want to participate in,please complete the registration as soon as possible in case that there is no quota.

2.1.4 The player would be disqualified directly if he/she is found using fraudulent information,malicious holder,filling in improperly,multiple registrations with same information,deliberately disturbance or anything could influence the registration.

2.1.5 1st 、 2nd 、 3rd place in each qualifier would qualify the finals,and must participate in the following online or offline finals events,so please consider all aspect of your future schedule,region,and traffic when registration.

2.1.6 All players must read all the information and cautions on the official website to endure the rights of teams and individual.

2.1.7 Official would inform players according to the registration on the official website. Players should pay attention to your cell phone call and email notification. At the same time,please pay attention to relevant event announcements and schedule notification for the rights of the teams and individual.

2.2 Eligibility

2.2.1 Players who participate in the event must be at least 15 years old(included) on the competition date.

2.3 Players nationality,household registration,and credentials requirement

2.3.1 Applicants must have identity certificate from Republic of China,Indonesia,Hong Kong, India, Japan, Macau, Malaysia, Philippines,Singapore,South Korea or Thailand.

2.3.2 When the offline event is in progress, players are required to bring certificates and documents (original) that can prove their personal identities for official or referees for players' identification. Players who don't cooperate would be deemed to give up registration, participation, awarding, qualification of promotion, and any relevant rights. Official would verify the contestants, registration accounts, and identification documents whether right or not.

3 、 Player specifications

3.1 Player account

3.1.1 During the events, players in the ban list would not be allowed to participate in 《Asia Esports Championship Hearthstone》.

3.1.2 Players are strictly prohibited from changing the Battletag with no reason after the deadline of registration. Players who couldn't change back would be judged as forfeit. (Exception to the requirements of Blizzard event regulations)

4 、 Online match

4.1 Match time

According to the schedule announced by the official.

4.2 Match Process

Players are advised to complete the check-in procedure at least 30 minutes before the match time for the match preparation.

Players are advised to enter the match lobby at least 10 minutes before the match time for the preparation.

If one side is late for more than 10 minutes, it would be treated as forfeit. (If you delay the time and don't start to play after entering the lobby, you would be treated as forfeit, too.) . Please screenshot it as the evidence and inform the official immediately. Official would announce

the opponent forfeit. If one side is late but both agree to play, then the match keeps going, and the loser is not allowed to object the result.

If player's BattleTag is not same as registration, please screenshot and contact official staff immediately. Official would judge it.

4.3 Proof of Winning Upload

Winner of qualifier must upload match results (victory screenshot) to website designated by official for review after the match is completed. Official would arrange the next round matches after confirmation.

※Beside the official or practice matches, if both side also have any forms of competition including. If any dispute happened, we would take the earliest winning screenshot as standard with no objection.

5 、 Finals

《Asia Esports Championship》 second stage of Finals would depend on the situation. It would be run as specific schedule or online events.

If second stage of Finals takes place at designated offline location in New Taipei City. Relevant match information would be published on the website. Teams who qualify offline match must go to the designated match location themselves, so please consider any aspect of your future schedule, location, traffic as you register. If players who is not from Republic of China advance, organizer would just provide the food expense and accommodation fee. Plane tickets costs must be paid yourself.

5.1 Finals check-in

In finals, Players must present identification documents for check-in. If the identity doesn't match or couldn't attend on the finals date, it would be treated as giving up participation, promotion, award qualification, and all relevant rights.

5.1.1 All registering players must full participate 《Asia Esports Championship》 matches. If players give up or couldn't participate because of personal reason, no items or cash rewards would be given.

5.1.2 On the date of finals, all players must arrive at the designated match location at the check-in time and complete the check-in procedure with staffs. If teams or players are late at the check-in time, staffs and referees have rights to regard player as forfeit.

5.2 Finals Equipments

Players must prepare mouse, keyboard, and mouse pad yourselves. Self-provided equipment should not include function that could violate fair of the matches. Players who don't carry his/her equipments must use equipments provided by official with no dispute. If players want to install device driver, please send email to 【help@carry.live】 to apply for it at least 48 hours before match starting time. Please clearly indicate the file name you want to install and the complete model of driver device. Players could install the device driver after official approves it. At the day of the match, players are not allowed to install any assistant program or overwrite the game folder or any operations like them. If there are any special requirement, players must inform the referee at least 30 minutes before the match. After the approval, players could install it. If players don't inform at least 30 minutes before the match, official has rights to refuse the requirement.

5.3 On-site problem reflection

During the event, if players have any questions or problems, you must reflect to the referee immediately. It wouldn't be accepted after the match ends or leaving.

6 、 Game version and match process

6.1 Match version

All matches would take place with the latest version in the Asia server.

