



Gamestah Paladins Winter Series (HEYPALL) Rules

1 General

1.1 Contact

Any queries (including disputes) related to the tournament should be address to Gamestah using discord: <https://discord.gg/OY8NbmlDfCtRanRP>

Alternative Contact from team management: chrisis@gamestah.com

Any team contact MUST be acknowledged by a tournament admin for it to be considered valid.

If you do not receive acknowledgement of information you have provided, the information will be considered invalid.

1.2 Rules Subject To Change

These rules may be updated at any time prior to the running of the Tournament. Notices of any changes will be:

- Posted on www.gamestah.com and/or
- Posted on <https://player.me/gamestah> and/or
- Tweeted by [@gamestah](https://twitter.com/gamestah) on Twitter.

Teams are responsible for checking the rules before the start of each tournament.

1.3 Cheating

Don't cheat. If you cheat you'll be banned from all future Gamestah Tournaments.

1.4 Disputes

If you wish to register a dispute you will need to provide replays and screenshots to support your side of the dispute. If you don't provide these your dispute will be thrown out, so make sure you save replays and take screenshots!

2 Tournament Entry



2.1 Entry Fees

Entry is Free.

2.2 Eligibility

2.2.1 Region-locked

Only teams located in Australia or New Zealand may enter Gamestah Tournaments. In addition, all players must be located in Australian or New Zealand.

Note: this is not a citizenship requirement!

2.2.2 Rosters

Teams must consist of a minimum of 5 players.

2.2.3 Core-of-Three

A team may change its roster from one week to the next. However, in order for points earned each week to carry over with the new roster, a core of three players must be present in the roster for the duration of all weekly tournaments played.

If you are unable to fill your team from your roster when you are due to play you will be disqualified.

2.2.4 Substitutes

Teams may use substitutes as long as the substitutes are:

- either specified on the roster list as a substitute
- or approved prior to tournament check-in by Gamestah admins.

Note: substitutes do not count as "core" in the "core of three" rule, above.

2.2.5 Smurfing/Ring-ins

Not allowed at all. If you need to add someone to your roster they must be added prior to the tournament starting.

2.2.6 Penalties

If a team fields a player that is ineligible, all matches using that player will be forfeited.

2.2.7 Exceptions

We will consider exceptions to all eligibility rules so long as we are notified by team management PRIOR to fielding the player. In such situations the admin's decision is final.

Note: exceptions will not be made should the player be played without prior notification.



2.2.8 Registration

Teams must be registered on challonge.com, with their full roster of players and substitutes specified, in order to compete in HEYPAL.

2.3 Team Captains / Management

2.3.1 Team Captains

One player per team must be designated as team Captain. The Captain is responsible for communicating with other captains, admins and for relaying information to his/her team.

2.3.2 Email Contact

All team captains must provide a primary email contact to Gamestah during the registration process. This email should be an account that is checked at least daily! All notices affecting teams will be copied to the email address provided.

2.3.3 Discord

Team Captains and/or management are required to be present in Gamestah Discord during scheduled tournament times: <https://discord.gg/OY8NbmIdfCtRanRP>

Please identify yourself as a team captain so that you can be given the roles required to gain access to the Captains-only Text channel.

2.3.4 Captain's Check-in

Captains are required to be present in Gamestah Discord one hour before the tournament start time. If you are unable to be present at this time, you may nominate a representative to be present for you. This is required to ensure any urgent notifications or team communications can occur before the tournament starts.

2.3.4.1 Challenge Check-in

Teams are required to check in on Challenge no later than 30 minutes prior to the start of the Tournament. Failure to check-in on time will result in your team's removal from the Tournament bracket. *This action is not reversible.*

2.3.5 Disqualification for Late Check-in

Any teams that have not been checked-in on time will be disqualified.

3 Match Standards

Gamestah places a high priority on good quality broadcasts that showcase team and individual brilliance. To ensure this is the focus of broadcasts, we will require players to agree to our Match Standards.



3.1 Player Names

3.1.1 Standardized Names

Players should use the same name from one broadcast to the next, and this name must match the name listed in the team roster on challonge.com.

3.1.2 Objectionable Names

Gamestah reserves the right to require players with objectionable names to change their name.

3.1.3 Penalties

Players that break naming rules will be given the chance to change their name to an approved name. Should players refuse, they will be treated as breaking the Smurfing/Ring-in rule, above.

3.2 Team Names

3.2.1 Standardized Names

Team names are to remain the same throughout each individual tournament as registered on challonge.com. Team names may be changed as long as the tournament admins are notified prior to the change. Failure to notify admins of team name changes could result in the loss of all points earned.

3.2.2 Objectionable Team Names

Teams may not use objectionable team names. What is “objectionable” will be decided by Tournament admins with no correspondence entered into.

3.3 Match and Broadcast Scheduling

All Gamestah Tournaments are scheduled for specific start times and dates, as notified in Tournament descriptions and Challonge.com scheduling.

Players and Teams will be notified when Tournament brackets have been created and are expected to note relevant registration, check-in and Tournament start times.

3.3.1 Round Start Notifications

Teams are not to start their matches for a given round until given permission to do so by a Tournament Admin. Permission will be given through a highlighted message in Gamestah Discord.

3.3.2 Start on Time

Teams playing in matches that are scheduled to be broadcast should be ready to start their match at the scheduled time.

3.3.3 Don't Start without Us



If your match has been nominated for broadcasting both teams must wait for Gamestah casters to signal “ready” before they start their matches.

