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## OFFICIAL RULEBOOK

WEBSITE: [www.SuperGirlGamerPro.Com](http://www.SuperGirlGamerPro.Com)

TWITTER + FACEBOOK: @SGGamerPro

TWITCH: /SuperGirlGP

**Qualifying Series:** Every Sat., Oct. 9 - 30, 2022

**Championships:** Sunday, November 13, 2022

LAST UPDATED: Oct. 5, 2022

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# 1. GENERAL

## 1.1 General Rules

- Every player must be registered on the [Challengermode](#) tournament platform in order to compete.
- Every player must join the [SUPER GIRL GAMER PRO Discord server](#) and frequently lookout for the announcements before, during, and after the tournament.
- Every player must read, understand, and agree to the rules for participation in the tournament. Players agree and consent to these rules, as well as ASA Entertainment's authority to enforce them, as a condition of their participation. Each player is therefore expected and required to abide by the Rules, and any failure to follow them will result in punitive measures.
- Every player must play with their main game account during the entire tournament series.
- Every team must hold an appropriate team name. Any team attempting to sign up for the tournament with a name deemed inappropriate will be asked to create a new team name in order to participate. Tournament Organizers have full authority to change and/or select appropriate abbreviations or acronyms for Broadcast graphics.
- All players must be female, female-identifying, non-binary.
- Rules are subject to change at any given time if deemed necessary.
- The decisions of Tournament Administrators and Organizers are final.

## 1.2 Registration and Player Eligibility

- Registration for each weekly tournament will be held through [Challengermode](#)
  - Each team will need to Register for each week as they are all individual tournaments. The next week's Registration page will open immediately following the completion of the previous week's tournament.
- There are no registration fees.
- There is no rank or skill level required in order to be eligible to compete.
- Players must be at least 13 years old.
- All players must be female (includes female-identifying and non-binary players)
- A Google Form must be completed by each player to help verify identity and gather game-related information. This Form is available in the "Tournament Info" section on the Registration page (Challengermode)
- Tournament Organizers have the right to reach out to individual players to gather more info and/or further verify at the Tournament Organizer's discretion.
- Tournament Organizers may mic-check individuals prior to each Tournament and have the authority to randomly join/request a mic-check at any given time to help confirm identity.
- Open for all players from all countries, but will be played on the Americas server.

- Your account must be in good standing at the start of the tournament and remain in good standing throughout the tournament series.
- Make sure to be updated on the latest patch before your matches. The tournament will use the latest available version.
- Current employees of ASA Entertainment and SpaceTime Strategies are not permitted to compete in this Tournament Series.
- Signing up for the tournament also acts as a media waiver for the Super Girl Gamer Series (which includes both the Online Qualifying Series and the Championships event, collectively “the Event”). You hereby grant to ASA, its successors and assigns (the "Distributors") the non-exclusive right to utilize your appearance, name, voice, image and likeness in connection with the Event, the Event’s live streams, or programming produced by ASA about the Event in any and all manner and media throughout the world in perpetuity (“Grant of Rights”). You hereby waive any right that you may have to inspect or approve any finished product or any advertising copy that may be used in connection therewith or the use to which it is applied. You hereby warrant that you have the full legal right, power and authority to make this Grant of Rights, and that this Grant of Rights shall not infringe upon the rights of any third party. You hereby assign all right, title and interest you may have in any and all media in which any or all of your appearance, name, voice, image or likeness has been captured in connection with the above Distributors, along with full rights of assignability. The foregoing does not grant the Distributors or third parties the right to use your recognizable likeness and/or name on merchandise or in connection with the direct endorsement of any products or services of Event sponsors or any other entity other than as explicitly set forth above.

## 2. TOURNAMENT SERIES STRUCTURE

### 2.1 Qualifiers

- This Tournament Series will consist of four (4) weeks of open Qualifier tournaments plus a season-ending Championships Event for the finalists.
- Each week will serve as a new tournament bracket of up to sixteen (16) players.
- Each week is its own individual qualifier opportunity. The four players that win each week will be the four players that advance to the Championships.
  - If an already-qualified player wins another week, the Championships spot will go to the furthest placing player in that week’s bracket.
- Players have the ability to compete in as many or as few qualifier weeks as they would like. There is no requirement to compete in all four (4) weeks.
  - As a reward, if the winning Championships player also competed in all 4 weeks, their prize money payout will be increased.

