GWENT 1st Monthly Online Qualifier

The Official Ruleset

GWENT 1st Monthly Online Qualifier a special tournament for the top 16 players holding the top

spots on Pro Rank in the previous Ranked season. The winners of this tournament will be invited

to play in the next major GWENT tournament (Mid-Season Tournament or World Masters tournament, depending on the month when the qualifier is held) organized by CD PROJEKT RED. The goal of this tournament is to provide the best pro players with a chance to qualify for one of the main official GWENT Masters tournaments in 2023.

Tournament page:

The tournament page will be available at https://tournaments.playgwent.com/. All eligible participants will be added to the tournament by Administrators upon registering (see Tournament registration section for details).

Schedule:

GWENT 1st Monthly Online Qualifier will last for two days. The detailed schedule will be communicated to all participants via email and on the dedicated Discord server prior to the tournament.

Tournament entry eligibility:

All players who are in the top 16 of the rating with the most MMR points accumulated in the previous month's Ranked season are eligible to participate.

In case if it is known in advance that any of the players from the top 16 of this rating are unable to play due to winning a prior qualifier, disqualified, or otherwise prevented from participating, replacements will be invited from the players with the highest rating in the same season.

All other requirements from paragraph 2 of The Official GWENT MASTERS ruleset apply.

Tournament registration:

All players eligible for participation in the tournament will receive an email from CD PROJEKT RED

after the end of the respective Ranked season, to their email addresses associated with relevant GOG

accounts. Upon receiving this email, players will need to join the Discord server specified in the

communication and follow the instructions provided by the Administrators.

The link to the tournament hosted on https://tournaments.playgwent.com/ will be published on the official Discord. Players will be automatically added there by the Administrators.

Once players are added to the tournament, they will be instructed to log in to The Tournament platform with their GOG credentials.

Players will be required to submit 4 decks (each from a unique faction) required for the tournament directly to the platform. This action needs to be completed no later than 1 hour before the start of the tournament. Failing to do that will result in an automatic disqualification. All decklists submitted by players will be revealed simultaneously by the admins

You can find a helpful guide about using The Tournament Platform here: https://tournaments.playgwent.com/about

No-shows:

Players who will be late for the start of any round for more than 10

minutes will automatically receive a technical loss in the relevant match. If any player will be late for

two matches straight he or she will be automatically disqualified from the tournament.

In case a player is missing his/her opponent after 10 minutes since the beginning of any round,

he/she should report it on a #no-shows channel on the Discord tournament server.

Bans

Before the start of each series, players must ban one of their opponent's decks. It can be done on The Tournament Platform by clicking on the match. A banned deck can't be used until the end of the match.

Turn order

Turn order in all tournament matches will be randomized by The Tournament Platform. In the match menu players will be able to see the order of turns (golden "1" coin symbol for going 1st, silver "2" symbol for going 2nd)

Forfeits:

All players can forfeit the tournament at any given moment by forfeiting the game in progress and

notifying their current opponents and tournament Administrators (by leaving a message on the

#results channel on the Discord tournament server).

Players will be deemed to immediately and automatically forfeit his/her Match in accordance with

paragraph 9 of Official GWENT MASTERS ruleset.

Bugs and disconnects:

In case of permanent disconnect from a game of GWENT for any reason - the disconnected

players will automatically lose that game. His/her opponent needs to report this issue to the

#results channel on the Discord tournament server. In case of any technical issues or bugs
encountered on the Tournament Platform or in-game players are required to contact Tournament
Administrators on Discord for guidance.

Reporting results:

Match results will be displayed on the Tournament platform automatically. In case of any errors or
bugs affecting the score, players are required to contact Tournament Administrators (#results channel
on Discord).

Tournament Administrators:

Administrators will settle potential disputes according to this Ruleset and the Official GWENT

MASTERS ruleset, as well as a sense of sportsmanship. The decision of administrators in case of a

dispute is final and binding.

Conduct:

All relevant rules from paragraph 12 of The Official GWENT MASTERS ruleset will be applied

accordingly to this tournament.

Rules and format:

The top 16 players will compete in a double-elimination format.

● All matches will be played in a best-of-five format;

● The first 3 rounds of the qualifier will be played of both winners' and losers' brackets will be played
on Day 1, the rest of the tournament will be played on Day 2;

● Opponents will be able to ban, in secret, a chosen enemy deck at the beginning of each

match;

● Seeding to the Double Elimination bracket will be random;

● Each participant must build 4 decks;

● Decks cannot be modified between games and/or matches and must be submitted no later than 1
hour before the tournament start;

● In the event of a tie, the entire game will be restarted from the beginning with the same decks;

● Winning decks can't be used to play another game while losing ones may be used again or be swapped out for another;

● Players are allowed to use trackers during the entirety of the tournament.

Prizes:

The winners of the both double-elimination bracket (i.e. winners of the lower and higher brackets)

will be invited to participate in the group stage of the next major GWENT Tournament (Mid-Season Tournament or World Masters tournament, depending on the month when the qualifier is held), where they will have a chance to compete for a share of the respective prize pool of the event.

No crown points will be awarded based on the qualifier results.

See the full GWENT Masters rules for more details.

Communication:

All eligible players need to join the Discord channel sent by CDPR to the email associated with their GOG account. Discord will be used as the main communication tool for the duration of the tournament, however in order to communicate with their opponents, players can use private messages on Discord or GOG. Please be respectful towards the administrators and other participants of the tournament alike.

Administrators:

Main Administrator of the tournament will be Giordano, Discord name **[ESC] giordaniko#1938**.

Assistant administrators:

HighNoon#8965

[ESC] Ci_87#3766

MirandaTheTempest#5468

[ESC] Camun86#8240

Participants must comply with all instructions from an Administrator and the Administrator's decision on any issues relating to this tournament will be final and binding.

Streaming:

Every player is allowed to stream and/or post their games online. CDPR in its sole discretion may organize the official broadcast of the selected matches and/or delegate this process to the selected 3rd parties.

General:

To all matters not settled in this Ruleset, the respective provisions of the Official GWENT MASTERS ruleset shall be applied. In case of conflict of this Ruleset and respective rules of official GWENT MASTERS ruleset, this Ruleset shall prevail.

CD PROJEKT RED reserves the right to edit, change, delete or add to this Ruleset in its sole and absolute discretion at any time and will use reasonable efforts to inform participants when it does so. If any participant does not agree to those changes, then he or she must not participate in the tournament.

Feedback and questions:

Feedback and questions regarding the tournament can be submitted to

tournaments@cdprojektred.com and/or also left in the official Discord section #feedback.