

2019-2020 Overwatch IHSEN Official Rules

Adapted from and original credit to: 2019-2020 Overwatch Collegiate Championship

1.1 Acceptance. Each Participant must agree to the Official Rules by:

Registering to participate in the Season.

Participating in any match that is part of the tournament.

2. Players

2.1 Eligibility. To be able to compete as a "Player," you must meet the following requirements:

Be in good standing with respect to any Blizzard Battle.Net accounts registered in your name. (2.1.A)

Be over the age of majority in your jurisdiction of residence. (2.1.B)

Be a legal resident of the United States or Canada. (2.1.C)

Be currently enrolled during the tournament period as a student in an Indiana high school

Agree to be bound by these Official Rules. (2.1.G)

2.2 Verification of Eligibility. Every member of a Team who plays in the Tournament may be required to provide proof of enrollment; otherwise the Team is ineligible to win a prize in this Tournament.

3. TEAMS

3.1 Tournament Teams. A "Team" will consist of up to six (6) Players, four (4) optional Substitutes. Multiple teams from Eligible Institutions will be allowed to participate in the Tournament.

3.2 Team Management. Each Team **must** have a single individual designated as Team Captain.

Team Sponsor/Coach. The Team Sponsor/Coach will act as a Team's primary contact for all roster changes, rule disputes, and other communication between Teams and Tournament Administration. The Team Sponsor/Coach may not participate in Tournament matches. (3.2.1)

3.3 Designation. Team Sponsor/Coach must apply and be accepted before final Roster Locks. In the event of a Team Sponsor/Coach change, Tournament Administration must be informed by the Team.

3.4 Roster Requirements.

Players. Each Team must designate six (6) starting Players. (3.4.A)

Substitutes. Each Team may designate up to four (4) substitute Players. These Players may replace Players during the Season. Teams may utilize any available substitute who is present on their Roster. (3.4.B)

Roster Locking. Throughout the season/tournament, rosters may have roster locking periods, where rosters will be unable to be altered prior to upcoming matches. (3.4.C)

4. MATCHES AND STANDINGS

4.1 Match Structure. Each match in the season will be a best of three, with the first team to two wins winning the match.

Ties. In the case of a tie, the team that lost the previous map will choose the next map and the team that won previously will select whether they would like to attack or defend. If the match set is tied, additional maps will be played until a team meets an appropriate win condition. (4.1.C)

4.2 Competition Format. The Season will function as a beta-test to the upcoming Overwatch Indiana State Championship. Teams will play one weekly match with the default time taking place on Thursday at 4:30 EST. Teams will play against scheduled opponents that will be announced before the beginning of the season.

4.3 Tournament Schedule. The Season/Tournament will take place during the specified time frame

It is the full responsibility of the Team Sponsor/Coach and captain to notify team members of changes or delays in seasons/tournaments. (4.3.A)

4.4 Rescheduling. Teams may reschedule matches from the time that they are assigned by contacting their opponent. Any rescheduled match must be communicated to IHSEN Staff immediately. Teams must reschedule at least 24 hours ahead of scheduled match time or they will forfeit.

5. MATCH DETAILS

5.1 Map Rotation. For all sections of the Season/Tournament, weekly maps will be assigned by IHSEN Staff with the starting map being a control map (Busan, Ilios, Lijang Tower, Nepal and Oasis), a Hybrid map (Blizzard World, Eichenwalde, Hollywood, Kings Row, Numbani) will be the second map played, the third match (if played) will be an Assault map (Hanamura, Horizon Lunar Colony, Paris, Temple of Anubis, Volskaya Industries). Losers will pick whether they attack or defend first. Maps for the tournament will be posted by IHSEN staff.

Game Set. All game types permitted in Overwatch Competitive Play could be selected in the Tournament. (5.1.A)

Tournament Map Pool. All maps permitted in Overwatch Competitive Play could be selected in the Tournament. (5.1.B)

5.2 Match Settings. All games should be played with the "Competitive" pre-set selected. All maps except for the map to be played should be set to "off". The lobby should be set to "Invite Only." Kill-cams should be set to "off". Role limit should be set to "Limit 2 heroes per role."

Lobby Creation. Participating “Home” Teams are responsible for inviting the opposing team and creating match lobbies and matches prior to their match start time. (5.2.1)

5.3 Pause Time. A team may request a pause only in the presence of a technical issue. Pause requests will be communicated in match chat during an ongoing match. The details of why a pause is requested must be communicated to the opposing team.

If you are the Team who controls the lobby, you must still request the pause and receive confirmation from the opposing team before initiating the pause.

Teams must wait until the conclusion of any ongoing team fight before pausing.

Players are responsible for the integrity of their own internet connection. However, if a Player disconnects, his or her Team can must request a pause and have the player reconnect or if player is unable to reconnect play a “character down” until the next round. No substitute may be put in until the start of the next round.

The default pause configuration is Ctrl+Shift+'='.

Each team may request a maximum of three (3) pauses per match, with each pause having a maximum duration of five (5) minutes.

The team that does not request the pause must confirm the end time of the pause via the in-game 'match chat' once a pause is initiated.

If a team does not unpaue before their allotted time is depleted, they immediately use their next pause and add five (5) minutes to the current pause timer.

If a team has no pauses left and their pause timer runs out, the Team that requested the pause will be forced to forfeit the current map.

5.4 Playing “Man-Down”. Maps will continue with a Team playing “Man-Down” (where a player fails to reconnect or solve technical issues and cannot participate in the remainder of the map). Maps may not begin with a team playing “Man-Down”. If a Team is unable to field the required number of players by the final match start time, that team will be required to forfeit.

6. MATCH RULES

6.2 Results. Team Captains and Sponsors/Coaches will be responsible for confirming and recording all map and match results on the appropriate form

6.3 Technical Issues. Teams are responsible for any of their own technical issues, including hardware, software, or internet issues.

6.4 Streaming and Spectating. Players will be allowed to stream their matches during the Tournament from their own perspective. Players streaming do so at their own risk. Participants on a roster of a Team in a match may spectate that Team only in that match using “Spectate red only” or “Spectate blue only.” For more information, contact an IHSEN staff member.

7. COMMUNICATION

7.1 Lobby Creation. “Home” Teams are responsible for inviting the opposing team and creating match lobbies and matches prior to their match start time.

7.2 Email. Players may email natjthom@gmail.com for any issues that they experience, or to provide feedback as necessary. This method will often receive slower responses than reaching out to administrators via the IHSEN Discord channel.

8. CONDUCT

8.1 Sportsmanship and Professionalism. All Participants are required to act in a respectful sportsmanlike manner at all times and abide by the player Code of Conduct, as posted on the IHSEN website.