2025 Season Official Rules (ver. Season 5 Week 1, August 1st, 2025)

These Official Rules of the DuelCircle Competitive Season apply to each of the members (players) participating in the League in 2025. These rules apply only to official League play and not to other competitions, tournaments, or organized play of Wizard101 as administered by DuelCircle Media.

1. League Structure

1.1. Definition of Terms

1.1.1. **Game.** An instance of competition in the Practice Arena that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the final objective (defeat of a player), (b) one Member surrendering the Game, (c) a Member forfeiting, or (d) Awarded Game Victory.

1.1.2. **Match.** A set of games that is played until one Member wins a majority of the total Games (e.g., winning two Games out of three ("Best-of-Three, Bo3"). The winning Member will either receive a win tally in a league format or advance to the next round in a tournament format. In a "Best-of-One (Bo1) format, the terms Game and Match may be used interchangeably.

1.1.3. **Season.** Scheduled league play that will occur over an approximately one-month period of time. The season will consist of two phases: (a) Regular Season, and (b) Postseason and Finals, which will occur at the conclusion of the Regular Season.

1.2. League Schedule (2025 Season)

1.2.1. 2025 Week 1 Member Lock (Tuesday, July 29th at 6:00pm ET)

1.2.2. 2025 Regular Season (August 2nd - August 24th)

1.2.3. 2025 Friday Gamedays (August 22nd and August 29th, Time TBD)

1.2.4. 2025 Postseason (August 29th-31st)

1.2.5. 2025 Finals (Sunday, August 31st)

1.3. Phase Overviews

1.3.1. **Regular Season.** This phase consists of ten (10) Members, each playing 9 Games during the Split against opponents from the League. Each Member will face each of their opponents once this split. A full schedule of dates and Matches can be found at www.DuelCircle.com/Competitive/

1.3.2. **Postseason.** This phase consists of a tournament among the top 6 (6) Members from the Regular Season, seeded according to their Regular Season rank determined by Match winning percentage. Seeds #1 through #4 will play in the Winner's Bracket. The #1 seed will choose to face either Seed #3 or #4 in the first round of the WInners Bracket. Seeds #5 and #6 will start in the Losers Bracket. The loser of each round in the

Winners Bracket will fall to the Losers Bracket. The Winner of the Winner's Bracket and the winner of the loser's Bracket will play in the Finals. Each round will consist of Best-of-Three (Bo3) Matches.

2. Member Eligibility

2.1. 2024 Regular Season

2.1.1. The top 2 finishers from the 2024 Postseason (Julian Dragonborn and Bailey Wildwraith) received an exclusive invite into the 2025 DuelCircle Competitive tournament, with the other 8 slots guaranteed for community entrants via random draw.

2.1.2. Participants must wait 1 tournament before competing again with an exception to the top 2 finishers from a tournament postseason. ***Alternative approval may be granted on a case-by-case basis.***

2.2. Exclusions

2.2.1. **Non-North American Server Players**
Players must have a North American KingsIsle server account. All Players with European server accounts are ineligible.

2.2.2. **Console Players**
All Players with dedicated Xbox Game Preview accounts are ineligible.

2.2.3. **Current association with DuelCircle Media**
Members may not be affiliated with DuelCircle Media at the start of or at any point during the DuelCircle Competitive season. "Affiliate" is defined as any person or other entity which own or controls, is under the ownership or control of, or is under common ownership or control with, an owner. "Control" shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly.

2.2.4. **No KingsIsle, Gamigo, and/or Verge Group Employees or related subsidiaries**
Members may not be employees or contractors of KingsIsle Entertainment Inc., Gamigo Group, and/or Verve Group, at the start or at any point during the DuelCircle Competitive season.

2.3. In-Game Level

2.3.1. Players must be at least Level 160 in order to compete in this 1v1 League based tournament. Players who are not currently Level 160 may preemptively apply to participate, but must be Level 160 prior to the Week 1 Member Lock as specified in Section 1.2.1. Failure to meet this level requirement will result in automatic disqualification and replacement from the League.

