

19th Asian Games

Hangzhou, China



Bangladesh Qualifier – Qualifying Process

Hearthstone



Acceptance of Competition Rules:

1. Acknowledging the official rules

It is required to read the rules and regulations thoroughly as registering implies the acceptance and acknowledgement of all that is stated herewith.

2. Eligibility

Only those of **Bangladeshi nationality and residency** will be eligible to partake in the qualifying process.

3. Required documentation

To be eligible to register, each participant must be **17+ years of age** and must have either a valid **National Identification (NID)** card or **passport**.

4. Broadcasting rights

Bangladesh Youth Development and Electronic Sports Association tournament committee will reserve the rights to broadcast the proceedings. In the case of no official transmissions, the players can opt to stream on their personal channels. Adding a delay of at least **8 minutes** is mandatory.



General Rules:

1. All participants are expected to play at their best during the course of the event's matches.
2. Competitors shall not offend the dignity or integrity of a country, private person, or group of people through contemptuous or discriminatory words or actions based on race, ethnicity, national origin, social origin, gender, language, religion, political opinion, financial status, birth status, sexual orientation, or any other reason.
3. These rules may be amended, modified or supplemented by the organizers from time to time in order to ensure fair play and the integrity of the tournament without any prior notice.



Registration:

The athletes who are willing to participate must complete their registration by filling out the online registration form and submitting the required registration fees. In order to successfully complete the form, the following details will be required.

- Athlete's name
- Father's name
- Mother's name
- Date of Birth
- National ID Card/Passport No.
- Email address
- Permanent address
- Athlete's Mobile number
- Guardian's Mobile number
- Bkash Number
- Platform (PC/PS4)
- Game ID
- ORIGIN/PSN ID
- Mode (H2H national or league team)
- Athlete's Registration Fee is 500 Taka.
- Athlete's Must send the Registration fee on this bkaash Number 01795504656.
- For any Kind of Registration queries please contact on 01795504656, 01686839707.
- Contact Email: esportshangzhou2022@gmail.com



Registration Process:

To complete the registration, visit the following link -

<https://www.bydesa.org/registration>

Time-Line:

Player have to register from 6 March to 15 March.

Qualifier Start Date:

Qualifier matches will start from 22 March.

Game Setup:

1. **Server** - Asian servers will be the primary means of hosting the matches.
2. **Game Mode** - The entire qualifying process will be conducted in **Standard** game mode. Wild decks are **not** allowed.



Game Rules:

1. In a Best of 5 (Bo5) format, the first **Athlete** to defeat their opponents three times will be deemed the winner of that particular series.
2. Victory is obtained either by bringing the opponent's life points to 0, or when they surrender.
3. If the game ends in a draw, with both heroes dying in the same turn, both **Athlete** are considered to have won that game and are reported that way. This may result in a series win for one of the players.
4. If the series is tied 1-1 and increasing the win counter to both players does not produce a winner, there are two possibilities,
 - a. If at the end of the game both heroes have positive health (ex: turn limit), the player with the most total life points, including armor, will be the winner.
 - b. If at the end of the game both heroes are at negative health (ex: a spell that generates lethal damage for both **Athletes**), the game must be repeated with the same decks.
5. Maestra of the Masquerade ruling will be the same as that of HSEsports.
6. If a **Athlete** playing a lineup with the card Maestra of the Masquerade in it commits either a Deck list Mismatch infraction or Wrong Class Selection infraction, that **Athlete** is responsible for continuing to play the active game until they have played out class cards that demonstrate indisputably whether they are or are not currently piloting a Maestra deck.



7. If a **Athlete** who commits either a Deck list Mismatch infraction or a Wrong Class Selection infraction has a Maestra in their lineup and leaves the active game prior to providing indisputable evidence that they are or are not piloting a Maestra deck, that player receives a match loss.
8. **Athletes** will be able to freely select any of their non-banned decks to play the games in the series.
9. The deck with which a game is won cannot be reused during that series.
10. The defeated player can keep the same deck with which they lost, or switch to another of their decks.
11. The first **Athlete** to achieve a victory with three of their unbanned decks will be the winner of the series.



Format:

1. **If the total number of registrations are 32 or more:**
 - a. There will be a total of 4 single elimination open qualifiers and the top 2 of each open qualifier will be seeded in the Round of 8 (Quarterfinals) in a Double Elimination Bracket.
 - b. The top 2 of each open qualifier are ineligible to enter in the following open qualifiers. The remainder of the **Athletes** will be seeded into the next open qualifier and this will stop after we have found our top 8.

2. **If the total number of registrations is less than 32:**
 - a. The tournament will be played in a best of 5 (Bo5) Swiss round format.
 - b. The Top 8 will be selected from this pool of players.
 - c. The top 8 will play in a double elimination bracket until we have a winner.

3. The brackets will be generated via [Battlefy.com](https://battlefy.com) and the organizers will send the participants a code to join the event after verification.

4. All of the participating players will be required to create an account at <https://battlefy.com/>

5. A total of four decks that fit the standard meta needs to be submitted.

6. **Athletes** are not allowed to change any cards or decks once the registration period has ended.



7. All **Athletes** must continue to use the same decks until the end of the event.
8. Before starting the series, each player will ban one of the opponent's decks, using the [Battlefy](#) platform itself.

Dispute Resolution:

1. During all the series played in this tournament, participants must join the BYDESA designated tournament server for the admins to have access to contact any **Athlete**.
2. It is very important to take screenshots of the victories and also of any situation that arises, to be able to be used as evidence for an admin. In the event of any problem, if there is no definitive evidence to base a concrete decision on, administrators will resolve the situation in whatever way they see fit (ex: by requiring a re-match).
3. Any bad inclusion of a card will be penalized with a lost game, and the deck will be modified, according to the list established in Battlefy.
4. **Athletes** will have 10 minutes from when their rival shows up for the game to introduce themselves, by checking in on the Battlefy website. Otherwise, the system will automatically consider the series lost. The Battlefy log will constitute sufficient evidence for disqualification, without the right to claim.



5. In the event of a disconnect during a game, the game will automatically pause. After 8 minutes, that game will be considered lost, and 5 minutes later, the series will be considered lost.
6. If an **Athlete** chooses a deck with which they should not be able to play(ex: starting the series with the banned class or a deck of another class not scored in the tournament), the opponent will win the game.If it is the last game and the players only have one class remaining, the **Athlete** who queues the wrong deck will be warned. In case they make the same mistake twice, they will lose the game.
7. It is forbidden to have spectators during the games (except members of the organization), with the penalty ranging up to disqualification from the tournament.
8. All decisions made by the organizers are irrevocable.
9. The report of the games' score must be made once the match is over. The **Athlete** who wins is responsible for updating their score on the table.