

## Arena Tournament rules

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### **BlizzCon 2010 Tournament Rules.**

All matches that take place in the Tournament shall take place in accordance with the World of Warcraft Arena Rules, which are available at <http://www.worldofwarcraft.com/pvp/arena/index.xml>. In the event of any conflict between these Official Rules and the World of Warcraft Arena Rules, these Official Rules shall prevail. "Cheating," as determined in Sponsor's sole discretion, and specifically including, without limitation, "win-trading," shall result in disqualification of the Arena Team and all of its Team Members. Third party user interfaces compatible with World of Warcraft, and which do not violate the World of Warcraft Terms of Use may be used during the Qualification Round of the Tournament, but will not be allowed at the Regional Qualifier or the Finals. At the Regional Finals, Team Members will have fifteen (15) minutes prior to the start of the first match with each opponent Team Member to prepare the computer on which they will use to participate in the Tournament match.

### **Determination of Winners**

#### **Qualification Rounds and Regional Qualifier Tournaments**

The Qualification Round of the Tournament. The Qualification Round of the Tournament shall last for approximately eight weeks, and will commence on April 27, 2010 at approximately 10:00 AM Pacific Time (5:00 PM GMT) (subject to 'Server Maintenance' to be performed by Sponsor), and end on June 21, 2010 at approximately 9:00 PM Pacific Time (4:00 AM GMT). The first four weeks of the Qualification Round will be a "practice" period, and during this time Eligible Participants may switch from one team to another without that Arena Team being penalized. After the "Practice Period," all Arena Rating points will be set to zero (0) and Arena Teams shall compete to earn an Arena Rating based on their participation in 3 vs. 3 matches held in the "Arena Player vs. Player Battlegrounds" on the Tournament Servers. During the two weeks immediately following the end of the Practice Period, if a player switches from one Arena Team to another, the Arena Team that the Player switches to will have its Arena Rating penalized by subtracting 150 points from its Arena Rating. During the last two weeks of the Qualification Round of the Tournament, players cannot switch Arena Teams. To qualify for the Regional Qualifier Tournament, each Arena Team must play a minimum of 100 games. In order for a Team Member on the qualifying Arena Team to be eligible for the Regional Qualifier Tournament, the Team Member must participate in at least 30% of the Arena Team's

matches played during the Qualification Round. In the event of a "tie" where more than one Arena Team is tied for the last position eligible for an invitation to the Regional Qualifier Tournament, a single elimination "mini tournament" will be held between the Arena Teams tied for that last position, and the winner of the "mini tournament" will be invited to compete in the Regional Finals. The date, time and brackets for such a "mini tournament shall be determined by Sponsor, in its sole discretion.

The Regional Qualifier Tournament. The dates, times and locations for the Regional Qualifier Tournament will be determined by Sponsor in its sole discretion, and shall be distributed to the Team Members of the Arena Teams that qualify for the Regional Qualifier Tournament by e-mail no less than two weeks before the dates of their respective Regional Qualifier Tournament. The Eligible Participants who qualify for the Regional Qualifier Tournament will compete in a "best 3 out 5, double elimination" format to determine who will qualify for the Finals. At the Regional Qualifier, Arena Matches will be limited to a time period of twenty (20) minutes. If at the expiration of the time limit there is no clear winner, as determined by Sponsor in its sole discretion, the two Arena Teams shall play in another Arena Match to determine the winner, and if at the end of twenty (20) minutes there is no clear winner in the second match, as determined by Sponsor in its sole discretion, the winning Arena Team will be determined based on which Arena Team did the most damage to its opponent during the initial match.

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## **MLG 2008 Tournament Rules<sup>1</sup>**

Retrieved from [http://www.sk-gaming.com/content/17054-MLG\\_WoW\\_3v3\\_Tournament\\_signups\\_open](http://www.sk-gaming.com/content/17054-MLG_WoW_3v3_Tournament_signups_open)

### **General Rules**

1. No leaving the normal boundaries of a Map.
2. No wall jumping.
3. No looking at an opposing Team's monitor or projected screens by Players or Coaches.
4. Breaking any of the above rules will result in a Forfeit of the Game.
5. Any sign of cheating may result in a Forfeit of the Game and possible ejection.
6. Players must use their registered MLG Login Name during all Games. No Team Name abbreviations are

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<sup>1</sup> These are the rules from the 2008 tournament. I have not been able to recover the 2010 rule sets from the MLG.

allowed.

7. No Warm-Up Games may be played outside of scheduled Warm-Up periods.
8. During scheduled Warm-Up periods the winners can stay, but the losers must get up.
9. During scheduled Warm-Up periods, Teams still active in the Event have priority over open Stations.
10. In the case of a Computer/Monitor malfunction or a Character falling below the Map, the Game will be restarted from the beginning unless one Team had 2 more living Characters than the opposing Team.
11. Games started without the approval of a referee will be restarted.
12. If a Team fails to report to their Station within 5 minutes of the announcement, they will Forfeit the 1st Game. 10 minutes after the announcement, a Team will Forfeit the 2nd Game. 15 minutes after the announcement, a Team will Forfeit their Best of 5 Game Match.