3. Computer Programs & Usage

3.1. Discord

3.1.1. **DuelCircle Community Discord.** Players will be required to join the DuelCircle Community Discord server prior to the start of the split. Players must agree to the Code of Conduct (listed at https://DuelCircle.com/Contact) prior to server entry. Participant roles will be awarded to the username on-file.

3.1.2. **Discord Voice Chat.** Players will be required to join a Discord Voice Channel for instant communication with a League Official. Players will be automatically server muted at all times prior to, and during a Game or Match. Players will be able to communicate via text in a designated text channel.

3.2. DuelCircle's Emergency TeamSpeak Server

3.2.1. In the event of a Discord outage, all operations will migrate to TeamSpeak. At DuelCircle's discretion, players may be required to connect to the server to ensure competitive integrity. The League will contact impacted parties with server information via Email within a timely manner.

- If an outage occurs during a Game, the Game may continue forward at DuelCircle's discretion. League Officials will attempt to communicate information immediately via In-Game text chat.

3.3. Live Streaming Services

Members may choose to livestream their matches separately from the official tournament broadcast, at their own risk. Penalties will not be awarded due to screen cheating against streaming Members.

4. Regular Season Tiebreakers

4.1. Applicability of Tiebreakers

This section 4 shall apply to resolve ties in the event that multiple Players have the same match winning percentage at the conclusion of any Regular Season Split. Notwithstanding anything else in this section 8, to the extent a tie requires playing any additional Game(s) after the conclusion of the Regular Season Split, such Game or Games will only be played to resolve ties that affect postseason participation.

4.2. Tiebreaker Timing.

To the extent additional tiebreaker Games are necessary to resolve any ties, Games will be played at a time designated by the League following the final Game of the Regular Season, but prior to the first day of the postseason.

4.3. Strength of Victory

4.3.1. **Total Game Victory Time.**

When used herein, the Total Game Victory Time shall be considered the total amount of time it took a Player to win their Games against all other Players in the tiebreaker. In any situation where the Total Game Victory Time between tied Players is identical, the Total Game Victory Time shall be substituted by the total amount of Game time it took a Player to win all of their Games in the applicable Split. In any situation where Total Game Victory Time is required but a Player has no victories against an opponent, the Player with victories shall be considered to have the faster Total Game Victory Time.

4.4. Two-Way tie.

If two Players have the same Match winning percentage, head-to-head records will be utilized to declare the winner of the tie-breaker, and will be awarded the higher seeding. To the extent that a two-way tie exists for the third and fourth seeds in the Postseason, no Game shall be played.

4.5. Three-way tie.

If three Players are tied, the head-to-head record of all Players involved in the tie against all other Players involved in the tiebreaker will be considered. There are two possible combinations of records in a three-way tiebreaker, each of which are considered below:

4.5.1. Each Player in the tiebreaker has a combined record of 1-1 against each of the other Players in the tie. In this case, the Players with the two lowest Strength of Victory Scores will play one tiebreaker Game. The loser of that Game will be awarded the lowest standing being decided by the tiebreaker and the winner of that Game will play a single tiebreaker Game against the Player with the highest Strength of Victory Score. The winner of that second tiebreaker Game will be awarded the highest standing being decided by the tiebreaker, and the loser of the Game will be awarded the remaining standing.

4.5.2. One Player has an aggregate record of 2-0, the next Player has an aggregate record of 1-1 and the third Player has an aggregate record of 0-2. The Player that is 2-0 is automatically granted the highest seed available in the tiebreaker (therefore winning the tiebreaker), the 1-1 Player is awarded the second highest seed available (since it would win the head-to-head tiebreaker against the 0-2 Player), and the 0-2 Player is awarded the lowest seed available in the tiebreaker.

4.6. Ties Involving More Than Three Players

The Players will be randomly drawn into a single elimination tournament bracket (as described below) where Players play best of one Matches throughout the tiebreaker

4.6.1. **Four-way tie:** The four Players will be randomly drawn into two first-round Matches (Game 1 and Game 2); the winners of Game 1 and Game 2 will then face off in Game 3 while the losers face off in Game 4. The winner of Game 3 will be awarded the highest standing being decided by the tiebreaker, and the loser of Game 3 will be awarded the next highest standing being decided by the tiebreaker. The winner of Game 4 will be awarded the next highest standing being decided by the tiebreaker and the loser of Game 4 will be awarded the lowest standing being decided by the tiebreaker.

