



Pravila tekmovanja na EPICENTER LAN 16

Hearthstone

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Slovenska pravila

1 OSNOVNE INFORMACIJE

1.1 Format tekmovanja in urnik

- Format tekmovanja: Double-elimination, Conquest
- Vse tekme bodo v formatu Best-of-Five. Prvi igralec, ki doseže tri zmage v eni tekmi je razglašen za zmagovalca tekme.
- V velikem finalu ima igralec iz winner's bracketa prednost enega matcha (Bo5), saj pred tem še ni izgubil. Če torej Bo5 zmaga igralec iz winner's bracketa, je oklican za zmagovalca turnirja, če pa Bo5 zmaga igralec iz loser's bracketa, o zmagovalcu odloča novi Bo5 match. V le tem lahko igralca po želji spremenita tudi ban.
- Tekmovanje se začne v soboto 21. aprila ob 10:30.

1.2 Administratorji tekmovanja

- Administrator tekmovanja je: Nuša Klepec
- Igralci so se dolžni do administratorjev obnašati vljudno in spoštljivo
- Administrator ima zadnjo besedo pri vseh zadevah
- V izrednih razmerah si administratorji pridržujejo pravico, da pravila spremenijo ali priredijo

1.3 Nadzorovanje časa

- Igralci morajo biti pripravljeni 10 minut pred začetkom tekme.
- Igralci imajo na voljo vsaj 5 minut premora med vsako tekmo skupinskega dela in največ 5 minut med vsako mapo v končnici.
- Administratorji si pridržujejo pravico, da časovnico v izrednih razmerah spremenijo.

2 SPLOŠNA PRAVILA

- Vse tekme bodo odigrane na evropskem strežniku.
- Igralci morajo zagotoviti svoj račun in svoje karte.
- Vse tekme se igrajo v formatu **Conquest, Best-of-Five**
- Med vsako igro ima igralec 5 minut časa, da se odloči kateri kup bo uporabil v naslednji igri.
- Igralcem je dovoljeno pisati zapiske. Uporaba zunanjih informacij je prepovedana, prav tako mora vsak igralec igrati sam, brez pomoči prijateljev ali drugih igralcev.
- Če se igra konča z neodločenim izidom, bo ponovno odigrana z istimi kupi kart.
- Dovoljena je uporaba mp3 predvajalnikov ali telefonov, ki so v letalskem načinu.
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3 PRAVILA KART (DECK-OV)

- Vsak tekmovalec mora pred začetkom tekmovanja poslati štiri sezname kart iz štirih različnih *class-ov* - na nusa@spid.si - Zadeva: **EC16 - HS Deck - nickname#battleTag**
- Pred začetkom igre si tekmovalca izmenjata informacije glede izbranih štirih *class-ov*, igralca drug drugemu izločita po en *class*.
- Igralec mora zmagati s tremi kupi, da zmaga tekmo.
- Ko igralec zmaga igro, se kup, ki ga je pravkar uporabil več ne more uporabiti tekom tiste tekme proti istemu nasprotniku.
- Poražen igralec lahko izbere istega ali pa spremeni kup.



English rules

1. GENERAL INFORMATION

1.1. Tournament Format and Schedule

- Tournament format: Double-elimination, Conquest
- All matches of the tournament are Best-of-Five, first player to win 3 games in a match is pronounced a winner of the match.
- The tournament starts on 21st of April at 10:30 CET

1.3. Administrators

- Tournament Administrator is: Nuša Klepec
- Players should always address the administrators in a polite and respectful way.
- An administrator has the final say in all matters.
- Under extreme circumstances administrators reserve the right to change the rules

1.4. Timekeeping

- Players must be ready within 10 minutes of the match start time. The stated match start time is not the time players should start joining, but the time the actual match should begin. If a player is not ready then the team will be required to play without that player. Should they refuse to play then they will be disqualified from the tournament.
- Players are allowed a 5 minute break between tournament games if the previous game overran. Taking more than 5 minute breaks between rounds in a Bo5 format is also not permitted, you should play the games consecutively.
- Administrators reserve the right to change these timings if circumstances require it.



2 GENERAL RULES

- All matches must be played on European server.
- All players must provide their own account and cards.
- All matches will be played in Conquest, Best-of-Three format.
- Between each game, a player has 5 minutes to decide which deck to use in the next game.
- Players are allowed to take notes. Any use of external information is forbidden.
- If a match is ended with a tie, it should be replayed with the same decks.
- Use of mp3 players and smartphones with flight mode is allowed.

3 DECK RULES

- Every competitor is obliged to send four decks from four different classes prior to the competition - send to nusa@spid.si - Subject: **EC16 - HS Deck - nickname#BattleTag**.
- Before the match, opponents exchange information regarding their classes and then each of them bans a class from the opponent.
- A player must win three games in order to win a match.
- A player which wins a game cannot use the same class against the same opponent again.
- A player which loses a game can either change the class or use the same class once again.