8-bit SABAKON Missed Lethal: Fireside Gathering Rules

Official Rules

I. Summary

1. Single Elimination, Best of 3
2. Pre-registration and at Door Registration
3. Check-in time: **11:30am**
4. Tournament Time: **12:00pm- 6:00pm**
5. For each match players must decide on 3 classes to play

II. Eligibility

1. Players must have constructed at least 3 different decks, using 3 different classes.
2. Players must be available on **Friday August 19, from 11:30am - 6:00pm**
   a. Players are responsible to play ALL matches
3. Players must physically be at Alexis Park Hotel, 375 E Harmon Ave, Las Vegas, NV 89169 in the Athena Ballroom
4. Players must abide by these tournament rules
5. All participants must abide by the rules of Sabakon and the GameRoom
6. Players must be attendees of Sabakon
   a. Badge and ID checks will be issued on the day of the tournament
7. Players under the age of 16 must be accompanied by a legal adult/guardian.
8. Players are encouraged to bring their own headphones/earphones.

III. Registration

1. Online pre-registration begins on **July 01, 2016**
   a. It is highly recommended that you sign up online to ensure a spot. The cap is 16 players.
   b. Registration closes at doors on **August 19, 2016** at **11:00 am.**
2. Tournament entry is first come first serve.
   a. If we exceed 16 participants, you will be placed in a waiting queue.
3. Players are required to complete a sign-in process on the day of the tournament.
   a. I.D. verification will be required to verify eligibility.
4. To register, the player must supply their Battle.net Battletag (ex. 8bitUNLV#1867).
5. Players under the age of 16 must have an adult/guardian to check-in.

IV. Tournament Structure

1. **Format:**
   a. The Tournament will follow a Best of 3, Single Elimination format.
   b. Players are to choose 3 unique classes to play per match.
      i. At the start of the match each player will exchange information regarding the classes they will be playing.
   c. Each game in a match is blind pick for both players – no vetoes.
   d. When a player wins a game, the winning player cannot use the same class that was used for that game for the remainder of the match. (ie: Zoolock cannot be played after winning with Handlock)

i. Players may use any premade deck of the same class if they have not won with that listed class (ie: Zoolock can played after losing with Handlock)
   e. The player that loses a game can keep the same class or switch to a different class at their choice, with such a switch being a 'blind pick.'
2. **Tournament Defaults.** The following can result in a lost match or other penalties to be assessed against an Eligible Participant who is participating in the Tournament:
   a. After the first game in the match begins, if an Eligible Participant leaves the match lobby, or cancels the "game challenge", or leaves the Hearthstone game client for any reason, it is considered a match forfeiture and the opposing Eligible Participant will win the match;
   b. Additionally, once the starting hands are provided by the Hearthstone game client, if an Eligible Participant leaves the game for any reason, the Eligible Participant is considered to have forfeited the game, awarding his or her opponent one game point; and
   c. If an Eligible Participant selects a deck with a class that he already used to win a previous game in the match, that game is considered a loss.
3. A Third Place match will be included
4. Depending on the number of participating teams, 8-bit reserves the right to change tournament format to accommodate to the length of time 8-bit is permitted in the computer labs.

V. Match Rules

1. Matches will be played in the Custom Game Mode, via friend/LAN invite (must be in NA server)
2. Decks must be made for **STANDARD**
3. Players **ARE** allowed to switch cards in their decklists during during intermission.

VI. Gameplay

1. No picks and bans are available.
2. Players must choose any 3 classes, and may reconstruct their decks during intermission. When a player wins with a class, they are not allowed to play the same class in the series.
   a. If a player violates this rule, the match will be defaulted in a win for the opposite player.
3. **Disruption of Play:**
   a. Any intentional interruption of play will lead to an automatic disqualification.

b. In the event of a game crash, the player in the advantageous position can choose to either skip his turns until both players are reconnected or remake the game using the same decks.
4. **Disruptive Play:** Players who resort to unfair play or misbehavior will be immediately suspended from the tournament. This includes, but is not limited to:
   a. Excessive unsportsmanship/toxicity.
   b. Usage of cheat programs.
      i. Deck trackers are allowed

VII. Prizing

1. Medals will be awarded to 1st, 2nd, and 3rd place winners.
2. **Additional Prizes TBA**

VIII. Spirit of the Rules

1. All decisions regarding the interpretation of these rules, player eligibility, scheduling, and staging of the tournament lie solely with 8-bit eSports and assigned tournament officials and administrators, the decisions of which are final.
2. These rules may be amended, modified, or supplemented in order to ensure fair play and the integrity of the competition.