

Settlement of the Event

GamersOrigin Superbrawl #2

Introduction: respect for the ethics, sportsmanship and courtesy.

Every player taking part in GamersOrigin Superbrawl 2 is kept by the present regulation. He undertakes to read, to approve and to respect the latter by keeping in mind the following elements.

GamersOrigin is extremely attached to the values of ethics, respect for the other and sportsmanship.

By approving this settlement, the player makes a commitment to recognize with dignity the defeat when necessary. He makes the commitment not to make a fool of his opponents, in both victory and defeat, and to refuse to win by illegal means or deception.

The player also makes a commitment to abstain from any verbal or written abuse, or physical means towards his team-mates, his opponents and of the organization of the tournament.

GamersOrigin expects from every participant that they are responsible and respectful towards others. GamersOrigin banishes from its tournament any words of racist, sexist, anti-semitic, homophobic, negationist nature, inciting to hatred or making the apology of terrorism.

Every participant violating these rules can see his responsibility before the French courts, and see penalties be taken for the tournament, which will be taken at the discretion of GamersOrigin according to the gravity of the facts.

Article 1: object and impact of the settlement.

The present settlement is established by the management team of GamersOrigin Superbrawl 2, which is an on-line tournament concerning the game Hearthstone: Heroes of Warcraft edited by Blizzard Entertainment.

The organizer is GamersOrigin. Every person taking part in the tournament as player is kept by the present settlement, whether or not this one was formally approved/

GamersOrigin Superbrawl 2, below called " the tournament ", is a tournament bringing into conflict 272 French and international teams. The distribution of the teams is the following one:

- 1 "professional" pool including 16 professional or semi-professional teams. The selection of these teams is made at the discretion of GamersOrigin and cannot be the object of any recourse by participants or the candidates to participation.

- 2 "amateur" pools including 128 teams each.

The tournament will be partly broadcasted on the Twitch channel of GamersOrigin from December 8th, 2015 until the end of the tournament.

The selection of the matches which will be broadcasted live is made at the discretion of GamersOrigin and cannot be the subject of complaints.

Any participating team undertakes to conform to these rules during his/her entire participation and of the duration of the tournament.

If a player fails to respect the present rules, he exposes himself to penalties which can go of a simple score disadvantage in a match, to the disqualification from the tournament.

These penalties are taken at the discretion of GamersOrigin and cannot be subject to any request.

Article 2 : Formation and registration of the teams

Every team is made of 3 to 4 players. Every team will have to design a captain who will coordinate the players within his/her team and which will be the privileged speaker to other teams and to the organization of the tournament.

The registration is made by means of the tab planned for that purpose on the official site of the tournament, available at the following link :

<http://superbrawl.gamersorigin.com/>

The registration of a team can be made only as far as the limit of the number of participants fixed one-sidedly by GamersOrigin is not reached.

That being so, GamersOrigin reserves the right to modify at any time before the beginning of the tournament the maximal number of participants.

The teams made of 3 players who will succeed in qualifying themselves in the final phases will need to register a 4th player in their team.

This player can have been part of no team registered in the professional pool during the same edition of the tournament.

In case of absence of a player, the 4th player of the team is authorized to replace the absent player. No replacement by a player foreign to the team can be made.

In case of problem, the captain of a team will have to send his request at the address tournoi@gamersorigin.com.

Article 3: Format of the tournament

A. Professionnals

1. "Professionals" pool

The professional pools are played in round robin format. The number of rounds is fixed to 8. In every round, two teams are in confrontation according to the following format: 3 against 3 "King of the Hill" - Best of 5 - conquest.

Every player thus arranges 3 decks that he has to validate during every match to gain hit. Only one deck of each class is authorized by player.

The classes used by the players are announced at the beginning of every round. A player cannot change any class nor any deck in the course of round. The chosen decks will be sent to the organizer at the beginning of each round via e-mail to the adress that will be communicated to them.

Team 1 :

Player A

Player B

Player C

Team 2 :

Player C

Player D

Player E

Player A faces Player C in a BO5 in conquest mode: to win his BO, a player has to win with his 3 decks. Player A takes win this BO, player C is thus eliminated from the meeting.

Player A, victorious, has to stay and face player D or player E, and so on until 3 players are eliminated in a team.

For the teams of 4 players, this means that one of the team-mates cannot compete for a match on every meeting.

It is not necessary to announce from the beginning of the meeting the player in question, in the objective to favor the strategy of the teams.

Certain teams will be invited, every week, to compete for their live match on Tuesdays evenings from 7 pm till 11 pm CET.

The invitations will be made at least one week in advance by GamersOrigin, except for the first week.

