

BattleGroundSanDiego Cup Series

Summary:

The purpose of the BattleGroundSanDiego Cup Series is to offer a tournament circuit based in the San Diego area open to the public for the World of Warcraft TCG format.

The Tournament Circuit (An Overview)

The tournament circuit will consist of two to three events monthly and lasting for 12 months. These events will be planned for by the Circuit Commissioner. The Circuit Commissioner will act in the role of the Tournament Organizer as is required by Upper Deck Entertainment (UDE). The events will be sanctioned events and as such will be reported to UDE in a timely manner for consideration and points reporting. The events will be attended by a Head Judge who will act separately from the Tournament Organizer to ensure an equitable event.

Event Types

The primary events for The BattleGroundSanDiego Cup Series will be The Stomping Ground event and the Zerg Event.

The Stomping Ground Event is the mainstay of the BattleGroundSanDiego Cup Series. The Stomping Ground will occur two to three times a month with the exception of the month that a Zerg Event is held. The Stomping Ground will have both a Sealed Deck and a Constructed Deck format tournament. Players can find their format of choice for competition or alternate from event to event. A minimum of 8 players in each format is required for the event to be qualified as a Cup Series Event. Points can be earned for the BattleGroundSanDiego Cup Series as described in the "Points Championship" section below.

The Zerg Event is the quarterly "mini" championship for the BattleGroundSanDiego Cup Series. The Zerg will take place every three months and those players finishing in the top 2 of each format in each Stomping Ground will be invited to play and their entry fees will be waived. This event is open to the public as well as to those who have made the final two in the Stomping Ground Events. The Zerg will have both a Sealed Deck and a Constructed Deck format tournament. A minimum of 8 players in each format is required for the

event to be qualified as a Cup Series event. Points can be earned for the BattleGroundSanDiego Cup Series as described in the “Points Championship” section below.

The BattleGroundSanDiego Cup Championship is the final event of the season. It is at this event that the champion will be crowned for the Finals Tournament in the Sealed Deck and the Constructed Deck formats as well as the champions for the Points Standings for the Sealed Deck and the Constructed Deck formats. Those players finishing in the top 4 of the Zerg Events will be invited to play and their entry fees will be waived. The event is open to the public as well as to those who have finished in the top four in the Zerg Events. The Cup Championship will have both a Sealed Deck and Constructed Deck format tournament. Players need not limit themselves to a single format and may register or qualify for free entry as a quarter-finalist in the Zerg for both. The schedule for the Cup Championship will allow for play in both formats as the Cup Championship will be a two-day event with each day featuring one format.

The BattleGroundSanDiego Points Championship

The BattleGroundSanDiego Points Championships are vied for in an extended points race lasting the entire BattleGroundSanDiego tournament season.

Points are earned through entrance into and final placement of tournament play. Points can be earned in Stomping Ground and Zerg Events. There are no points available at the BattleGroundSanDiego Cup Championship.

Point values for each event are determined by the total number of entrants into each format of the event. The total points available to entrants are one less than the size of the field for the given format of the event.

Example:
Sealed Deck
16 Entrants
15 Points Available

Constructed Deck
32 Entrants
31 Points Available

In addition, the point totals for the format will be increased by 4 points for every 16 entrants into that format

Example

Sealed Deck

16 Entrants

15 Entrant Points

4 Bonus Points

19 Points Available

Constructed Deck

64 Entrants

63 Entrant Points

16 Bonus Points

79 Points Available

Points are earned based upon your final position upon completion of the tournament. The Tournament Champion will earn the maximum points available. The remainder of the field will earn one less point than the placement of the entrant above them upon tournament completion. No player can earn less than 6 points at any event.

