

# 1. TEAM RULES AND REQUIREMENTS

## 1.1. Participation in the Australian and New Zealand Qualifiers.

- (a) The Australian and New Zealand Qualifiers is a team-based competition. Teams are comprised of five (5) players, each of whom must be an Eligible Participant. None of the Team Members may be associated with more than one Team in the Australian and New Zealand Qualifiers.
- (b) Teams must elect one Team Manager either from within the roster of five (5) Eligible Participants who make up the Team or add a sixth (6th) member to the Team who will not be considered an Eligible Participant. The role of the Team Manager is to be the primary point of contact for the Team.
- (c) One person cannot be a Team Manager in two or more Teams simultaneously.

## 1.2. Eligible players

(a) In order to be eligible to compete, the following criteria must be met by all members of the team:

- Legal residents of Australia or New Zealand<sup>^</sup>
- The age of majority in your country of residence
- Have authorised access to a full Battle.net Account registered on Blizzard's Battle.net service with a Heroes of the Storm license with access to fourteen (14) playable heroes

<sup>^</sup>Teams may have a maximum of two members who are not residents of Australia or New Zealand. These members must be on VISAs with a fixed address (ie Student or Work VISAs but not Tourist VISAs) and will remain in the country for the duration of the season.

## 1.3. Active Roster.

- (a) The five Eligible Participants who are designated as starters to play for the Team in the Australian and New Zealand Qualifiers will be considered the “**Active Roster**” for the Team.

- (b) Only players who are on the Active Roster at the conclusion of the Team's final game of the Australia and New Zealand Finals will be eligible to receive prizes from Blizzard.

#### 1.4. Roster Locks and Changes.

- (a) Teams may only consist of five (5) players and a Team manager.
- (b) Teams that qualify for a Weekly Playoff round from the Weekly Swiss round of that week will not be allowed to change any of their Team members between the Weekly Swiss round and the Playoff Round of the same week.
- (c) Teams that qualify for the Weekly Playoff round from the Weekly Playoff round of the previous week will not be allowed to change any of their Team members between the Weekly Playoff round of the previous week and the Playoff Round of the current week.
- (d) Teams that qualify for the Australian and New Zealand Finals will not be allowed to change any of their Team members between the last Australian and New Zealand Qualifiers and the start of the Australian and New Zealand Finals.

#### 1.5. Team Name and Player BattleTags

- (a) Team name must be deemed appropriate by Blizzard. Blizzard reserves the right to ask Teams to change their name or to directly change Team names that are seen as unfit for the Tournament.
- (b) Player's BattleTags must be deemed appropriate by Blizzard. Blizzard reserves the right to ask Players to change their BattleTag or to directly change BattleTags that are seen as unfit for the Tournament. Blizzard may also insert Player's Team Name as a part of the Player's BattleTag to enhance the viewing experience for fans.

## **2. STRUCTURE OF THE AUSTRALIAN AND NEW ZEALAND QUALIFIERS**

### 2.1 Roster Restrictions

Every team that participates in the Australian and New Zealand Qualifiers is subject to the following Roster Restrictions:

(a) A team that disbands (more than two players are leaving the team) will be automatically disqualified from the Australian and New Zealand Qualifiers. A team that is disqualified will lose all standings points that they have earned and the players will have no claim to any such points.

- Any standings points that a disqualified team held will be removed and will not be redistributed in any way.

(b) Teams can replace up to two players from their Active Roster under the following restrictions:

- The replacement player must be Eligible to participate in the Australian and New Zealand Qualifiers as an Eligible Participant in the region.
- The player entering the team is not from any other qualified Australia and New Zealand team.
- The replacements may only happen before rosters are locked and registration is closed for each Qualifier.
- Teams are not allowed to substitute a player from their Active Roster under any conditions
- As per 2.1 (a) the team name remains with the 3 players as the majority.

## 2.2 Australian and New Zealand Format

(a) The Australian and New Zealand Qualifiers will be played in three parts: a series of open cups, a single day event and a Finals playoff bracket.

