



Gamers for Giving 2019 Hearthstone

The Gamers for Giving 2019 Hearthstone tournament will be a 1 vs 1 Swiss bracket (rounds to be determined based on participants), seeding the top 8 into a single-elimination bracket. The tournament will be open to all LANFest attendees.

The Hearthstone tournament is a BYOC event. Players will need to bring their own device, as well as necessary peripherals to compete in the Hearthstone tournament. Gamers Outreach will provide tables, chairs, 2 electrical outlets, networking equipment and internet access to facilitate the tournament.

Please reference the LANFest Event Information Page for a handy check list of things you'll need to bring to the LAN (<http://gamersforgiving.org/lan-party/>).

Players will connect to Battle.net and compete with designated opponents. In the event that internet access becomes unavailable, or Battle.net is down, the tournament will take place online after Gamers for Giving on a newly designated date.

Check-in for the Hearthstone tournament will begin at 10:00 AM on Sunday, March 24th. Players are welcome to warm-up once their equipment has been set up. The tournament will start promptly at 1:30 PM. **Schedule is subject to change before the event.**

General Rules

[Hearthstone official battle.net tournament rules](#)

+ 1 vs 1 Tournament

+ Conquest Format: Swiss Rounds into Top 8 Bracket

+We'll be utilizing smash.gg for decklists/banning. Players will need to register the day of the tournament in order to participate!

- + Brackets will be created based on number of participants.

- + Best of Three throughout tournament. The first player to win the match against their opponent will be declared the winner.

- + Players may not use 3rd party add-ons.

- + Any attempt to tamper with the tournament network in such a way that hinders the competition will result in disqualification and removal from the event.

- + Players are welcome to play warm-up games with other players during periods of down time.

- + The latest official patch will be used throughout the event.

- + Player's may not pause a game without a referee's consent, or the consent of their opponent via in-game chat. Pausing a game without the consent of either party could result in a warning or disqualification at the discretion of the acting referee.

Settings

Default