



OVERWATCH
ESPORTS WALES
OPEN

RULEBOOK



ESPORTS WALES OPEN OVERWATCH RULESET

We want games to go ahead as smoothly as possible for everyone. To help ensure this, we have issued this rulebook. Most of the time, issues on the night can be resolved by talking to your opponent's team captain and informing a tournament admin of the situation. It's much more positive to talk and sort things out amicably rather than to have to discipline teams using these rules.

When there's a clear violation of the rules or lack of respect for the tournament and participants then we will respond appropriately, according to this document. Tournament admins will always be present on the night if you would like to report an issue or need any help.

GL HF,
EsportsWales Admins.

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1. General Rules

1.1 Tournament Eligibility

- You MUST join our discord server for updates and use the voice channels in this server on the day and time of the tournament, so we can communicate with you.
- For your team to be eligible to compete in EsportsWales Tournaments 40% of the players must be Welsh or Living in Wales.
- Agree to the following rules.

1.1.1 Eligible Players

To be eligible to compete in Esports Wales Tournaments each player must have satisfied all of the following conditions at some point during the active tournament period:

- A Players account name should not be offensive and if Esports Wales considers this to be the case that player will be required to change their name.

1.1.2 Ineligible Players

The following people are ineligible to participate:

- Tournament admins and Tournament Management
 - Other members of staff who aren't involved in affecting the outcome of a tournament (e.g. broadcast team) are eligible to participate.

1.1.3. Game Accounts

To participate, a player must have a valid Steam account linked to their Esports Wales account. The player must use this account to play any and all of their tournament matches.

1.1.4. Team Eligibility

After sign ups close and for the duration of the tournament, teams may make roster changes with admin approval. Any number of players may be removed as long as the team remains with at least 5 players by the game day and 40% of the team Welsh or living in Wales.

- Teams must consist of 6 to 8 players.
- 40% of the team would need to be Welsh or living in Wales. If this is found to be untrue then your team will be disqualified from the tournament.
- Roster changes may occur throughout the week as long as it is not game day. On the game day, one roster change may be requested up to one hour before the match start time.

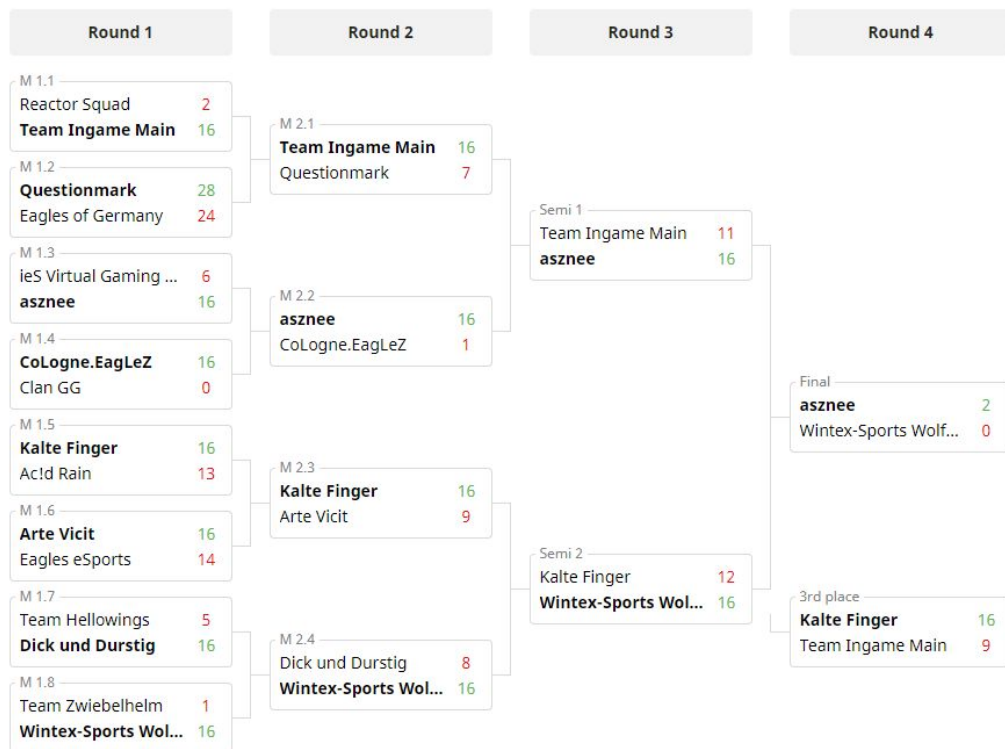
- Team names must not be in any way offensive or racist, and may not be worded in such a way that they may be confused with another organisation (i.e. organisation A's team call themselves organisation B).

2. Structure and Schedule

2.1. Format - Single Elimination

Scores should be submitted with the number of rounds teams won and not 1:0 to signify the win. If the game ends in a tie, teams will go into overtime.

Bracket



2.3 Byes

Byes will be awarded as a 3:0 or 5:0 match win depending on the weeks format. Byes will be awarded randomly to the lowest ranked team(s) based on match records.