Example

Sealed Deck

16 Entrants

15 Entrant Points

4 Bonus Points

19 Points Available

1 st Place	19 Points Earned
2 nd Place	18 Points Earned
3 rd Place	17 Points Earned
4 th Place	16 Points Earned
5 th Place	15 Points Earned
6 th Place	14 Points Earned
7 th Place	13 Points Earned
8 th Place	12 Points Earned
9 th Place	11 Points Earned
10 th Place	10 Points Earned
11 th Place	9 Points Earned
12 th Place	8 Points Earned
13 th Place	7 Points Earned
14 th Place or Lower	6 Points Earned

Point values available for Zerg Events are doubled.

Example

Constructed Deck

16 Entrants

15 Entrant Points

4 Bonus Points

19 Tournament Points

Zerg Bonus x2

38 Points Available

In the event of a tie for placement, the tie breakers put into place by UDE will determine the final placement.

Points are cumulative during the BattleGroundSanDiego Tournament Season and at the BattleGroundSanDiego Cup Championship; the player with the most points in each format will be honored as the Points Champion for the format for that tournament season.

The BattleGroundSanDiego Cup Championship

During the championship event of the BattleGroundSanDiego Tournament Season, a final field will be set in each format to vie for the Cup Championship. This will be a Swiss formatted event, with a final field of 8 playing a single elimination format for the Cup Championship. The victor will be named BattleGroundSanDiego Cup Champion for their respective format.

Prizes

BattleGroundSanDiego will ensure that a good prize pool is in place for every event and that the prize pool scales upward based upon the importance of the event. BattleGroundSanDiego will not, under any circumstances, offer for sale or for trade any cards, gear, equipment, or any other item or collection of items that have been reserved by UDE as for the prize pool.

Event Scheduling

All events will be scheduled by the office of the Circuit Commissioner. All events will be announced via the website at www.BattleGroundSanDiego.com.

Event Registration

Players may register via e-mail or in person for any event. Registration will close 20 minutes prior to the scheduled start of the event. Pre-registered players are asked to check in no later than 30 minutes prior to the start of the event. Pre-registration check-in will close 20 minutes prior to the scheduled start of the event.

Event Start Time

All events participants are expected to have turned their deck roster in to the Circuit Commissioner, at their seat, and ready for competition 5 minutes prior to the scheduled start time. Any player not in their seat at the scheduled start time, or found not to have turned in their deck roster will receive a game loss for the current match. Any player delaying competition another ten minutes in the same match will be considered to have forfeited the current match.

All BattleGroundSanDiego events will make every attempt possible to start at the scheduled time.

Only the Circuit Commissioner can delay the start of an event.

Event Cancellation

BattleGroundSanDiego will make every attempt possible to ensure that no event is ever cancelled, however, if the need arises to ever cancel an event that cancellation notice will be posted on the website. A reasonable attempt will be made to contact all players that have pre-registered. All players that have an e-mail on file will receive notice of the cancellation via e-mail as well.

Eligibility for Events

Any player in good standing with UDE may enter into any BattleGroundSanDiego event. Players without the required UDE number for play will be issued a number prior to the tournament event. No player on the UDE Suspended Players list may enter into any BattleGroundSanDiego event for any reason while on that list.

Penalties and Disqualifications

In the event of a disqualification at a BattleGroundSanDiego event, a review of the incident will be made by the Circuit Commissioner. If it is determined that the incident was an intentional act, a point penalty may be made at the sole discretion of the Circuit Commissioner. That penalty may be of any amount and may take the player into a negative point total.

As with all penalties and disqualifications for any reason, reporting will be made to UDE per UDE standards.

Petitions to the Circuit Commissioner

Players may petition the Circuit Commissioner at any time, for any reason. In the event of a petition, a 72 hour review of the event is required by the Circuit Commissioner to ensure collection of facts. Upon the result of the investigation, all parties involved will be communicated the results of the petition. All decisions are final and binding. Any adjustments necessary to event results or points totals will be made immediately. If necessary, the results will be communicated to UDE as well for consideration.

Office of the Circuit Commissioner
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Rules Amendments

These rules may be amended at any time and for any reason.