



# OFFICIAL RULEBOOK





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# 1. BASIC TOURNAMENT INFORMATION

Trial of Champions aims to help aspiring semi-professional players and their teams by offering a competitive environment to exercise their skills, strengths, and teamwork where they have a chance to prove just how pro they really are!

## 1.1 Participation

All teams participating in this tournament will have applied through the official sign up form and were subsequently invited and seeded based on several factors. These factors include, but are not limited to: recent team and player notoriety, recent official tournament results, and skill rating average. Seeding is final and will not be adjusted.

## 1.2 Prizing

The awarding of the prizepool will be distributed as follows:

- 1st Place: 65%, One (1) seed in Contenders Trials\*
- 2nd Place: 25%, One (1) seed in Contenders Trials\*
- 3rd Place: 10%

\*To be eligible to receive the seed(s) in Contenders Trials, the team(s) must not currently already have an active seed in the upcoming iteration of Contenders Trials. In the event that either the first or second place teams are already seeded, the seeds available as part of this tournament's prize pool will be awarded to the next highest placed teams who are eligible. Monetary prizes will be awarded as normal. Per Blizzard Entertainment, teams must retain a minimum of four (4) of the active players who received the Contenders Trials seeds via this 3rd Party Tournament.

## 1.3 Eligibility

All teams applying should be primarily based in the North American server region. Teams applying for this tournament **must not** have players on their rosters who are currently suspended or banned from playing in officially sanctioned "Path to Pro" events such as Open Division or Contenders, or be on an active Contenders or OWL roster. Teams that are in violation **will not** be admitted to the tournament.



## 2. STAFF CLAUSE

### **All staff decisions are final!**

The Tournament Lead(s)/Admin(s) reserve the right to change, add, remove, or amend any rules at any time. Interpretation of the rules and regulations within this rulebook lies with the Tournament Lead and designated Admins.

Official tournament staff maintain authority over the operations of the tournament. The following Staff roles are defined on the official Trial of Champions Discord:

- Tournament Lead/Admin -
  - **DC: GreenArrow#1156; Bnet: GreenArrow#11358**
- Assistant Lead/Admin -
  - **DC: Koja#0001; Bnet: Koja#11597**
- Tournament Staff -
  - **DC: Preston#5557; Bnet: DDUDUDDUDU#1169**
  - **DC: Teabubbles#1720; Bnet: Teabubbles#1720**

The individuals listed above and others with the Tournament Staff role are considered as judges/referees for the duration of the tournament. The Tournament Lead will settle disputes and clarify rules as needed.



## 3. SCHEDULE

### 3.1 Schedule Overview

The tournament will take place over a period of two weeks, from October 12th to October 25th. The first day of gameplay will take place on Wednesday (10/14). The final day of the tournament will take place on Sunday (10/25).

### 3.2 Single Elimination

#### 3.2.1 Round of 64

The round of sixty-four (64) will be played over a period of two (2) days, consisting of the first sixteen (16) matches on Wednesday (10/14), the remaining sixteen (16) matches will be played on Thursday (10/15). Teams will be allowed to select between two time slots on their given day. The times available are:

- 4PM PT/7PM ET
- 5:30PM PT/8:30PM ET

#### 3.2.2 Round of 32

The round of thirty-two (32) will be played on Friday (10/16). Teams remaining will be allowed to select between two time slots on that day. The times available are:

- 4PM PT/7PM ET
- 5:30PM PT/8:30PM ET

The top sixteen teams will advance to the double elimination bracket.

### 3.3 Double Elimination

#### 3.3.1 Saturday (10/17)

- Round of 16: 4PM PT/7PM ET
- Loser's Bracket Round 1: 5:30PM PT/8:30PM ET

#### 3.3.2 Sunday (10/18)

- Winner's Bracket Round 1:
  - Match 13: 12PM PT/3PM ET
  - Match 14: 1:30PM PT/4:30PM ET
  - Match 15: 3PM PT/6 PM ET
  - Match 16: 4:30PM PT/7:30PM ET



### **3.3.3 Wednesday (10/21)**

- Loser's Bracket Round 2: 4PMPT/7PM ET
- Loser's Bracket Round 3: 5:30PM PT/8:30PM ET

### **3.3.4 Thursday (10/22)**

- Winner's Bracket Round 2:
  - Match 23: 4PM PT/7PM ET
  - Match 24: 5:30PM PT/8:30PM ET

### **3.3.5 Friday (10/23)**

- Loser's Bracket Round 4:
  - Match 25: 4PM PT/7PM ET
  - Match 26: 5:30PM PT/8:30PM ET

### **3.3.6 Saturday (10/24)**

- Winner's Semi-Finals: 4PM PT/7PM ET
- Loser's Semi-Finals: 5:30PM PT/8:30PM ET

### **3.3.7 Sunday (10/25)**

- Loser's Finals: 4PM PT/7PM ET
- Grand Finals: 5:30PM PT/8:30PM ET

## **4. TOURNAMENT PLAY**

### **4.1 General Bracket Structure**

There will be sixty-four (64) total participants in the single elimination bracket. The subsequent top sixteen (16) teams will then participate in a double elimination bracket. All matches will be first to three (3) maps, with the exception of grand finals which will be first to four (4) maps.



## 4.2 Playing a Match

### 4.2.1.a Lobby Setup (RO64 & RO32)

The top-seeded team is in charge of setting up the lobby. All lobbies will be played on the code provided by tournament admins in **#tournament-information** in the official Trial of Champions Discord.

Games are played on the live server patch. Heroes not present at the beginning of tournament play will not be playable for the duration of the tournament and will be locked off in the lobby settings. There will be no hero ban limitations.

