Hearthstone SERIES RULES

General
The Intramurals Participant Handbook will govern all aspects of play not considered playing rules of the sport. Participants are expected to follow the Handbook rules of conduct as well as the sport-specific rules outlined below. The Handbook is available at und.edu/intramurals. Key Handbook items include:

- Registration & Payment – Handbook pg. 7
- Captain Responsibilities – Handbook pg. 9
- Team Name Requirements – Handbook pg. 10
- Playoff Requirements – Handbook pg. 12
- Default/Forfeit Instructions and Consequences – Handbook pg. 14
- Participant Eligibility/ID Requirements – Handbook pg. 15
- Adding Players to Roster/Participation Limits – Handbook pg. 18
- Team/Participant Conduct – Handbook pg. 21
- Nexus Policies – UND.edu/esports

Schedules
Schedules for league play are posted online through wellnessregistration.und.edu.

Facility
All games will be played at the Wellness Center Esports Nexus, or at remote locations.

Questions
Please feel free to contact UND Esports Nexus staff with any questions or concerns.

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<tr>
<th>Name</th>
<th>Position</th>
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League/Competition Format

- Competition will be 1v1, with 5 games being played. The results of these round robin competitions will determine the final tournament seeding.
- The first player listed in the matchup will be expected to host the match.
- Each player has 3 decks (open to change) that they play with.
  - Each deck must be of a different class
  - Decks are picked for each round without the other player knowing what deck the other is using.
  - At the end of a round, the winning deck is put off to the side and that player must choose from their remaining decks.
  - If you lose with a deck, you may choose to either use it again, or switch out to a different one for the next round.
  - The match is over when one player beats the other one with all their decks. (First to 3 wins).
- Teams will have 15 minutes from match start to be ready to play. If a team does not show up by that time, the opponent must contact the Esports Program Manager (contact info above) to notify them of the no-show.
- The winner of the match will report the match through Discord. Winners must screenshot the winning match and submit it to the appropriate Discord channel.

The Game

- The basic rules of Hearthstone apply
  - Each player has 30 health and to win, one player must bring the other down to 0 health.
  - The player that goes first is determined by a coin toss.
  - Each player has a chosen hero and a deck of 30 cards.
  - The first player draws 3 cards, and the second player draws 4.
  - Each player has a chance to swap out one of their starting cards with the top card of their deck
    - If they choose to swap one of their cards, the card that is swapped out is shuffled into their deck.
  - Each player has an increasing amount of Mana available to them
    - On their first turn, each player has access to one mana
    - Each turn, the amount of mana a player has is increased by one, to a maximum of ten, and any mana that they’ve used from their previous turn is refilled.
    - Players use their mana to cast spells, summon minions, or equip weapons.
      - Spells are played from the player’s hand and immediately take effect.
      - Minions are played onto the field and can attack other minions or other players.
      - Weapons are played out of a player’s hand and allow that player’s hero to attack.
  - Players can have ten cards at a time in their hand, any cards drawn over this are destroyed.
  - Players can use hero powers for the cost of two mana
    - Hero powers are specific to the hero that the player is using.
  - If a player draws all 30 of their cards, then they will take damage.
- The amount of damage that they take will be increased by one point each turn.
  - There are limits to what can be in the game at a given time
    - There can only be ten cards in a player’s hand
    - There can only be seven minions on the board
    - A player can only have one equipped weapon
  - There are limited to what can be in a deck
    - There can only be two copies of a card per deck.
    - There can only be one copy of a legendary card per deck.

**Penalties**
- Bad manner: Players who excessively BM or have poor sportsmanship as determined by Wellness staff will receive a warning. Another instance beyond that warning will result in removal from the tournament.
- Any instance of cheating will result in an immediate removal from the league. Cheating includes but is not limited to hacking, ghosting, stream sniping, or the use of a 3rd party program that gives one player an unfair advantage over another.

**Miscellaneous**
- **All officials’ calls are final!**
- Teams must report their own scores by sending the results of their game through the UND Nexus Discord.
  - This must contain a screenshot of the end screen
- Discords may only be populated by the 5 players playing during the games.
- All players must use the UND Nexus Discord.
- Teams that utilize the Nexus must adhere to Nexus policies.
- After each game please try to leave as quickly as possible so that the next teams can get ready.
- Rules are subject to change at the discretion of the Wellness & Health Promotion staff.