2.4. No Shows & Forfeits

Teams are expected to arrive promptly to all games. Teams who forfeit will receive a 0:3 or 0:5 match loss depending on the week's format. A default win will be awarded to a team that has 6 players on the server, if their opponents do not have 6 players on the server 20 minutes after the stated start time or end of previous match.

In the case of a multiple map series, the offending team will only forfeit the first map, and have an additional 20 minutes to field a full 6 players.

If neither team has 6 players on the server within 20 minutes, the team with the most players on the server will be considered the winner, receiving a 3-0 or 5-0 match win depending on the weeks format. If both teams have the same number of players, the higher seeded team will be considered the winner.

2.5 Results

All results must be submitted via EsportsWales's tournament companion. Proof of results are required in case of a dispute. Recorded video, Video On Demand and screenshots may be used as evidence for disputes.

Alert an administrator before the start of play for all roster and game settings disputes. Games that have been agreed upon by both teams and have been played out may conclude in staying as the matches final result, regardless of correct or incorrect settings used, at the tournament administrators' discretion in accordance.

If there is no evidence available to support a claim then the issue will not be taken further.

3. Game Settings

3.1. Server Settings

Rule Set

- Rule set: **Competitive**

Map Options

- Map rotation: **After a game**
- Map order: **Single Map**
- Return to lobby: **After a game**
- Pause game on player disconnect: **Yes**

Maps

- Disable all maps except for the map that is to be played.

Hero Options

- Hero selection limit: **1 per team**
- Role selection limit: **2 of each role per team**
- Allow Hero Switching: **On**
- Respawn as random hero: **Off**

Heroes

- All heroes are to be set as enabled, other than heroes that are not currently available in Competitive Play.

Gameplay Options

- High bandwidth: **On**
- Control game mode format: **Best of 3**
- Health modifier: **100%**
- Damage modifier: **100%**
- Healing modifier: **100%**
- Ultimate charge rate modifier: **100%**
- Respawn time modifier: **100%**
- Ability cooldown modifier: **100%**
- Disable skins: **On**
- Disable health bars: **Off**
- Disable kill cam: **On**
- Disable kill feed: **Off**
- Headshots only: **Off**

Team Options

- Team balancing: **Off**
- When balancing occurs: **After a mirror match**

The settings described above can be imported into the lobby by using the workshop code **PH353**

4. Match Procedure

4.1. Before the Match

4.1.1. Player and Team Representation

Player and team names should not contain any offensive or racist content. Offenders of this rule will face much more severe sanctions if their series is being broadcast by EsportsWales.

4.1.2. Players in the Server

The only players in the server should be those intending to play for either team, using the Battlenet accounts they have linked to their EsportsWales profiles. Spectators are permitted as long as both team captains have agreed in writing before the start of play. An agreement must be met by both team captains on if the spectator can view both teams or only one team's perspective.

4.1.3. Game Setup and Map Selection

The map for a given match should be determined using in-game chat in the server.

When viewing the match on EsportsWales's tournament companion, the left team must host the tournament lobby and can pick the first map. The right side team must pick the side they want to play for the first map. The losing team from each map will then pick which map they play for the next subsequent map, with the winners picking side.

4.1.3.1. Map Pool

The map pool used for tournaments will be dependent on the format of the week. The exception to this is if it is changed mid-season, where the tournament map pool may be altered at admin discretion due to bugged interactions with heroes.

4.1.3.2. First-to-three series

For the best-of-three (bo3) series, the game modes will be on a rotation, ensure you check your EsportsWales emails and the Overwatch Announcements channel in EsportsWales Discord for the format. The best-of-three (bo3) series will follow the map pool shown below:

- Control: Ilios / Oasis / Busan
- Assault: Temple of Anubis / Hanamura / Volskaya Industries
- Hybrid: King's Row / Numbani / Eichenwalde
- Escort: Dorado / Rialto / Havana

Tiebreaker map will take place on Nepal.

4.1.3.3. Best-of-five series

For the best-of-five (bo5) series, the format will continue throughout playoffs, following the game modes and map pool shown below.

- Control: Ilios / Oasis / Busan
- Assault: Temple of Anubis / Hanamura / Volskaya Industries
- Hybrid: King's Row / Numbani / Eichenwalde
- Escort: Dorado / Rialto / Havana
- Control: One of the two maps that were not chosen from Map 1

In the rare case whereby teams have drawn the overall series, a tiebreaker map will take place on the remaining control map that was not played during the original best-of-five series.

4.1.4. Draws

If any series ends in a draw, the tiebreaker map will be played immediately. The hosting team will decide on which side they play on.

4.1.5 Draws During Playoffs

In the case whereby teams have drawn the overall series, a tiebreaker map will take place on the remaining control map that was not played during the original best-of-five series.

In the rare case whereby teams have drawn two maps in the overall series, both teams will receive a win at the time of the second draw.