4.6.2. **Five-way tie:** The two Players with the lowest Strength of Victory Scores will play a single-elimination play-in Game to enter the tournament.

The loser of the play-in Game will be awarded the lowest standing being decided by the tiebreaker. The winner of the play-in Game and the three remaining Players will then follow the four-way tie procedure set forth in Section 4.6.1.

4.6.3. **Six-way tie:** The four Players with the lowest Strength of Victory Scores will be randomly drawn into two best of one play-in Games.

The two losing Players from the play-in Games will then follow the two-way tie procedure set forth in Section 4.4 for the two lowest standings being decided by the tiebreaker. The two winning Teams from the play-in Games and the two remaining Teams will then follow the four-way tie procedure set forth in Section 4.6.1 for the four highest standings being decided by the tiebreaker.

4.6.4. **Seven-way tie:** The six Players with the lowest Strength of Victory Scores will be randomly drawn into three best of one play-in Games.

The three losing Players from the play-in Games will then follow the three-way tie procedure set forth in Section 4.5 for the three lowest standings being decided by the tiebreaker. The three winning Players from the play-in Games and the one remaining Players will then follow the four-way tie procedure set forth in Section 4.6.1 for the four highest standings being decided by the tiebreaker.

4.6.5. **Eight-way tie:** The Players will be randomly drawn into four best of one play-in Games. The four winners of play-in Games will then follow the four-way tie procedure set forth in Section 4.6.1 for the four highest standings being decided by the tiebreaker. The four losing Players from the play-in Games will then follow the four-way e procedure set forth in Section 4.6.1 for the four lowest standings being decided by the tiebreaker

4.6.6. **Nine-way tie:** The two Players with the lowest Strength of Victory Scores will play a single-elimination play-in Game to enter the tournament.

The loser of the play-in Game will be awarded the lowest standing being decided by the tiebreaker. The winner of the play-in Game and the seven remaining Teams will then follow the eight-way tie procedure set forth in Section 4.6.5.

4.6.7. **Ten-way tie:** The four Players with the lowest Strength of Victory Scores will be randomly drawn into two best of one play-in Games.

The two losing Players from the play-in Games will then follow the two-way tie procedure set forth in Section 4.4 for the two lowest standings being decided by the tiebreaker. The two winning Teams from the play-in Games and the six remaining Teams will then follow the eight-way tie procedure set forth in Section 4.6.5.

4.7. Tiebreaker of Last Resort

4.7.1. To the extent a tiebreaker arises that is not contemplated or addressed by these Rules, the order of precedence for tie-breakers shall be (a) Strength of Victory, (b) Total Game Victory Time, and (c) coin flip. League officials are empowered to break any ties not contemplated by these rules utilizing this methodology.

5. Postseason Format

5.1. Postseason Qualification

The top six Players at the end of the Regular Season shall qualify for the Postseason. Players shall be seeded in the Postseason based upon their Regular Season finish (standings). The #1 through #4 seeds shall begin in the Winners Bracket. The #5 and #6 seeds shall begin in the Losers Bracket. Within ten minutes after the last Game of the Regular Season (Incl. Tiebreaker Games), the #1 seed shall declare to the Head Referee which of the #3 and #4 seeds they will play against, in Round 1 of the Winners Bracket.

5.1.1. **Round 1:** Round 1 will consist of four matches, designated A1, A2, X1, and X2. A1 and A2 will occur in the WInners Bracket, and X1 and X2 will occur in the Losers Bracket. Match A1 will involve the #1 seed and its chosen opponent, while Match A2 will involve the #2 seed and the remaining Winners Bracket Team. Match A2 will be played first. The winners of A1 and A2 shall advance to play each other in Match B1 of the Winners Bracket in Round 2. The loser of A2 shall advance to Match X1 in the Losers Bracket against the #6 seed. The loser of Match A1 shall advance to Match X2 against the #5 seed. The winners of Matches X1 and X2 will advance to Match Y1 of the Losers Bracket. The losers of Matches X1 and X2 shall be eliminated from the postseason and considered the 5th-6th place Players for the tournament.