Because of the format of the meetings, the teams which do not play in live are encouraged to play their entire match in one breath, to avoid missing and unavailability issues.

The participants have all freedom to define the date and the hour to meet them.

In case of impossibility for a player to compete for his match and to be replaced, this one is considered as having lost the BO 3 points in 0.

GamersOrigin does not intervene in the organization, the dates or the schedules of the matches of the concerned professional teams, within the limits of the current(in class) round.

To avoid any shape of abuse, we invite the teams to preserve the tracks of the conversations holding the definition of date and of the schedule of the meetings.

In case of dispute, screenshots can be sent to the referees for evaluation.

As possible, GamersOrigin will try to supply a referee for every meeting.

No deck can be modified in the course of match. A player cannot change class during the same round: for example, if the player A began with Druid, Hunter(Fighter), Shaman, and beat the player C with these classes, he has to face the following player with the same classes. Furthermore, and to prevent any attempt of cheating, every player has the right to ask, at the beginning of a meeting, that a screen shot of his /her opponent is sent to him/her. Once the challenge was launched, a player cannot have a deck anymore by class in his screen of launch (it is for example forbidden to have two warrior decks).

If more than one deck by class is present on the screen shot, the applicant can require from his opponent that one of the decks in question is deleted before relaunching the challenge. In case of refusal, it is within the competence of the applicant to seize a referee with the problem.

3. Format of the final stage

The final phases take place according to a format of single elimination bracket. 8 teams will be selected, and no loser bracket will be applied.

The format of every meeting is similar to the one practised during the first stage, with the exception of the grand final which will see 4 players of every team competing, instead of 3. Every meeting will be directly refereed by a member of the organization.

4. Posting of points

The scores of every match must NECESSARILY be sent to the e-mail address inherent to every pool before Sunday evening at 10 pm CET to be counted or disputed.

The e-mail address in question will be communicated to the captains of the teams in the beginning of tournament. In the absence of e-mail on behalf of both teams, both will be applied a loss. In the presence of a single e-mail, the latter only will be taken into account.

In case of contesting, no score can be confirmed or invalidated in the absence of a screenshot proving the truthfulness of the request of the applicant.

The captains are thus invited to supply a screenshot for every victory which they wish to have taken into account.

The scores are counted in the following way. Every time a team eliminates a player, it wins a point. The winning team is thus the first one to reach 3 points.

Example: player A beats player C, then is beaten by player D. Player D also eliminates player B, then loses against player C. Player C loses against player E.

Player A, B, and C 3 points as well as the victory in the meeting are eliminated, are awarded to the team 2. Player C and D are eliminated, and team 1 thus gain 2 points.

Every bracket has its own referees and his own person in charge, who are reachable at the e-mail address which will be communicated at the beginning of the tournament to every team captains.

5. Qualification to the final stage

At the end of 8 rounds, the 2 teams of every bracket to reach the best score will be invited to participate in the final stage with the 4 best teams coming from the amateur brackets.

In case of equality in terms of victories / defeats between two teams, the latter will be decided according to points registered during all the rounds.

If it is not enough, a play-off game will be organized to determine the team which will participate in the final phases.

B. Amateurs

1. "Amateurs" brackets

The amateurs brackets are played in swiss round format. The number of rounds is fixed to 8.

In every round, two teams are in confrontation according to the following format:

3 against 3 "King of the Hill" - Best-of 5 - conquest. Every player thus arranges 3 decks that he has to validate during every match to take to win it.

Only one deck of every class is authorized by player. The classes used by the players are announced at the beginning of every round. The chosen decks will be sent to the organizer at the beginning of each round via e-mail to the address that will be communicated to them.

A player cannot change class in the course of round. This means that every meeting takes place in the following way:

Team 1 :

Player A

Player B

Player C

Team 2 :

Player C

Player D

Player E

Player A faces Player C in a BO5 in conquest mode : to win his BO, a player thus has to win with his 3 decks. Player A wins this BO, player C is thus eliminated from the meeting. Player A, victorious, stays and has to face player D or player E, and so on until 3 players are eliminated in a team.

For the teams of 4 players, this means that one of the team-mates cannot compete for a match on every meeting. It is not necessary to announce from the beginning of the meeting the player in question, and it is the objective to favor the strategy of the teams.

Because of the format of the meetings, the participants are encouraged to play their entire match in one breath, to avoid the missing or unavailability issues. The participants have all freedom to define the date and the hour of the match. In case of impossibility for a player to compete for his match and to be replaced, this one is considered as having lost the BO 3 decks in 0. GamersOrigin does not intervene in the organization, the dates or the schedules

of the matches of the amateur bracket of the concerned teams, within the limits of the current round.

