



GENERAL RULES

1. FORMAT

- 1.1) Maplestone league will run over 8 weeks using the [conquest format](#). Each player has to bring four decks from 4 different classes and have one ban. The winner will be determined after a best-of-5 games.
- 1.2) All matches will be played in the [STANDARD format](#)
- 1.3) Players will compete during 8 weeks using a swiss tournament format. Top 8 players will advance to the onsite tournament at [Montreal Esports](#) location. In case of a tie for seeding, a double-elimination will be played against all players with the same position.
- 1.4) In the event a player that qualified for top 8 can't be physically present to the [MTLesports offices](#) for the playoff tournament, the next person in line determined by the seeding shall be invited

2. PRIZE POOL DISTRIBUTION

- 2.1) 1st: 45% 2nd: 25% 3rd: 20% 4th-8th: 40%

3. PLAYER CODE OF CONDUCT

- 3.1) Players agree that, by submitting their registration form, all information supplied is accurate and not falsified.
- 3.2) Players must treat other competitors with respect at all times. Insults and / or disrespectful behavior toward players, the administration, or any other person involved with a Maplestone event will not be tolerated.
- 3.3) Players acknowledge to comply with the rules and regulations, official announcements, and with the statements and decisions made by the administration.
- 3.4) Any rule adjustments or statements made by the administration may be made at any time without prior notice and must be adhered to.
- 3.5) All communication with the administration is strictly confidential. The publication of such material without explicit consent is strictly prohibited.

4. COMMUNICATION

- 4.1) The administration will communicate announcements and any rule adjustments via email and the official [Discord server](#).
- 4.2) Participants competing in Maplestone matches will be expected to communicate in English.
- 4.3) Players may be contacted by admin via Battle.net if immediate response is required. Otherwise, communication between players and with admins will be done through the [Maplestone Discord](#) channel.
- 4.4) Any disputes or match issues will be resolved through [Maplestone Discord](#) by players contacting an admin.