5.1.2. **Round 2:** Round 2 will consist of two Matches. (i) Match B1 in the WInners Bracket will be played by the winners of Matches A1 and A2. The winner of Match B1 shall advance to Match C1 (Finals). The loser of Match B1 shall advance to the Losers Bracket in Match Z1. (ii) Match Y1 in the Losers Bracket will be played by the winners of Matches X1 and X2. The winner of Match Y1 will advance to Match Z1 against the loser of Match B1. The loser of match Y1 shall be eliminated from the postseason and considered the fourth place Player for the tournament.

5.1.3. **Round 3:** Round 3 will consist of two matches. (i) Match Z1 in the Losers Bracket will be played between the Winner of Match Y1 in the Losers Bracket and the loser of Match B1 in the Winners Bracket. The Winner of Match Z1 shall advance to Match C1 to play the winner of Match B1 in the Finals. The loser of Match Z1 shall be eliminated from the postseason and shall be considered the third place Player for the tournament. (ii) Match C1 will be played between the winner of Match B1 and the winner of Match Z1. The winner of Match C1 shall be the 2024 DuelCircle Competitive Champion. The loser of Match C1 will be considered the second place Player for the tournament.

DuelCircle
Competitive
Postseason Format
A1
1st seed chooses between the 3rd or 4th seed
1st Seed
3rd/4th Seed
A2
2nd seed plays against whoever is not chosen
2nd Seed
3rd/4th Seed
B1
A1 Winner
A2 Winner
X1
5th Seed
A1 Loser
X2
6th Seed
A2 Loser
Y1
X1 Winner
X2 Winner
Z1
B1 Loser
Y1 Winner
C1
B1 Winner
Z1 Winner
C1 Winner
Champion

DuelCircle Competitive
'25 DuelCircle Competitive Season
Saturday, August 2nd - Sunday, August 31st
Grand Prize
• 60,000 Crowns
• $39 Country Cottage Bundle
(w/ 5,000 Crowns or 1 Month Membership)
• Charity T-Rex Permanent Mount
• Charity Pride Raptor Permanent Mount
• $10 Pet Jewel Card
(w/ 5,000 Crowns or 1 Month Membership)
2nd Place
• 30,000 Crowns
• $39 Krokotopia River Palace Bundle
(w/ 5,000 Crowns or 1 Month Membership)
• Charity T-Rex Permanent Mount
• Charity Pride Raptor Permanent Mount
• $10 Pet Jewel Card
(w/ 5,000 Crowns or 1 Month Membership)
3rd Place
• $30 Pet Jewel Card
(w/ 15,000 Crowns or 3 Month Membership)
• W101/P101 Charity Two Turtle Doves Permanent Mount
• Propeller Cat Pet
• $10 Pet Jewel Card
(w/ 5,000 Crowns or 1 Month Membership)
4th Place
• $20 Pet Jewel Card
(w/ 10,000 Crowns or 2 Month Membership)
• W101/P101 Charity Two Turtle Doves Permanent Mount
• Propeller Cat Pet
• $10 Pet Jewel Card
(w/ 5,000 Crowns or 1 Month Membership)
5th-6th Place
• PAX West Swag Bundle (Cosmetic)
• PAX West Piggle Pin Housing Item
• $10 Pet Jewel Card
(w/ 5,000 Crowns or 1 Month Membership)
DuelCircle.com/Competitive | DuelCircle Media's 10th Anniversary Season

5.2. Event Prizes.

5.2.1. Members of the league will automatically receive a participation prize in the form of a $10 W101 Jewel Prepaid Card (redeemable for 5,000 Crowns or 1 Month Membership), in the event that they do not reach the postseason.

5.2.2. During the postseason at the end of the regular season, Members shall have the opportunity to earn additional prizes based on their level of performance in those events.

