OVERWATCH RULESET

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1.0 ACCEPTANCE OF OFFICIAL RULES

1.1. ACCEPTANCE.

Each Participant must agree to these Official Rules to participate in the tournament. You may accept these Official Rules by any one of the following methods:

1.1.1. Registering to participate in the tournament
1.1.2. Participating in any match that is part of the tournament

2.0 PLAYERS

2.1. ELIGIBILITY.

To be able to compete in the tournament, the player must agree to be bound by these Official Rules and meet all eligibility requirements listed in the OPSE Code of Conduct

2.2. DISCLAIMER.

OPSE will not be responsible for (a) any late, lost, misrouted, garbled or distorted, inaccurate, incomplete or damaged transmissions or entries; (b) telephone, electronic, hardware, software, network, Internet, or other computer or communications-related malfunctions or failures. Additionally, in accordance with the game's End User License Agreement and without limiting the game publisher's rights therein, the game publisher retains the right to modify or delete content, data, accounts, statistics, user profiles, and any information created, accumulated, stored or uploaded to the game or any account at any time and for any reason at its sole discretion. OPSE is not responsible for any incorrect or inaccurate information, whether caused by players in the tournament or users of the game, or by any of the equipment or programming associated with the tournament, or by any technical or human error, which may occur in the processing of registrations or entries into the Tournament, or otherwise in connection with the tournament including, without limitation, any technical limitation or other event that results in the disqualification or loss of ranking status of any participant in the tournament.

2.3. PLAYER AND TEAM NAMES.

Players may use only In-Game Names that are registered as part under their roster. Tournament Administrators reserves the right to revoke any eligibility of any player whose In-Game Name is considered toxic, offensive, or incorporates any third-party intellectual property. To compete in OPSE, all player names must meet the following requirements:

2.3.1. Player names may not include a sponsor name.
2.3.2. Player names may not include a product name or description.
2.3.3. Player names may not include any words that are purely commercial.
2.3.4. Player names may not impersonate a Tournament Administrator.
2.3.5. Player names must comply with these Official Rules and OPSE Code of Conduct

3.0 TEAM REQUIREMENTS

3.1. TOURNAMENT TEAMS.

A "team" will consist of six (6) to nine (9) players who attend the same school.

3.2. TEAM MANAGEMENT.

Each team will require a captain as a player point of contact. Teams may also designate a manager as a non-player point of contact

3.2.1.

The captain or manager will be expected to contact opponents in regards to creating and playing matches.

3.2.2.

Team Staff cannot act as substitutes and are not allowed to participate in matches.

3.2.3.

If selected for broadcast, responsibilities of lobby creation will be delegated to the broadcast team. See official Game Day Procedures for detailed information.

3.3. ROSTER REQUIREMENTS.

3.3.1. Players.

A team will consist of 6 players including 6 "starters" and 3 optional "substitutes". During matches, teams may only have up to 6 players participating.

3.3.2. Substitutes.

Teams may choose to start their substitute player for a match. Substitute players cannot be switched in mid-map. Doing so will result in a match loss.

3.3.3. Roster Locking.

Throughout the season, Teams will submit their lineup for their match that week via the title's Game Day Sheets. All players must be a verified member of the team roster.

3.3. REQUIRED INFORMATION.

The following is a list of required information for Players. This will need to be provided for every roster submission and change. Players who change their In-Game Name must submit a new roster change form to update their information with OPSE

3.4.1. Full Name

3.4.2. Year of Study and Program

3.4.3. Student Email

3.4.4. Discord ID *- Example: Name#1234 (case sensitive)*

3.4.5. Player Battle.net BattleTag– *Example: Krusher99#9999*

3.4.6. Role - *The position that the player will be playing during that match*

4.0 TOURNAMENT STRUCTURE

4.1. PRE SEASON.

Will take place in September and consist of exhibition matches to help schools
develop their teams.

4.2. REGULAR SEASON.

Teams will compete against each other weekly starting the week of October 4, 2021.

4.2.1.
Breaks will occur throughout the season for times such as holidays, exams, and reading weeks.

4.2.2.
Teams are responsible for their assigned matches. Full season schedule will be provided before the start of the season.

4.2.3.
The Tournament Officials reserve the right to reschedule matches at any point. Teams will always be given at least 24 hours notice before their new scheduled match time.

4.3. PLAYOFFS.

Top teams will compete in a playoff bracket to obtain their share of $6,000 in scholarships and the title of Provincial Champion!

4.4. MATCH FORMAT.

All season matches will be a First-to-2 while Playoff matches will be First-to-3.

4.4.1. First-to-2.

The first team to win two (2) maps will win the match. All First-to-2 matches will follow the gamemode structure below.

- **Control -> Hybrid -> Escort**
- **Tiebreaker(s): Control** *(if required)*

4.4.2. First-to-3.

The first team to win three (3) maps will win the match. All First-to-3 matches will follow the gamemode structure:

- **Control -> Hybrid -> Escort**
- **Tiebreaker(s): Control** *(if required)*

4.4.3. Tiebreakers.

In the event of more than one tiebreaker, the losing team of the previous map will select a Control map that hasn't been played during that match. The team that lost the previous map will select the next map and the team that won the previous map will select whether they would like to attack or defend if applicable.

4.5. MATCH SETTINGS.

All games will be played with the "Competitive" pre-set selected.