### 4.2.1.b Lobby Setup (RO16 → GF)

A member of the Trial of Champions staff will be in charge of setting up the lobbies and inviting the team's captain to the lobby. Team captains will be responsible for inviting the remainder of their team. Lobby Settings are as follows:

- **Presets:** Competitive
- **Modes, All:** Kill Cam Off
- **Modes, All:** Skins Disabled
- **Pause on Disconnect:** Off
- **Lobby, Spectators:** Invite Only, None

Games are played on the live server patch. Heros not present at the beginning of tournament play will not be playable for the duration of the tournament and will be locked off in the lobby settings. There will be no hero ban limitations.

### 4.2.2 Starting a Match

Matches must start within 10 minutes of the scheduled start time. This time should be used to check enemy team rosters. If a team is not ready at the end of the 10-minute window then they must forfeit the match.

Starting a match implies consent and agreement from both teams that the lobby settings are correct and that rostered players in the lobby are present. Do **NOT** agree or reply "ready" to start the match if your team has an issue with how the lobby is set up or with players in the lobby. You can express your concerns to a tournament staff member to get help resolving the situation. Any staff decision regarding such issues is final.



### 4.2.3 Selecting Maps

All matches, with the exception of the grand finals, are determined by the first team to reach three map wins (“First to three” / “BO5”). The grand finals are determined by the first team to reach four map wins (“First to four” / “BO7”) and will include the following map types in this specific order: (Control/Escort/Hybrid/Assault/Control)

The following maps from each category can be selected:

- **Control:** Lijiang Tower / Busan / Nepal (3 maps)
- **Escort:** Dorado / Route 66 (2 maps)
- **Hybrid:** Eichenwalde / Hollywood (2 maps)
- **Assault:** Temple of Anubis / Volskaya Industries (2 maps)

The highest seeded team will pick the first Control map to be played. For each subsequent map, the loser of the previous map picks the next map and the winner of the previous map picks the side for the next map if applicable. Teams will have five (5) minutes to pick the next map and have side selection decided.

### 4.2.4 Ties and Indeterminate Scores

Each map win grants a team 1 point. The first team to reach 3 or 4 points (depending on set type) wins the set.

If a map results in a tie, the team that lost the previous map will select the next map, and the other team will select a side if applicable.

If neither team reaches three wins after all five or seven maps (depending on set type), then teams will play the standard control map that was not played as the final map. If you are unsure about what team should pick the next map or side, then please notify tournament staff.

### 4.2.5 Pauses and Disputes

In between maps teams may substitute players. Substitutions may not be made mid-map.

If a player disconnects in the middle of a map, **lobby hosts must allow the current team fight to play out** and then pause the game. Players are allowed 5 minutes to return to the game. If the 5-minute timer expires teams should finish out the map 5v6. Each team is allotted two (2), 5-minute timers during the set and may use only one timer per map. If the player cannot come back, they should be replaced with a substitute on the team roster after the current map concludes.

We encourage you to be understanding about any issues your opponents might have, as some things are just out of anyone's control. Give the other team the benefit of the doubt, just like you'd want if the same situation was flipped.





#### 4.2.6 Match Chat

Matches may be streamed! To keep things simple, match chat is reserved for team captains and should be kept clean and professional. Interactions in match chat are subject to the same rules as our Discord servers and engaging in unprofessional behavior may result in disciplinary action.

### 4.3 Voice Channels

All teams must use the voice channels provided in the official Trial of Champions Discord. Teams are only allowed to have 6 members in the voice channel at one time and those members must all be players. No coaches or managers are allowed in the voice channel.

### 4.4 Reporting Score

Once a set has been completed, the captain of the winning team shall report the score immediately to the **#report-score** channel in the official Trial of Champions Discord server. This will allow the Challenge bracket to be updated in real time.



## 5. PRODUCTION

By participating in the Trial of Champions, teams give Elo Hell Esports the right to stream any of their matches. Teams will generally be given advance notice if they are going to be streamed by the Elo Hell Esports production crew. The Trial of Champions staff will be in touch to provide more details and instructions. Though staff will always make the greatest effort possible to notify ahead of time, the nature of online gaming and streaming means that some matches may be selected for streaming with little or no warning. Please work with the staff and be patient!

Teams must be on time if their match is getting streamed, assuming proper warning was given. Teams will not be allowed to play on stream without 6 players.

If teams are being streamed by Elo Hell Esports, all player streams are **prohibited**. If your match is not being streamed you are allowed to have a personal stream. To avoid potential cheating Elo Hell Esports requires that you stream with a minimum of a three (3) minute delay.

For production and social media purposes, teams are required to have a team logo. Please follow the guidelines on the [logo guide](#). Players will be required to play on the account that they associate themselves with on social media (if applicable). Players will not be allowed to play on shared accounts.

***\*In the event a match runs long or short, the start time may be delayed for streaming purposes.***

## 6. COMMUNITY STANDARDS

Players and teams participating in Trial of Champions are held to high social conduct standards and the Blizzard ToS. Any player or team found in violation of these codes (which includes toxicity, sexual misconduct, bullying, smurfing, etc.) will receive punishment accordingly. This may range from a warning, forfeiting a match, or being ejected/banned from the tournament. Community members are encouraged to report unacceptable behavior to the Trial of Champions staff team. Trial of Champions Admins and Elo Hell Esports staff who oversee the event maintain the right to remove any player or team from the tournament for any reason at any time.

Trial of Champions staff and other members of Elo Hell Esports worked hard on making this tournament possible. Please, if you see one of them in stream chat or on discord, tell them thank you! <3