5.2.3. Postseason Grand Prize

1. 60,000 Crowns
2. $39 W101 Country Cottage Bundle (w/ 5,000 Crowns or 1 Month Membership)
3. W101 May 2024 Charity T-Rex Permanent Mount
4. W101 June 2025 Charity Pride Raptor Permanent Mount
5. Kroger/Albertsons Companies $10 W101 Jewel Prepaid Card (Redeemable for 5,000 Crowns or 1 Month Membership)

5.2.4. Postseason 2nd Place

1. 30,000 Crowns
2. $39 W101 Krokotopia River Palace Bundle (w/ 5,000 Crowns or 1 Month Membership)
3. W101 May 2024 Charity T-Rex Permanent Mount
4. W101 June 2025 Charity Pride Raptor Permanent Mount
5. Kroger/Albertsons Companies $10 W101 Jewel Prepaid Card (Redeemable for 5,000 Crowns or 1 Month Membership)

5.2.5. Postseason 3rd Place

1. Amazon $30 W101 Jewel Prepaid Card (Redeemable for 15,000 Crowns or 3 Month Membership)
2. W101/P101 December 2024 Charity Two Turtle Doves Permanent Mount
3. W101 Propeller Cat Pet
4. Kroger/Albertsons Companies $10 W101 Jewel Prepaid Card (Redeemable for 5,000 Crowns or 1 Month Membership)

5.2.6. Postseason 4th Place

1. Kroger/Albertsons Companies $20 W101 Jewel Prepaid Card (Redeemable for 10,000 Crowns or 2 Month Membership)
2. W101/P101 December 2024 Charity Two Turtle Doves Permanent Mount
3. W101 Propeller Cat Pet
4. Kroger/Albertsons Companies $10 W101 Jewel Prepaid Card (Redeemable for 5,000 Crowns or 1 Month Membership)

5.2.7. Postseason 5th and 6th Place

1. PAX West September 2023 W101 Swag (Cosmetic Gear) Bundle
2. PAX West September 2023 Piggle Pin Housing Item
3. Kroger/Albertsons Companies $10 W101 Jewel Prepaid Card
   (Redeemable for 5,000 Crowns or 1 Month Membership)

6. Match Process

6.1. Changes to Schedule

6.1.1. League officials may, at their sole discretion, re-order the schedule of Matches within a given day and/or change the date of a Match to a different date or otherwise modify the schedule of Matches. In the event that the League modifies a Match schedule, the League will notify all Members as soon as possible.

6.2. Role of Referees

6.2.1. **Head Referee.** The Head Referee, is a DuelCircle tournament official who is responsible for the judgements on every Game-related issue, question and situation which occurs before, during, and immediately following Game play. Their oversight includes but is not limited to:

1. Announcing the beginning of the Game.
2. Issuing penalties in response to Rule violations during the Game.
3. Making all Game-related determinations under these Rules, including stoppages of play (section 6.6.2), and Awarded Game Victories (section 6.6.3).
4. Confirming the end of the Game and its results.

6.2.2. **Referee Responsibilities.** Referees, or tournament officials, volunteer on behalf of the League and are subject to the direction, review and oversight of the Head Referee. Referees are responsible for:

1. Administering the Player checklist and enforcing all Rules on stage, including directing Players to take or refrain from taking any action.
2. Communicating with Players via Discord about any issues experienced in and out of game.
3. Carrying out specific protocols directed by the Head Referee, and/or in support of these Rules.

6.2.3. **Finality of Judgement.** If a Referee makes an incorrect judgment, the judgment can be subject to review and reversal or modification by the DuelCircle Leadership Team. Any decision of the Head Referee may be reviewed by other DuelCircle tournament officials at their discretion during or after the Match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, DuelCircle Leadership reserves the right to potentially invalidate the Head Referee decision. DuelCircle's Leadership Team will always maintain the final say in all decisions set forth throughout the League.

6.3. General Competitive Rules

6.3.1. Spell Limitations

- 1x Reshuffle
- 2x Dark Surge
- 1x Mana Burn (Reset w/ Reshuffle Use)
- 2x Wraith (Reset w/ Reshuffle Use)
- 2x Rhoshambo Individual Spell Utility Ramps (Reset w/ Reshuffle Use)

6.3.2. Spell Bans

- All School Specific Scions
- All Shadow (Including Enhanced, Self, and Creatures)
    - Excluding Dark Surge (Limited), Wand Strikes, Charms, or Wards

6.3.3. Item Ban

- Kroger/Albertsons/Gamestop + Amazon - Maycast Jewels

6.4. Competitive Patch

6.4.1. All games will be played on the current patch available on the Live Realm, once a sufficient testing period has occurred. Changes to the competitive patch will be at the discretion of the League.