4.2. In-Game Rules

4.2.1. Pausing

Teams are allowed up to 10 minutes of pause time per match in a best of one series. In a best of three format, teams are allowed up to 20 minutes of pause time across all maps. (Control maps with 3 stages count as one map total.) Any pause may last no longer than 10 minutes.

In the event of a player disconnect or other technical issue, players may call a technical pause in order to help resolve the issue, provided that they explicitly state the reason for calling the pause. Technical pauses may be used and must follow the restrictions stated above, with no added allotted time.

After the time bank is up, teams must continue to play or forfeit the map, unless there is an ongoing dispute which the tournament admins are aware of.

4.2.2. Player Disconnects

In the case of a player disconnect, the game will be automatically paused and the allocated pause time will be used. If the player does not return within the 10-minute pause and the team is unable to get a substitute in the server, the team that is a player down must either play the match out as 5 or forfeit.

Intentional disconnects without a proper and explicitly stated reason (such as bug fixing) are prohibited.

4.2.3. Substitutions

In the case of a medical emergency and/or technical issue that prevents a player from rejoining the game, a player may be changed mid-game, provided the opposing team is informed in advance. The new player must be eligible to play, on the roster, and join within 5 minutes.

In multiple map series, such as in the best of 3 and best of 5 series, teams may make substitutions more freely between maps. Any number of substitutions may be made between maps as long as the player is on the roster. No substitutions may be made between stages of control maps. Abusing the substitution rule to swap players in/out during the game based on their strengths is prohibited.

4.2.5. Admin Attention

If an issue occurs mid-game where an admin is required, players are advised to invoke a technical pause (following the rules of such stated in section 4.2.2) and join the 'Support Waiting Room' channel in the official EsportsWales discord. Screenshots or video recordings should be taken of incidents that occur that you may wish to report or dispute.

5. Fair Play

5.1. Cheating

Players will be considered cheating and punished accordingly if they partake in any of the following:

- Account sharing, playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.
- Using any 3rd party software that isn't allowed by the game publisher and that can give an unfair advantage to a player or team.
- Collusion with other teams.
- Playing whilst under an existing EsportsWales ban, or attempting to otherwise evade it.

5.2. Sportsmanship

Teams are expected to play at their best at all times within any EsportsWales game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty or fair play.

The following actions are considered to be poor sportsmanship and will be subject to penalties at the discretion of EsportsWales.

- Flaming; considered to be any comments, in all chat or game lobby, that may be considered negative or hurtful.
- Use of racist or discriminatory language.
- Any other further act, failure to act, or behavior which, in the sole judgment of EsportsWales officials, violates these rules and/or the standards of integrity established by EsportsWales for competitive game play.

5.3. Penalties

Any person found to have engaged in or attempted to engage in any act that EsportsWales believes, in its 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 EsportsWales.

If any team or player is suspected of breaking any rules, admins should be informed. At this point they may ask for screenshots or other evidence of misconduct.

Upon discovery of any team member committing any violations of the rules listed above, EsportsWales may, without limitation issue the following penalties to individuals or to teams:

- Issue a formal warning.
- Forfeit of a match.

- Temporary suspension of a player.
- Permanent ban of a player.
- Deduction of points or seeding for the current or next tournament.
- Disqualification of team from a tournament.
- Disqualification from prizes.

6 Additional Anti-Cheating Measures

Players are not allowed to be in any form of communication with anyone outside of the games. As such, players should take the following measures to ensure that this is the case:

- Ensure that no one other than the members of the team are present in the voice communication channel.
- Do not attempt to communicate with the spectators in the arena.

Technical pauses must be called and then confirmed to be legitimate by the match admin present with the team. Technical pauses are therefore not limited by any length of time; providing the fault can be verified.

- Players must make no attempt to remove them during the game; confirm with the match admin if you need to take them off or adjust them.
- Players must not attempt to circumvent the ear defenders via each other's microphones.

7. Other

7.1. Broadcasting of the Games

EsportsWales reserves the right to broadcast any games played as part of our Overwatch tournaments. If a game is being streamed, the captains will be contacted and players must then wait for casters to declare they are ready before starting the match.

Other parties are strictly forbidden from broadcasting a game that EsportsWales are themselves doing, however individual players may stream their own POV. It is recommended to put a delay on to avoid 'stream sniping' issues.

7.2. Coaching Rules

Any form of communication between a team's coach and the players will only be allowed during the following opportunities:

- Tactical timeouts
- Half times of a map
- Between maps of a multimap series

7.3. Spirit of the Rules

These rules may be amended, modified or supplemented by EsportsWales at any time, in order to ensure fair play and the integrity of EsportsWales tournaments.

All decisions regarding the interpretation of these rules lie solely with EsportsWales, the decisions of which are final.

7.4. Contacting an Admin

On tournament nights:

Admins are available on the Discord server - <https://discord.esportswales.org/>, join a help room and an admin will join you as soon as one is available.

During the week:

You can email an admin or management using the addresses provided below or message us on discord.

John Jackson John.Jackson@esportswales.org