- (b) Open cup play will consist of a four-week series of weekly cups that are each a Swiss bracket qualifier (“Weekly Swiss Bracket”) paired with a single-elimination Playoff bracket (“Weekly Playoff Bracket”).
- (c) Weekly Swiss Brackets consist of a Swiss bracket with four rounds of best-of-one matches. Teams earn one point per match win towards their cup score. In Weeks 2, 3 and 4, at the end of four rounds, the four teams with the highest score for that week’s Weekly Swiss Bracket qualify for the Weekly Playoff Bracket. In Week 1, at the end of four rounds, the eight teams with the highest score qualify for Week 1’s Weekly Playoff Bracket.
- (d) Weekly Playoff Brackets consist of a single elimination bracket with two rounds of best-of-three matches. Teams earn one point per match win towards their cup score. At the end of two rounds, the four teams that have not been eliminated qualify for the following week’s Weekly Playoff Bracket and do not play in the following week’s Weekly Swiss Bracket.
- (e) Teams that finish in the top four of a Weekly Swiss Bracket are awarded an additional one point towards their cup score, as long as the team plays in the Weekly Playoff Bracket for which they have qualified. Teams that qualify for a Weekly Playoff Bracket from the previous week’s Weekly Playoff Bracket are awarded an additional five points towards their cup score, as long as the team plays in the Weekly Playoff Bracket for which they have qualified.
- (f) At the end of four weeks, the cup scores for each team are combined to calculate the teams’ total scores. The two teams with the highest total score will advance to the Australia and New Zealand Finals.
- (g) The single day event will be a single day event with Double Elimination: Best of Three (3) Upper Bracket and Best of One (1) Lower Bracket. The Lower Bracket Finals will be Best of Three (3).
- (d) Australia and New Zealand Finals will consist of a Double Elimination bracket with all matches being Best of Five (5).

### 2.3 Tournament Rules; Match Details.

- (a) In each Tournament match, two teams will compete against each other by playing Heroes of the Storm on the Battle.net server operated by Blizzard. Matches will be played in the “Custom” game mode and “Tournament Draft” lobby mode.
- (b) Blizzard, at its sole discretion, will select a pool of nine Battlegrounds for the Tournament prior to the commencement of the Australian and New Zealand Qualifiers. The Battlegrounds pool can be changed at Blizzard’s sole discretion.
- (c) Battlegrounds will be specified by Tournament administration for each round of Weekly Swiss Bracket matches. Battlegrounds that will be included in the rotation are: Towers of Doom, Infernal Shrines, Battlefield of Eternity, Sky Temple, Tomb of the Spider Queen, Dragon Shire, Cursed Hollow, Braxis Holdout and Warhead Junction.
- (d) Battlegrounds will be drafted by teams for each round of Weekly Playoff Bracket matches. The following specifies the battleground drafting process:
- The higher seeded team may choose to elect to ban a battleground first or elect to pick/ban heroes first
  - The team chosen to ban a battleground first (here labelled “Team A”) will begin by banning one battleground
  - The other team (“Team B”) will then ban one battleground
  - Team A will then select a battleground from the remaining (unbanned) battlegrounds.
  - Team B will be granted first pick/ban during hero select
  - At the end of the first game, the losing team will have the option to choose either the next battleground to be played, or to have first pick/ban, with the winning team performing the remaining option
- (e) Players will be able to select from any heroes that are available to them on their Battle.net accounts and that have been commercially released in the region of play for at least two weeks before the match, except that Blizzard, in its sole discretion, may restrict certain heroes from the Australian and New Zealand Qualifiers Events at any point during the Australian and New Zealand Qualifiers. Eligible Participants must have access to at least fourteen (14) Heroes in order to participate in the Australian and New Zealand Qualifiers.
- (f) Each game within a match will begin with a drafting process to determine which heroes each team will play. Each team will have 60 seconds per selection phase in which to ban and pick heroes. If a team runs out of time, its pick will be randomly selected or it’s ban

will be missed. The team that began the battleground selection process (Team A) will go second during the first game's hero selection process, in the following sequence:

Hero Selection Sequence	
1.	Team B will ban one hero
2.	Team A will ban one hero
3.	Team B will choose one hero
4.	Team A will choose two heroes
5.	Team B will choose two heroes
6.	Team A will ban one hero
7.	Team B will ban one hero
8.	Team A will choose two heroes
9.	Team B will choose two heroes
10.	Team A will choose one hero