### **Equipment**

1. Players may bring their own mouse, keyboard, headphones, and mouse pad.
2. All Players must submit their mouse, keyboard, and headphone driver requirements by 11:59 PM ET on Monday, June 9th. No drivers, that have not been previously submitted, will be installed at the San Diego Competition.
3. All Player equipment is subject to approval.
4. Players may not use 3rd party Add-ons.
5. Players may not change the Computer/Monitor sound and video settings.
6. All User Interface setups will be confined to the Blizzard default options.
7. All interface changes must be supervised by a WoW Referee or the WoW Tournament Director.

### **Championship Bracket**

1. The Championship Bracket is a Best of 5 Game Match, Double Elimination Bracket.
2. After losing a Match, Teams will fall into the Losers Bracket.
3. A Match loss in the Losers Bracket will result in elimination from the Event.
4. Teams may consist of 3 or 4 Players.
5. Teams must submit their Roster of Players/Characters to the Referee prior to the start of Games 1, 3, and 5.
6. Before Games 3 and 5, Teams will be given 5 minutes to change Players, Characters, Settings, redistribute Talent Points.
7. Teams will be seeded randomly.
8. All Gear will be standard Season 2 Arena Gear.

9. Arena 3v3 will be used for all Games.
  10. Maps will be randomly selected, for each Game by Blizzard's Matchmaking system.
  11. No Game Type may be played more than two times in a Best of 5 Game Match.
  12. No Game Type may be played more than four times in a Best of 11 Game Match.
  13. If Teams meet for a 2nd time in the Championship Bracket, their Match will expand to a Best of 11, include the previous Match, and pick up where that Match left off. For example, if Team A beat Team B 3 Games to 0 in the Winners Bracket, the Best of 11 will resume with Game 4 and Team A leading 3 Games to 0. Before Games 7, 9, and 11, Teams will be given 5 minutes to change Players, Characters, Settings, and redistribute Talent Points.
  14. If the Teams meeting in the Finals have not yet faced each other in the Championship Bracket and the Team coming from the Losers Bracket wins a Match, another Match must be played to break the tie since both Teams would only have one Match loss.
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## NAO 2011 Tournament Rules

Rules posted on: Arena Junkies and <http://www.twitch.tv/naoinv>. Retrieved January 19, 2011.

I am pleased to announce that the second North American Online Invitational is beginning as early as January 27th 2012! For those of you who have not yet heard about NAO, it is a tournament formed and run by players with the goal of helping and improving the WoW community. Your support and interest for these tournaments will help us improve and run them more frequently and with better prize money.

The prize money will be provided by our sponsors --. The event will be hosted over a period of a few weeks and games will be streamed on Fridays and Saturdays. More information on dates and prizes are currently is TBA. Please check out and follow the stream page to show your support at: <http://www.twitch.tv/naoinv>

### Tournament Structure

The tournament will be broken down into two phases *Qualification Phase* and the *Tournament Phase*.

### Qualification Phase

In order to allow more teams to participate in the tournament we have prepared for a 16 team Double Elimination Qualifier where the top 4 teams will move on to compete in the Tournament Phase.

The teams will be chosen based on **LIVE ARENA RATING** as well as the diversity of comps (maximum of two

of any given comp). Once all teams have been chosen they will be placed randomly into the first round of 16. Games will be played over a two week period and some of the games will be streamed at a scheduled time on Fridays and Saturdays.

### **Tournament Phase**

The Tournament phase will have 12 teams competing in group play. The 12 teams will be chosen as follows:

- 1) Top 4 teams from the previous Tournament.
- 2) 4 pre-invited teams who have shown amazing past results while playing a unique comp.
- 3) The top 4 teams from the qualification phase.

The teams will be placed in two groups of 6 where they will play every team within the group round robin style, and the top 2 teams coming out of each group will move on into a final Single Elimination Phase to determine the winners of the tournament!

The Tournament Phase will be played over Friday, Saturday and Sunday on a week sometime in early February. More information is TBA.

We will go into more details on updated rules further into the Tournament but we want to make this one rule very clear! **No PvE gear added in 4.3 will be allowed. NONE!** This includes the quest rogue daggers, raid finder trinkets and gear of all sorts. Heroic PvE gear of any sorts from the previous patch will also not be allowed.

### **How to sign up**

Please head over to our signup thread and post in the required format. A reminder to anyone who does not post in that format: we expect the post to be deleted. Also please be sure that your AJ accounts have updated character profiles on it, as it makes it much easier to verify current rating. Good luck!

### **Updated rules**

All rules are enforced based on the judgement of the Admins and Commentators, both of which hold the right to replay a specific match or disqualify a team from the tournament.

#1) Fear Ward, Water Elemental and other similar spells must only be used when the gates open. This should allow for similar times on cooldowns to a regular game.

#2) Players cannot cast short term buffs under 30 seconds that would normally be cleared after when gates open until the NAO countdown is complete.

#3) Players must follow the simple rules that allow the spectator UI to work, failure to do this will require a restart of the game. Consistant failure may result in disqualification.

**#4) The Following PVE gear is BANNED from use:**

Anything obtained from Dragon Soul

Any heroic raid PVE gear

No Items obtained through Valor Points

**The Following Gear is NOT BANNED from use:**

All PVP gear

PVE gear from 5 mans

NON-Heroic Firelands or lower tier instances.

#5) Losers of each match will be able to choose a map that has not already been played. Nagrand will always be chosen first. In a best of 7 series a map cannot be played twice till all others have been chosen.

#6) Teams that fail to show up for an assigned time will risk disqualification.