During the tournament, if the patch updates (card effects change, new card packs, new expansions, etc.), players could submit their decks again during the period approved by official. If players don't submit it, it would be seen as no change. Players would be treated as forfeit, if their decks don't meet the standard format.

6.2 Match mode

Played on 「standard friendly challenge」

Qualifier (round of 64~16) would use Conquest, best-of-three, 4 decks with a ban format, and single-elimination.

6.3 Observer mode

Both players must set Battle.Net to busy mode before match starts. Please make sure nobody is observing in the lobby before the match starts. If there is an observer, please kick it off immediately. In the matches which are streamed, official would enter the lobby to observe it.

6.4 Standard of judging winning

If opponent hero's HP is 0 or lower, forcing opponent surrender or win with Hearthstone rules, it would be treated as victory and get 1 points.

6.4.1 If the situation (reach the maximum round, or game rules, etc.) happens and cause both side lose, it would be seen as both side win with their hero in the match. If it is the last match in the best-of-x (match 3 of BO3, or match 5 of BO5), it would judge from both sides' HP plus armor or rematch with the same hero.

7 、 Disconnection Handling

7.1 Disconnection Adjudication

In the online game form, if players disconnect, have equipments malfunction, game crashes, etc., any situation could cause players be unable to play the match, players must solve it by themselves and inform the opponents and referee the condition through the official designating voice software, and it would be adjudicated in the following ways.

7.1.1 The match would be treated as starting when players are in the screen with choosing cards. During the match, if players leave the lobby, cancel the match, shut down the game, or are unable to keep playing with any reason, it would be treated as 「disconnection」.

7.1.2 The match would be treated as starting when players are in the screen with choosing cards. During the match, if players disconnect, shut down the game, or face the game crash bugs which cause them unable to play, they would be treated as 「disconnection」.

7.1.3 If players reconnect in 5 minutes, they would still receive a warning. If reconnect between 5 and 10 minutes, it would be treated as lose 1 point. If players don't reconnect in 10 minutes, it would be judged as the forfeit in the match.

7.2 Rematch

If major errors, server crashes, or any situation that make players game crash and fail to play again, players would rematch with the same heroes after official approve it. If it is caused by player themselves, it would refer to the point 1 above.

If it is necessary to rematch, both side need to rematch with the same hero .

8 、 Violation and Prohibition

8.1 prohibit to use the plug-in

Players are allowed to use aids like deck tracker, pens, and papers to assist during the match. But, if it interrupt the match or the opponent, it isn't included.

8.2 Violation in the game

8.2.1 If players' deck doesn't match the submitted deck, the opponent would be judged as winning with the hero in the match.

8.2.2 If players misplay the banned deck or the deck already wins, the opponent would be judged as winning with the hero in the match.

8.2.3 It is not allowed to do any chat with no necessary, like sending provocative language, or any behavior that violates the sportsmanship.

8.2.4 Players aren't allowed to do behavior that violate the spirits of sportsmanship, like intentionally let opponent win, etc..

8.2.5 Players are not allowed to do individual stream during the match. If the report is right, it would deprive their rights to participate.

8.2.6 For both sides' rights, except officials and referees, others aren't allowed to observe.

8.3 Penalty of violation

Any players are found unfair playing, official would give the warning after the judgement. Repeated offender or those with serious plots will be deprived of the rights of participate.

9 、 Prize

9.1 Prize

9.1.1 Champion of the finals could receive 100,000 NTD prize.

9.1.2 2nd of the finals could receive 60,000 NTD prize.

9.1.3 3rd 、 4th of the finals could receive 20,000 NTD prize.

9.1.4 If non-ROC players win the prize, receiver of the prize should bear any expansions incurred.

10 、 Others

10.1 Precaution

10.1.1 If it is not in the rules above, it influences the match to keep going. It would be judged by the official.

10.1.2 If there is a doubt about the rules above, official has the rights to do the final decisions.

10.1.3 Official has the rights to withhold the event, change, modify, award, etc.. If the force majeure happens, the event might postpone or cancel. If there is any change, it is refer to official announcements.

10.1.4 This event couldn't perform because of the force majeure reason, official has the rights to cancel, end, amend, or pause the event.

10.1.5 Participants in the event would be seen as acceptance of the rules. If there are unfinished matters, official has the rights to keep, amend, end, change the event details without notice.

10.1.6 Official has the rights to modify the rules or settings according to the game or patch update.

10.1.7 The event's measures or regulations are mainly according to the official website. If event couldn't keep going because of some reason, official has the rights to correct, pause, or end the event. If there are other unfinished matters, official has the rights to

supplement or correct it and it would be subject to the latest announcement.

10.1.8 Within the scope of this event, players agree to authorize official rights to edit the image, video, or other information for free and official could make it as activity highlights, reports, etc., to use or publish it.

10.2 Contact us

If you have any questions about registration, please send the email to this account **【help@carry.live】** for help, thanks.