## 2.2 Championships

- At the conclusion of the four (4) week Qualifying series, the four (4) players that won each Qualifier week will be considered a finalist and advance to the Championships.
- The Championships will be held online on **Sunday, Nov. 13, 2022.**
- Player identification re-verification will be conducted at the discretion of Tournament Organizers immediately following the conclusion of the Qualifying Series.
- If a player has been found to falsify who they are, they will forfeit their position as a Finalist, losing their spot in the Championships. Their open spot would then go to the team with the next highest point total.

### 2.2.2 Prizing

- Select sponsor product may be awarded to each finalist as determined by Event sponsors.
- A cash prize will be awarded to all finalists.
  - **\$2,500** total cash prize pool
    - 1st Place: \$1,300 \*
    - 2nd Place: \$650
    - 3rd Place: \$350
    - 4th Place: \$200

*\* If the player that wins the Championships has also competed in each qualifier week, an additional \$600 will be added to their prize distribution as a reward.*

- Distribution of payment will be made via direct deposit to each individual player (or to Team's Organization if requested.)
- Team Captain will supply Tournament Organizers with how their winning amount shall be distributed to each player and/or substitute.
  - If we are unable to receive a response from the Team Captain, payment will be distributed with an even split per each of the five (5) players that competed at the Championships.
- Payment Paperwork will be sent out to each player at the conclusion of the Qualifying Series to gather required personal and banking information for payment.
- Payment Paperwork must be received in a timely manner and completed correctly prior to processing payment.
  - If all information is accurate and received in a timely manner, payments will be processed for deposit no later than thirty (30) days after the Championships event.

- For all international players, 30% will be deducted from prize money for U.S. Taxes. IRS Form 1042 will be mailed to you after year-end.
- It is the sole responsibility of the player to respond to emails or any form of communication outreach by Tournament Organizers regarding tournament prizing and payment within three (3) business days or Tournament Organizers will not be held liable for any late prizing payments or shipments.
- Specific questions regarding payment can be directed to Amanda Ball at ASA Entertainment (amanda@asaent.com or Discord: **amanda**. | **SGGP#1324**)

## 2.4 Tournament Format

### 2.4.1 Qualifier Weeks

- A bracket up to sixteen (16) teams.
- Competition Type: Standard Conquest
- Single-elimination.
- Open to women from all countries, but will be played on the Americas server.
- All matches will be best-of-five (BO5)
- The round of 16 will be held off-stream
  - One quarterfinal match, both semis, and finals will be broadcasted.
- The tournament will be played entirely in Standard Format - Conquest.
  - All players must prepare four (4) different deck classes. Each deck must come from a different class.
  - To win the match, a player must win with all three decks.
  - When a player wins the game, they are no longer able to use that deck and must switch to their next deck for the next game.
  - The losing player can use the same deck or switch decks.
  - Players must tell the Tournament Administrator which class they ban before the match. There will be one (1) deck ban.
    - Each player should que the class they'd like to ban. Once it's queued, it's final.
  - Players must submit a screenshot of their decks on one of the following options (<https://hsdeckviewer.com/>, YAYtears, or D0nkey) and DM it to the Tournament Admin on Discord 24 hours before the tournament start time (i.e. **Bemmie#0416**)
  - If a player ques with a deck that has already been won with or has been banned before the match, the player affected by the mis que will take the win for the game but not the series.
- Each week will be played on the latest patch.

### 2.4.2 Championships

- At the conclusion of the four (4) week Qualifying series, the four (4) teams that won each Qualifier week will be considered a finalist and advance to the Championships.
- The Championships will be played on the latest patch.

## 2.5 Schedule and Match Set-up

- Open Qualifier - WEEK 1 - Sunday, Oct. 9 (3:00p EST - approx. 9:00p EST)
  - Open Qualifier - WEEK 2 - Sunday, Oct. 16 (3:00p EST - approx. 9:00p EST)
  - Open Qualifier - WEEK 3 - Sunday, Oct. 23 (3:00p EST - approx. 9:00p EST)
  - Open Qualifier - WEEK 4 - Sunday, Oct. 30 (3:00p EST - approx. 9:00p EST)
  - Championships - Sunday, Nov. 13 (4:00p EST - approx. 10:00p EST)
- The schedule for the entire series will be posted on the [Tournament Website](#).
  - All weeks will be streamed live on [Twitch](#) and [Facebook Gaming](#)
    - The broadcast for each week will begin at **4:00p EST**
  - Match times will be communicated to players through [Discord](#).
  - Each player is responsible to be aware of and ready for their scheduled match time.
  - Changes to the schedule are at the discretion of the Tournament Administrators and will be announced to players in Discord.