1. As a guideline, the competitive patch will be updated a full calendar week after its release onto the live server. A patch will not be implemented during the postseason.
   Example: The W101 2021 Spring Update was released to the Live Realm on April 22nd, 2021. It will be eligible to be used as a competitive patch for all Matches beginning on May 1st, unless the postseason has started.
2. New Spells that have been released into the Live Realm will be automatically restricted for one week. New Spells released during the postseason will be restricted.
   Example: Ratatoskr's Spin was released on August 2nd, 2021, so Ratatoskr's Spin became eligible to be used in all Matches on August 9th, 2021, unless the postseason has started.
3. In the event of an unannounced live server update, which specifically impacts current statistics, and cannot be circumvented, League Officials will inform all Players about all changes within the unannounced live server update.

6.5. Pre-Match Setup

6.5.1. **Setup Time.** Players will have designated blocks of time prior to their Game time to ensure they are fully prepared. A DuelCircle tournament official will inform Players of their scheduled setup time and duration as part of their Game schedule. DuelCircle Media may change the schedule at any time, for any reason. Setup is comprised of the following:

1. Ensuring proper audio function of Discord.
2. Setting up desired gear and decks.
3. Adding other Players, and DuelCircle tournament officials in-game, if possible.

6.5.2. **Timeliness of Match Start.** It is expected that players resolve any issues with the setup process within the allotted time and that Match will begin promptly at the scheduled time. Penalties for tardiness may be assessed at the discretion of the League.

6.5.3. **Player Ready State.** No fewer than five minutes before the Match is scheduled to begin, a Referee will confirm with each Player that their setup is complete. Once a Referee has confirmed, Players may not make any additional changes.

6.5.4. **Game Creation.** Players will be directed by a Referee via Discord to create a match via the Practice Queue. If feasible, you must use the "Friends Only" setting to prevent interference.

6.5.5. **Game Time Limitations.** During all DuelCircle Competitive Games (including Regular and Postseason Games), players are limited to 30 minutes of gameplay. While the tournament broadcast does have a timer, the Referee's timer will be deemed official.

1. **Referee Responsibilities.**
   At any point during the game, players may request an update on the current time of the game. Referees will also announce the time during the 15th, 20th, 25th, and 30th minute.

6.5.6. **Overtime Period.**

1. When the official timer reaches the 30th Minute, both players will continue gameplay in a new 5 minute Overtime Period. This will allow players to potentially finish their games, if the current gamestate is close to imminent completion. However, this 5 minute Overtime Period will be considered a new game.
2. In the event that the game is still ongoing after the 5 minute Overtime Period, a Competitive Ruling will be issued based on the original 30 minutes of gameplay only.

6.5.7. **Competitive Ruling.**

1. Once the official timer has reached the 35th minute, players will be instructed to flee the battle. Any spells casted after the final turn has been instructed, will not count towards Game Results.
2. During Break Time (As specified in 6.7.1), the Head Referee will convene with the Broadcast Team on-air to determine a winner. A competitive ruling explanation will be provided on the broadcast, on DuelCircle.com, and on all social media platforms.

6.5.8. No Show Disqualifications.

1. If players are not in Player Ready State (6.5.3) at the designated time, we will begin our 15 minute grace period. Players may show up during the 15 minute grace period without any penalties.
2. After the 15 minute grace period has elapsed, referees may choose to apply non-disqualification penalties. A 2nd 15 minute grace period will begin. If players still have not shown up for their game once the 2nd 15 minute grace period concludes, a no-show disqualification will automatically be implemented.
3. If at any time, DuelCircle Leadership alters the game schedule for the day, penalties may be waived.

6.6. Disconnects and Crashes

6.6.1. **Definition of Term.**

1. **Disconnection.**
   A Player losing connection to the Game due to problems or issues with the W101 client, network, or PC.
   A Player losing connection to the Game due to Player's actions (i.e. quitting the Game).
2. **Server Crash.** All Players losing connection to a Game due to an issue with KingsIsle's server.

6.6.2. **Stoppage of Play.**

Games may only be stopped in the event of a verifiable Terminal Situation.

