I. Policy and Procedures
A. For all Policy and Procedures, please refer to Columbia University’s Intramural Handbook which can be found on perec.columbia.edu under Intramurals, Rules & Policies, as well as under Handbooks/Manuals on the Columbia University’s imleagues.com website. All Intramural participants are responsible for knowing all of the Intramural Policies and Procedures.
B. Leagues Offered:
   a. 1v1 Open-Recreational
   b. 1v1 Open-Competitive
C. Leagues are open to anyone with a Dodge Fitness Center membership (undergraduate students, graduate students, alumni and faculty/staff).
D. Please use GAMERTAG as your team name.
E. DISCLAIMER: This game is rated T for TEEN by the ESRB, meaning that it is suitable for ages 13 and up. This game includes alcohol reference, blood, fantasy violence, and mild suggestive themes.

II. Format
A. The tournament will take place over a two to three week period starting on Monday, March 8th.
B. The tournament will be a single or double elimination tournament (depending on the # of teams that register), with the bracket posted on imleagues.com.
C. All matches will be played on a best 3 of 5 rounds. The team that wins 3 games will advance to the next round.
D. Each match will have a scheduled day and time (as seen on the imleagues bracket). This is the day and time the game needs to be completed by and when the results must be submitted by.
E. Responsibility is on both captains to get in contact with each other to decide the most convenient time to play.
F. If an extension is needed, please contact intramurals@columbia.edu and copy your opponent’s email address.
G. If your opponent does not respond with their availability by 6 hours before the deadline, please send out a second email and copy intramurals@columbia.edu. If your opponent does not respond with their availability at least 3 hours before the deadline, and the game is not played, a win will be awarded to the player who followed the guidelines to schedule the game.
H. A double forfeit will occur if both players fail to reach out to one another and the game is not played.
I. The home team will create the match and be the host.
J. Each player has 3 decks that they play with.
   a. Each deck must be of a different class.
   b. Decks are picked for each round without the other player knowing what deck the other is using.
   c. At the end of a round, the winning deck is put off to the side and that player must choose from their remaining decks.
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d. 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.
e. The match is over when one player beats the other one with all their decks.

K. The basic rules of Hearthstone apply.
a. Each player has 30 health and to win, one player must bring the other down to 0 health.
b. Each player has a chosen hero and a deck of 30 cards.
c. The first player draws 3 cards, and the second player draws 4.
d. Each player has a chance to swap out one of their starting cards with the top card of their deck.
   i. If they choose to swap one of their cards, the card that is swapped out is shuffled into their deck.
e. Each player has an increasing amount of Mana available to them.
   i. On their first turn, each player has access to one Mana.
   ii. 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.
   iii. Players use their Mana to cast spells, summon minions, or equip weapons.
      1. Spells are played from the player’s hand and immediately take effect.
      2. Minions are played onto the field and can attack other minions or other players.
      3. Weapons are played out of a player’s hand and allow that player’s hero to attack.
   iv. Players can have 10 cards at a time in their hand. Any cards drawn over this are destroyed.
v. Players can use hero powers for the cost of 2 Mana. Hero powers are specific to the hero that the player is using.
   vi. If a player draws all 30 of their cards, then they will take damage.
      1. The amount of damage that a player will take will be increased by one point each turn.

III. Team Size
A. One (1) player constitutes a full team for the 1v1 tournament.
B. Free Agents: Teams can mark “looking for players” when creating their team, which will allow free agents to join.

IV. Equipment
A. This game is played on a Personal Computer (PC).
B. Each player is responsible for having their own equipment.

V. Scoring
A. Please submit the Score Reporting Form after each match of the regular season and playoff tournament, so the Intramural Office can update the scores and sportsmanship ratings on imleagues.
VI. Sportsmanship / Code of Conduct

A. All students, faculty, staff and alumni are encouraged to participate in Intramural Esports and are expected to behave in a mature and sportsmanlike manner throughout competition. To encourage this kind of recreational atmosphere, a Sportsmanship Policy will be enforced.

B. Following each sports contest, EACH TEAM will rate each other on their sportsmanship on a scale of 0-4, four being excellent. Sportsmanship ratings will be submitted in the Score Reporting Form, also found in VII Scoring (above). NOTE: If necessary, a team may upload a picture or a screenshot of a chat that is deemed inappropriate and deserving of a 2.0 or below sportsmanship rating.

C. Players should report to Intramural Staff any unsporting behavior during play in the Score Reporting Form. Examples of unsporting and behavioral misconduct can be found in the University’s Student Conduct and Community Standards Policy Guide. Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated.

D. Participants involved in unsporting behavior may be subject to removal from the league, at the discretion of the Intramural Director and Assistant Director.

E. Reminder that each team must average a minimum of at least a 2.5 sportsmanship rating throughout the tournament. Once a team’s sportsmanship rating falls below a 2.5 at any point during the tournament, they will be removed from the tournament, regardless of if they win.

F. Specific Rating Scale:

   a. 4 = A normal flowing game takes place, with no major issues from either team’s members or associated spectators. Both teams are consistently respectful toward one another. Players did not pause the game during a live ball and played the entire match.

   b. 3 = There is some questioning of game play, and/or a few complaints are voiced by participants or associated spectators, but with no major issues. Teams have, for the majority of the game, shown good sportsmanlike behavior toward each other with minimal arguments. Games are paused for extended periods of time.

   c. 2 = A team or individual displays unsporting behavior to their opponent verbally or through the chat function in the game. Unsporting behavior includes offensive expression or offensive language that insults another player. Poor connection or lagging by the opponent.

   d. 1 = Communication was aggressive and violent. Harassment towards opposing players is continuous and disrespectful. General unsportsmanlike gameplay or cheating has occurred.

   e. 0 = Team quit the match during the middle of the game. Extremely abusive and vulgar communication persists. Involved members may be subject to removal from the league, at the discretion of the Intramural Director and Coordinator. CUIM Staff may report offending individuals to the Office of Student Conduct and Community Standards for any actions conducted before, during, or after competition.

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