- (g) In the following games of a match, the losing team of the previous game will have the choice for Battlegrounds selection or first hero pick in the draft. Battlegrounds may not be repeated during a match.
- (h) Pauses
  - i. Teams may pause a total of 3 times per game. The amount of pause time must not exceed 10 minutes per game per team.
  - ii. Referees reserve the right to unpause a game at any time and to extend pause time at any time.
  - iii. Any team abusing pause will be punished and automatically be ineligible to any prize in the ongoing match. The abuse of pause will also result in a default loss in the ongoing match. Blizzard as its sole discretion may apply additional sanction.
- (i) Bugs & Exploit
  - i. Any use of a known bug or exploit will result in the team using the bug or exploit being ineligible to any prize for the ongoing match. Any use of bug or exploit will result in a default loss. Blizzard as its sole discretion may apply additional sanctions.

- ii. Known bugs and exploits are defined as anything made known previous to the game in question by the administrators or any report that is public on the official bug report forums, the Heroes of the Storm Subreddit (/r/heroesofthestorm) or any form of social media.

(j) Game Forfeitures

- i. If fewer than five Eligible Participants on a team's roster are present ten minutes after the scheduled match time, that team forfeits the match.
- ii. Blizzard, in its sole discretion, may require that a game or match be paused, suspended, replayed, or forfeited by a team in the event that one or more players lose their connections or the game is otherwise affected by abnormal technical or nontechnical issues, or based upon violations of the Official Rules or otherwise unfair or unsportsmanlike conduct.

(k) Replays

- i. All players are required to retain their replays for at least 14 days after any Official Match has finished.
- ii. Every player that participates in the Australian and New Zealand Qualifiers is automatically required to submit all replays to the Administrators.
- iii. Administrators will communicate directly with all persons who have their replays requested in order to obtain the replays in a method that is feasible for all parties.

2.4 Prize Awards.

The teams that successfully place in the Australian and New Zealand Finals will receive the following monetary prizes:

Placement	Prize Payout
1st	AUD 8,000
2nd	AUD 6,000

3rd	AUD 4,000
4th	AUD 2,000

- (c) National, state and local taxes, including VAT taxes, which are associated with the receipt or use of any prizes are the sole responsibility of the winner. All cash prizes will be paid in Australian dollars. Winners will be required to complete and submit to Blizzard all governmental and tax forms required to receive a cash prize, including bank information and any other forms required by the country in which the player is a resident. Additional paperwork that Blizzard requests, including waivers, indemnities and releases, must be submitted to Blizzard before Blizzard will provide the winner with any prize. Prizes are not transferable.
- (d) No substitutions or exchanges (including for cash) of any non-cash prizes will be permitted, except that Blizzard reserves the right to substitute a prize of equal or greater value for any noncash prize.
- (e) All Eligible Participants must be verified by Blizzard to ensure their eligibility prior to being declared a winner and/or receiving any prize. Display of statistics in the game (e.g., on a leader board) during the League does not entitle any Eligible Participant to a prize. In the event of a dispute as to the identity of any winner, Blizzard will resolve the dispute using the email addresses of Team Members used on the Battle.net Account.
- (f) As a condition of being awarded any prize, winners will be required to execute and deliver to Blizzard a signed affidavit of eligibility and acceptance of these Specific Rules and an indemnity and release of liability. In the event that a winner is under the age of majority, the winner's parent or legal guardian will be required to execute and deliver such documents. Failure to return a signed affidavit and related documents within seven days may result in forfeiture of prize. Potential winners are responsible for ensuring return of all required materials; proof of sending will not be considered proof of receipt by Blizzard.
- (g) Blizzard will post a list of winners at <http://heroesofthestorm.com/esports> no later than seven days after the end of each quarter. The list will remain available for six months on the website.



(h) Any team or player that displays unsportsmanlike conduct during a Blizzard sanctioned tournament may be subject to penalties. Blizzard reserves the right to take action against any team and/or player whose conduct has been called into question. Possible ramifications may include but are not excluded to;

- A reduction in prize money payment
- Total prize money forfeit
- Disqualification from the tournament
- Denied eligibility for future tournaments.