3.3.4 Early Start Penalties

If you start early you will be required to restart the match. All progress, points earned or times set will be nullified.

4. Tournament Format

Gamestah Tournament formats are specified in Tournament Descriptions and reflected in the Tournament brackets on Challenge.com.

4.1 Regular Season - HEYPAL II Stages

HEYPAL II is divided into two stages, with each stage further divided into a two-night qualifier and a single-night playoff round.

4.1.1 Swiss Qualifier Round

Teams that register for a stage are placed into a Swiss bracket. The Swiss bracket consists of ten rounds, with five rounds conducted in Week 1 and five rounds conducted in Week 2. Each round is a best-of-one match with maps specified by tournament admins.

At the end of the ten rounds, the four teams with the most points are invited to the Playoff Round, which is played in Week 3.

4.1.2 Playoff Round

The Playoff Round takes place between the Top 4 teams from the Swiss Qualifier Round. The Playoff Round consists of a Single Elimination bracket with best-of-three matches. Maps are drafted as follows:

- The higher seeded team bans one map
- The lower seeded team bans one map
- The higher seeded team selects the map to be played from the remaining maps
- After the first map is completed, the loser selects the second map.

4.1.3 Registration

Teams must register for each stage of the tournament at gamestah.challenge.com

Sign-up Link for Stage 1: <http://gamestah.challenge.com/heyaliis1>

Sign-up Link for Stage 2: TBC

4.1.4 Scoring



The match score determines the points that a team earns on the Leaderboard. On Challenge, teams must enter both the actual map score and select the winner of the match.

Score entries must be processed as soon as possible after match completion in order to generate the next round of Swiss bracket matches with minimal delays.

4.1.5 Tie-breakers

Challenge's default tie-breakers will be used to break ties. These are listed in the Standings table for each bracket.

4.2 Maps

4.2.1 Regular Season

Maps will be specified for each round of the Swiss bracket. Maps are as follows:

(Note: maps are specified in the order of the rounds they will be played)

Stage 1 / Week 1

Ice Mines, Serpent Beach, Jaguar Falls, Frog Isle, Frozen Guard

Stage 1 / Week 2

Jaguar Falls • Frog Isle • Frozen Guard Stone Keep • Fish Market

Stage 2 /Week 1

Frozen Guard • Stone Keep • Fish Market • Serpent Beach • Timber Mill

Stage 2 /Week 2

Ice Mines • Timber Mill • Fish Market • Jaguar Falls • Serpent Beach

Playoffs

Drafted

4.3 Champions

All champions are available to be played.

New champions are banned from competitive play for one week from the day of release.

Admins reserve the right to ban a champion if a game-breaking bug is discovered.

4.3.1 Champion Draft

Matches are to be set up as Competitive Draft. The in-game drafting system will be used.

The higher-seeded team in each match-up must be assigned to the Blue team.

4.4 Match Hosting

4.4.1 Hosting Responsibility



The Team Captain of the higher-bracketed team is responsible for setting up the match lobby. If your match has been selected for broadcast team captains must invite casters to the match lobby.

4.4.2 Match Configuration

TBC

4.4.3 Pauses

Each team is allowed one pause per match. Both captains must confirm their teams are ready before un-pausing the match.

4.5 Reporting Match Results

4.5.1 Screenshots

All players are responsible for taking screenshots of results.

4.5.2 Captain's Submissions

Captains must enter match results as soon as possible on Challenge.

If issues/disputes arise with Captains' submissions then please refer to an admin on Gamestah's Discord server: <https://discord.gg/0Y8NbmIdfCtRanRP>

5. Broadcasting

Gamestah is the only approved broadcaster of HEYPAL matches.

5.1 Broadcast Channel

All matches will be broadcast on www.twitch.tv/gamestahtv1.

5.2. Team and Player Agreement

Teams and players agree to have their matches broadcast by Gamestah.

5.3 Exclusive Broadcasting

No HEYPAL matches may be streamed or broadcast by anyone other than Gamestah. This includes player-POV streaming.

5.4 Sponsors and Promotion

Gamestah is happy to promote team sponsors during match broadcasts. Teams should provide Gamestah with details of their sponsors (including graphics such as logos) to enable this promotion.

5.5 Montages and Compilations



Footage from replays of Gamestah tournament matches (including video or audio) may be used in montages or compilations as long as the footage includes the Gamestah Logos overlaid in a corner of the screen.

A high resolution copy of the Gamestah Logo can be found here:

http://www.gamestah.com/wp-content/uploads/2015/11/Gamestah-logos-1604_GS-main-logo_1024.png and

http://www.gamestah.com/wp-content/uploads/2015/11/Gamestah-logos-1604_GS-star.png

In addition, credit should be given to Gamestah in the production closing credits.

5.6 Nominating Matches for Broadcast

Gamestah will announce which matches have been selected for broadcast as early as possible. If your match has been nominated the team captains will be informed. Ensure that you wait for the casters to join the match lobby before starting the match.

6. Player Code of Conduct

All players must agree to the [Gamestah Player Code of Conduct](#).

7. Prizes

7.1 Playoff Round Prizes

Prizes at the end of the Playoff Round for each stage are as follows:

- 1st place: 1500 Crystals per player
- 2nd place: 800 Crystals per player
- 3rd & 4th place: 400 Crystals per player

7.2 Participation Rewards

All teams that participate in all four rounds of Swiss bracket will receive 200 Crystals per player.