To avoid any abuse, we invite the teams to keep the tracks of the conversations holding the definition of date and schedule of the meetings. In case of dispute, screenshots can be sent to the referees so that the latter decide.

No deck can be modified in the course of a round. A player cannot change class during the same round: for example, if the player A began with Druid, Hunter(Fighter), Shaman, and beat the player C with these classes, he is obliged to face the following player with the same classes and decks. Furthermore, and to warn any attempt of cheating, every player has the right to ask, at the beginning of a meeting, that a screen shot of his/her opponent is sent to him/her. Once the launched challenge, a player cannot have a deck anymore by class in his screen of launch (it is for example forbidden to have two decks warrior). If more than one deck by class is present on the screen shot, the applicant can require from his opponent that one of the deck in question is eliminated before relaunching the challenge. In case of refusal, it is within the competence of the applicant to seize an arbitrator of the problem.

2. Format of the final stage

The final phases take place according to a format of single elimination bracket. 8 teams will be selected, and no loser bracket will be applied.

The format of every meeting is similar to the one practised during the first stage, with the exception of the grand final which will see 4 players of every team competing, instead of 3. Every meeting will be directly refereed by a member of the organization.

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Each bracket has its own referees and its own person in charge, who are reachable at the e-mail address which will be communicated at the beginning of the tournament to every team captains.

4. Qualification to the final stage

At the end of 8 rounds, the 2 teams of every bracket who reached the best score will be invited to participate in the final stage with the 4 best teams coming from the professional brackets. In case of equality in terms of victories / defeats between two teams, the winner will be decided according to points registered during all the rounds. If it is not enough, a play-off game will be organized to determine the team which will participate in the final phases.

Article 4: schedule and timetable

The schedule and the timetable are available for every team on the www.toornament.com website, in the appropriate tab. GamersOrigin disclaims all liability in case of technical incident on the website of Toornament, but makes a commitment to take all the necessary measures if necessary to keep up the good progress of the tournament.

Except for exceptional reasons, a round lasts 6 days, from Tuesday until Sunday of every week. The organization updates on every Monday the scores and publishes the bracket, updated for the beginning of the following round. The participants are invited to pay attention to the fact that certain rounds can last longer because of private individual events such as Christmas.

Article 5 : Extensions and adventures

The tournament is taking place at the same time as the exit of a part of the extension “ The Leagues of the Explorers” of the game Hearthstone : Heroes of Warcraft, the players can use the new cards at the time of their exit and integrate them into their decklists if the match began after the release of the wing.

The sale rule applies to other extensions that might go out during the tournament : new cards as allowed only if the match began after their release.

Article 6 : Cash-prize

GamersOrigin makes a commitment to pay, at the end of the final phases, a prize for the 8 teams having reached this stage of the competition, distributed in the following way :

1st place: 1000€

2nd place : 500 €

3rd and 4th place : 350€

5th and 6th place : 200€

No other shape of reward or gain can be asked by any participant for its performance or its attitude during the tournament.

Article 7: Rights of the personality

Every participant accepts the following points:

1. The use by GamersOrigin of its Battle.net's pseudonymous, its image as well as of any element of its personality in the respect of the person of the latter by quotation, distinction, reproduction, representation, on the occasion of the promotion of its activities, operations of public relations, interviews, relations with the media, as well as the advertising and promotional operation of GamersOrigin, on any media and supports.
2. The participant makes a commitment not to refuse that his meetings are broadcasted and commented on live on the channel Twitch and the Youtube channel of GamersOrigin.
3. The participant authorizes the derived exploitation of its Battle.net's pseudonymous and its image in the respect of the person of the latter by reproduction on any advertising documents exposed, in particular, on web sites possessed by GamersOrigin and/or communicated by any broadcast, radio media, by press or by display on public, by Internet and any present electronic, telematic means and to come.
4. The participant gives up to GamersOrigin the exclusivity of copyright on any contents submitted within the framework of his participation to the tournament. The candidate refrains, except express authorization from GamersOrigin, to broadcast the productions made within the framework of his participation on his own media or any other media belonging to third parties.

Article 8: Breaches of the settlement

The competition is placed under the authority of a director of tournament, which is responsible for the application of the rules. It can take a decision about the disputes, give warnings, pronounce penalties towards the players guilty of a breach.

A player or a team suspecting a case of cheating or breach of the settlement can seize the management team of the tournament which will study the facts and the circumstances. The team will have to supply all the information which could help the referees of the tournament in their investigation.

After the study of the case, the director of the tournament can pronounce penalties towards the player or towards the guilty team, varying of simple score disadvantage in a match to definitive disqualification.