1. **Definitions.**
   Bug. An error, flaw, failure or fault that produces an incorrect or unexpected result, or causes a Game or hardware device to behave in unintended ways.
   Minor Bug. A Bug that is, at worst, inconvenient to Players. This may include Bugs that alter Game stats or gameplay mechanics in a manner that, while not optimal, can be played through if necessary. These Bugs would not result in a remade Game.

Terminal Situation. A Bug or other circumstance that requires that a Game be remade. In the case of a Terminal Situation, DuelCircle tournament officials shall follow the remake and restart procedures set forth in Section 6.5.3.

6.6.3. **Remake Procedure.**

1. **Awarded Game Victory.** In the event of a Terminal Situation in which DuelCircle tournament officials intend to declare a remake, they must first consider whether a Game victory should be awarded to a Player.

   DuelCircle tournament officials, in their sole discretion, may determine that a Player cannot avoid defeat (i.e.cannot come back and win the Game) to a degree of reasonable certainty. DuelCircle tournament officials may, but are not required to, follow similar standards of a typical timed-out match.
2. **Offering a Remake.** If DuelCircle tournament officials do not award the Game victory, the Head Referee will determine whether either or both Players were significantly disadvantaged by the Bug, and any significantly disadvantaged Player will be offered the opportunity to remake the Game. If any significantly disadvantaged Player accepts a remake, the Game will immediately be remade as per this section. Significant disadvantage is a prerequisite to a remake offer.

   In certain Terminal Situations, for example, where the server has crashed, DuelCircle tournament officials may direct a remake without offering Players the opportunity to decide whether or not a remake shall be completed.
3. **Gear and Spell Disables.** If the remake occurred due to a gear or spell Bug, then the specific Game element will be banned indefinitely until hotfixed by KingsIsle.

6.7. Post Match Process

6.7.1. **Post-Game Process**

- **Results.** League Officials will confirm and record the Game result.
- **Break Time.** League Officials will inform Players of the remaining amount of time before the next Game's pick/ban phase begins, if applicable. The standard time for transition in between Games is at least 15 minutes. The exact time will be provided to the Players by the Referees. If Players are not in Player Ready

State within the arena, at the time designated to them by the Referees, the Player can be penalized for delay of Game.

6.7.2. **Post-Match Process**

- **Results.** League Officials will confirm and record the Match result.
- **Results of Forfeiture.**
  - Matches won by forfeit will be reported by the minimum score it would take for a Member to win the Match (eg.. 1-0 for Best-of-1, 2-0 for Best-of-three Matches). No other statistics will be recorded for forfeited Matches.

7. Member Conduct

7.1. **Intention Irrelevant.** Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

7.2. Competition Conduct

The following actions will be considered unfair play and will be subject to penalties at DuelCircle Media's discretion.

7.2.1. **Collusion.** Collusion is defined as cooperation or conspiracy to cheat or deceive others. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:

- Soft play, which is defined as any Player not adhering to a reasonable standard of competition in a Game.
- Pre-arranging to split prizes and/or any other form of compensation.
- Deliberately losing or a Game for compensation, or for any other reason, or attempting to induce another Player to do so.

7.2.2. **Match Fixing.** No Member may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by these Rules.

7.2.3. **Wagering.** Members are not allowed to place any bets or wagers on tournament games for monetary value, including in-game currency, or personal prize codes.

7.2.4. **Competitive Integrity.** Members are expected to play at their best at all times within any Game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.

7.2.5. **Hacking.** Hacking is defined as any modification of KingsIsle's intellectual property (IP), internet connection, or unauthorized use of essential accounts (e.g., Discord, Email) by any player

7.2.6. **Exploiting.** Exploiting is defined as intentionally using any Bug to seek an advantage. Exploiting includes but is not limited to, acts such as triggering known Bugs or functions within W101, determined by DuelCircle Media or KingsIsle, is not functioning as intended.

7.2.7. **Ringing.** Playing under another Player's account or soliciting, inducing, encouraging or directing someone else to play under another Player's account.

7.2.8. **Cheating Methods.** The use of any kind of cheating program.

7.2.9. **Bribery/Gifts.** No Member may offer any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play, including services designed to throw or fix a Match or Game.