4.5.1. Lobby Settings.

- Data Center Preference - US Central
- Auto Pause on Disconnect - Off

4.5.2. Mode Settings.

- All - Killcams - Disabled
- All - Skins - Disabled

4.5.3. Heroes Settings.

- Hero Selection Limit: 1 per team
- Hero Role Limit: 2 of each role

4.5.4. Map Pool.

For the entire duration of the OPSE Season, the following maps will be available for play. All seasonal and event map variations are disabled. The Home team for that match will select the first map of Control to be played.

- **Control** - Ilios, Oasis, Nepal, Lijiang Tower, Busan
- **Escort** - Rialto, Dorado, Watchpoint: Gibraltar
- **Hybrid** - King's Row, Eichenwalde, Hollywood

4.6. PAUSE TIME.

A team may request a pause only in the presence of a technical issue. The Home team 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. If a Player disconnects, his or her Team can either decide to request a pause and have the player reconnect or wait until that 'round' is finished to rejoin the match.   The default pause configuration is **Ctrl+Shift+'='.**

For broadcast matches, it will be up to the tournament admin/lobby host's discretion for when a team fight has begun/concluded.

4.6.1.   Each team may request a maximum of **three (3)** pauses per match, with each pause having a maximum duration of **five (5)** minutes. If a team does not unpause 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.

4.7. GAME RESTARTS.

The decision of what circumstances merit a game restart are solely at the discretion of Tournament Administration. Restart protocol will be decided by Tournament Administration and communicated to the team before being executed.

4.8. SPECTATING.

During matches, coaches and substitutes will be allowed to spectate as long as they are set to spectate their own team. In the lobby, this can be done by restricting spectators to spectate their respective teams only. Please ensure that the spectators restrictions are changed when sides are swapped during a match. Third party spectators for broadcast reasons are allowed to spectate both sides as both teams have agreed.

4.9. PLAYING "MAN-DOWN".

Maps may 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.

4.10. RESULTS.

Competitors will be responsible for confirming and recording all game and match results via the OPSE Discord. Refer to the OPSE Game Day Procedures on how to properly report a match to OPSE Tournament Adminstrators

4.11. TECHNICAL ISSUES.

Players are responsible for any of their own technical issues, including hardware, software, or internet issues. The opposing team may (but is not required to) offer to restart the game.

4.12. DELAY OF MATCH.

Both teams must have **six (6) Players** present in the match lobby within twenty (20) minutes of the scheduled match time. If a team is unable to field the required number of players by the final match start time, the team will be required to forfeit. Offending teams may request additional time from their opponents if it does not cause tournament delays. It is at the sole discretion of the opponent whether or not they would like to allow additional time.

4.13. BROADCAST.

Players are welcome to stream their matches from their own perspectives with a **minimum of ninety (90) second delay.** Teams will be notified if their match will be on the official OPSE broadcast and will be expected to follow admin directions for when matches should be started. Refer to the OPSE Game Day Procedures for specific broadcast procedures for more information.

4.14. STANDINGS TIEBREAKERS.

4.14.1 Head to Head.
This is determined by the number of match wins each team has against the other team(s) affected by the tie. The team who has accumulated the most match wins against other team(s) will be ranked higher

5.0 COMMUNICATION

5.1. GAME DAY PROCEDURES.

The designated Home team is responsible for inviting the opposing team, creating, and managing the match lobbies prior to their match start time. Upon match completion, the winning team must report the following results in the Overwatch match reporting channel:

- Maps Played
- Individual Map Winners and Score
- Overall Winner and Match Score

5.2. MATCH CREATION.

The designated Home team for that match (team on left-hand side of the schedule) is responsible for inviting the opposing team and creating the match lobby prior to their match start time.

5.3. ANNOUNCEMENTS.

Large announcements, general information, ruleset, and bracket can be found on the tournament page, in emails sent throughout the season, or on the official OPSE Discord server. These sources can serve as an information hub for teams.

5.4. SUPPORT.

Participants may email OWAdmin@opsesports.ca regarding any issues or with feedback. For time sensitive issues, please reach out to the Overwatch Admins via the OPSE Discord Server

6.0 CONDUCT

6.1. PROFESSIONAL SPORTSMANSHIP & COMPETITIVE INTEGRITY.

All players and teams are required to act in a respectful and sportsmanlike manner at all times and abide by the OPSE Code of Conduct. They are expected to play at their best at all points during any match and will maintain behaviors consistent with the principles of good sportsmanship, honesty, and fair play. Tournament Administrators maintains the sole right in judgement for violations of these rules and standards of integrity for competitive play.

7.0 TOURNAMENT PRIZING

7.1. COMPETITION PRIZING.

Winning teams will receive the following prizes based on final tournament placement, subject to the prize award terms below:

7.2. SCHOLARSHIP PRIZING

All "scholarship prizes" will pay the winner's future college or university "tuition," up to the amounts set forth above, subject to the scholarship limitations and requirements detailed below:

7.2.1. Tuition
"Tuition," as used hereunder, shall be defined as the player's actual future tuition for enrollment in the accredited college or university that the winner represents and shall include future summer school tuition, and payments towards outstanding student loans.

7.2.2. Scholarship Limitations
Scholarships may be used only toward tuition that is the responsibility of the winner. scholarship monies unused at the point of graduation, or as the result of winner's ineligibility for continued university enrollment for any reason, will not result in a monetary refund to winner.

7.3. SCHOLARSHIP PRIZE PAYMENT REQUIREMENTS

In order to receive a scholarship prize:

7.3.1.
All players at the time of the team earning the scholarship must be registered players on that member's roster.

7.3.2.
Players cannot have a received a penalty from OPSE admins barring them from any scholarship prizing

7.3.3.
Prizing will be received by members and distibuted to players at their discretion.