### Challengermode Check-In:

- All players must check-in sixty (60) minutes before the tournament start time to confirm their participation. Check-in will be open from **2:00p - 2:45p EST**.
- If more than sixteen (16) players have registered to compete, the first sixteen (16) eligible players to check in will be the players seeded in the bracket.
- Each player must be in the game lobby and ready-up fifteen (15) minutes prior to the match start time.
- If a player is not in the game lobby and ready for their match time, they will forfeit their match resulting in their opponent automatically advancing to the next round.

## 2.5 Reporting Results

- Both players will be responsible for submitting and verifying the results of their match. Players should take screenshots of the end game leaderboard and upload them to Challengermode or Discord.
- On Discord please use the **#report-score** channel under the HEARTHSTONE category to upload match results.
- On Challengermode please use the match page to upload the match results.

# 3. COMPETITIVE INTEGRITY

## 3.1 Cheating Prevention & Player Code of Conduct

- Any form of cheating will not be tolerated for the entirety of the Tournament Series.
- This includes, but not limited to,
  - Playing or allowing another Player to play on a Tournament Account registered in another person's name (or soliciting, encouraging, or directing someone else to do so).
  - Intentionally exploiting any game function (e.g., an in-game bug or glitch) in a manner not intended by Blizzard in order to gain a competitive advantage.
  - Using distributed denial of service attacks, swatting, or similar methods to interfere with another Player's connection to the Hearthstone game client.
  - Intentionally disconnecting from a Match without a legitimate reason for doing so.
  - Accepting any gift, reward, bribe, or compensation for services promised, rendered, or to be rendered in connection with unfair play of Hearthstone (e.g., services designed to throw or fix a Match or Game).
- Blizzard-banned players are prohibited from competing in the tournament.
  - If a player gets Blizzard-banned during the tournament it will result in disqualification for the team.
  - If a team is found to be using a Riot-banned player, the team will be disqualified.
- All tournament weeks will be broadcasted and streaming of *Hearthstone* matches will be allowed.
  - If streaming, a delay set to a minimum of fifteen (15) minutes must be in place unless mentioned otherwise by Tournament Administrators.
    - If a delay is not in place, the streamer and her team accept the possible consequences.
    - Official Broadcast of the Tournament will also have a fifteen (15) minute delay in place.



- Tournament Broadcasters and Administrators are allowed to spectate and/or join voice comms for any game at any given time.
- All players are expected to exhibit good sportsmanship and maintain respect for one another, players, the community, and the staff. This sportsmanship must be upheld during the entirety of the Tournament Series and across all platforms; in-game, on Social Media, in Discord, and in Twitch chat. Any behavior that is considered to be inappropriate and in violation of the Player Code of Conduct includes, but is not limited to, the following:
  - Non-fair-play behavior, physical or verbal abuse towards players, staff, or any participant.
  - Acting in an unsportsmanlike or disruptive manner, or with the intent to disrupt or undermine the legitimate operation of the Tournament, or to abuse, threaten or harass any other person.
  - Engaging in collusion, which is an agreement between two or more teams or players on different teams to predetermine the outcome of a game.
  - Hacking, exploiting, the use of any kind of cheating device and/or cheat programs, or any similar cheating method.
  - Cheating, manipulating game files, using unapproved game modifications, or any other method by which one may gain an unfair advantage over another player.
  - Engaging in violence or any activity which is deemed in the judgment of the Tournament Administrators to be immoral, unethical, disgraceful, or contrary to common standards of decency.

## **3.2 Disciplinary Action for Misconduct**

- Any player who violates these rules may be warned, disqualified from the tournament, banned from the Tournament Series entirely, or blacklisted from competing in any Super Girl tournaments moving forward. This decision will be at the sole discretion of the Tournament Administrator depending on the severity of the action and the number of times that player has been reported. You can talk to your Tournament Administrator to report improper or suspicious behavior.

## **3.3 Disconnections**

- If a player disconnects mid way through the game, the player has a 5 minute window to return to play out the rest of the match. The 5 minutes is accumulated over time and does not reset for each disconnect. When it has been over 5 minutes, the player wins the game. When the game is off stream, players are responsible for providing screenshots of their opponents being disconnected.