7.2.10. **League Discretion.** Any other further act, failure to act, or behavior which, in the sole judgment of League Officials, violates these Rules and/or the standards of integrity established by the League for competitive gameplay.

7.3. Player Conduct Towards Others

7.3.1. **Profanity and Hate Speech.** A Player may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote and/or incite hatred or discriminatory conduct.

7.3.2. **Abusive Behavior.** Abuse of League Officials and/or other Players will not be tolerated. Repeated etiquette violations, including but not limited to verbal or written abuse, will result in penalties. Members must treat all individuals involved with competitive play, with respect.

7.3.3. **Behavior in W101.** All Members are subject to behavior checks and reviews for their behavior while playing W101. Members are expected to behave appropriately in-game and to comply with KingsIsle's Community Code of Conduct and Terms of Use in regards to chatting.

7.3.4. **Harassment.** Harassment is prohibited. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or exclude a person and/or affect the dignity of the person.

7.4. Compliance with League Rules

7.4.1. **Subjection to Penalty.** Any person found to have engaged in or attempted to engage in any act that League Officials believe, in their sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the League.

7.4.2. **Non-Compliance.** No Member may refuse or fail to apply the reasonable instructions or decisions of League Officials.

7.4.3. **Penalties.** Upon discovery of any Member committing any violations of these Rules, the League may, without limitation of its authority, issue the following penalties:

- Verbal or Written Warning(s)
- Spell Ban for Current or Future Game(s)
- Prize Forfeiture(s)
- Game Forfeiture(s)
- Series Forfeiture(s)
- Disqualification(s)
- Suspension(s) from future DuelCircle League Play

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in DuelCircle competitive play. It should be noted that penalties may not always be imposed in a successive manner. The League, in its sole discretion, for example, can disqualify a Player for a first offense if the action of said Player is deemed egregious enough to be worth of disqualification by the League.

7.4.4. **Postseason Penalty Index.**

1. 15 Minutes Late - Rhoshambo utility spell limit is decreased by 1
2. 30 Minutes Late - Rhoshambo utility spell limit is decreased by 2
3. 45 Minutes Late - Game 1 Disqualification
4. 1 Hour Late - Series Disqualification

7.4.5. **Penalties for Policy Breach.** If the League or KingsIsle determines that a Member has violated the W101 terms of use, penalties may be assigned by either entity.

7.4.6. **Player Behavior Investigation.** If a League Official contacts a Member to discuss the investigation, the Member is obligated to tell the truth. If a Member withholds information or misleads a League Official creating an obstruction of the investigation then the Member is subject to punishment.

7.4.7. **Right to Publish.** The League shall have the right to publish a declaration stating that a Member has been penalized.

7.5. Participation in Third Party Tournaments.

7.5.1. Members may participate in any third-party tournament so long that competition does not interfere with either DuelCircle Competitive splits' regular season or postseason schedule. Rescheduling of games due to third-party event participation will not be granted under any circumstance.

7.6. Game Rescheduling.

7.6.1. At any time Players may request to reschedule a Game, to be played in advance. Only in special cases, determined by the Head Referee, rescheduled games may be postponed. Players must inform the League at least 24-48 hours in advance. Games will still be recorded for archival purposes but Competitive Rulings (6.5.7) may be delayed.

7.6.2. At the end of the Regular Season, any unplayed games due to a lack of communication will result in a loss.

8. Spirit of the Rules

8.1. Finality of Decisions

8.1.1. All decisions regarding the interpretation of these Rules, Player eligibility, scheduling and staging of the League, and penalties for misconduct, lie solely with the League, the decisions of which are final. League decisions with respect to these Rules cannot be appealed (except as set forth directly in the Official Rulebook) and shall not give rise to any claim for damages or any other equitable remedy.

8.2. Rule Changes

8.2.1. These Rules may be amended, modified or supplemented by the League, from time to time, in order to ensure fair play and the integrity of the League.

8.3. Best Interests of the League

8.3.1. DuelCircle Media, at all times, may act with the necessary authority to preserve the best interests of the League. This power is not constrained by the lack of any specific language in this document. DuelCircle Media may use any form of punitive actions at our disposal against any entity whose conduct is not within the confines of the best interests of the League.