

# CECC OVERWATCH 2 RULESET 2024

## Table of Contents:

### 1. ACCEPTANCE OF OFFICIAL RULES

- 1.1 Acceptance
- 1.2 Changes to and Enforcement of these Rules

### 2. PLAYERS

- 2.1 Disclaimer
- 2.2 Player names

### 3. TEAMS

- 3.1 Tournament Teams
- 3.2 Team Management
  - 3.2.1 Team Captain
- 3.3 Roster Requirements
- 3.4 Required Information

### 4. TOURNAMENT STRUCTURE

- 4.1 Best-of-5
- 4.2 Ties
- 4.3 Tournament Stages
- 4.4 Tournament Schedule

### 5. MATCH DETAILS

- 5.1 Map Rotation
- 5.2 Match Settings
- 5.3 Server Selection
- 5.4 Pause Time
- 5.5 Playing "Man-Down"

### 6. MATCH RULES

- 6.1 Game Restarts
- 6.2 No-Show
- 6.3 Reservation of Rights
- 6.4 Match results

### 7. COMMUNICATION

- 7.1 Lobby Creation
- 7.2 Announcements

### 8. CONDUCT

- 8.1 Sportsmanship and Professionalism
- 8.2 Competitive Integrity

### 9. RESOLUTION OF DISPUTES

- 9.1 Disputes Regarding League Rules
- 9.2 Changes to this Section

### 10. MISCELLANEOUS

## **1. 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:

**A.** Registering to participate in the Tournament.

**B.** Participating in any match that is part of the Tournament.

### **1.2 Changes to and Enforcement of these Rules.**

The field of esports competitions is still relatively new and changing rapidly and these Official Rules will evolve in real time to keep pace with those changes. Accordingly, Tournament organizers: (a) may update, amend, or supplement these Official Rules from time to time, and (b) may interpret or apply these Official Rules by releasing bulletins, notices, explanatory videos, online postings, e-mail and/or other electronic communications that provide instructions and guidance to Participants. Any material changes to these Official Rules will be provided to the Participants prior to the next Tournament event in which the changed rules will apply.

Participation in the Tournament will constitute acceptance of the changed rules.

Changes to any terms regarding resolution of disputes will be governed by the provisions of the applicable section.

## **2. PLAYERS**

### **2.1 Disclaimer**

Tournament organizers 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; (c) any Tournament disruptions, injuries, losses or damages caused by events beyond the control of Tournament Organizers (although we will take reasonable precautions to ensure reasonable safety); or (d) any printing or typographical errors in any materials associated with the Tournament.

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. Tournament Organizers are not responsible for incorrect or inaccurate information, whether caused by participants 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.

## **2.2 Player names**

Players may use Battle Tags or handles during the Tournament. Players must use an acceptable name in all Tournament competition. Tournament Administration reserves the right to revoke the eligibility of any Participant whose Battle Tag or handle is offensive, toxic, or incorporates any third-party intellectual property. Restrictions on Battle Tags and Handles include but are not limited to the following:

- A. Player names may not include a sponsor name.
- B. Player names may not include a product name or description.
- C. Player names may not include any words that are purely commercial.
- D. Player names may not impersonate a Tournament Administrator
- E. Player names must comply with these Official Rules.
- F. Tournament organizers have the right to request a Player name change for any reason, not restricted to the above.

## **3. TEAMS**

### **3.1 Tournament Teams**

A "Team" will consist of up to Five (5) Players and Five (5) optional Substitutes. Multiple teams from each Eligible Institution will be allowed to participate in the Tournament.

### **3.2 Team Management**

Each Team must have a single individual designated as Team Captain.

### **3.2.1 Team Captain**

The team Captain will act as a Team's primary contact for all roster changes, rule disputes, and other communication between Teams and Tournament Administration. This role may be transferred to any other Player or Substitute on the Team outside of any Roster Locking (3.3.C) periods.

### **3.3 Roster Requirements**

**A. Players.** Each Team may designate up to Five (5) starting Players.

**B. Substitutes.** Each Team may designate up to Five (5) substitute Players. These Players may replace Players during the Season. Teams may utilize any available substitute who is present on their Roster.

**C. Roster Locking.** Throughout the tournament, rosters may have roster locking periods, where rosters will be unable to be altered prior to upcoming matches. During a roster lock period, teams will not be able to add or remove players from their rosters. A roster lock schedule will be posted on the tournament website during the Tournament Period.

### **3.4 Required Information**

The following is a list of required information for Players. This will need to be provided for every roster submission and change.

**A. Full Name**

**B. Player Game Account Name** – Example: Krusher99#9999 (This is case sensitive). If a Player makes a change to his or her Battle Tag, the change must be done prior to a roster lock.

**C. Player School**

**D. Player Email**

**E. Other.** For reasons including, but not limited to: press, broadcast, and live events,

Tournament organizers may request information other than what is outlined above, including but not limited to: Player Photos, game statistics, and more.

## 4. TOURNAMENT STRUCTURE

### 4.1 Best-of-5

Each Best-of-5 match will consist of up to five (5) Game matches on three maps, with the first team to three (3) map wins winning the match. If neither team wins three (3) maps, the team with the most wins will win the match.

### 4.2 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.

### 4.3 Tournament restrictions

- To ensure fair play among teams, in the case of a new map and/or character being added to the game of Overwatch 2 post-release, players will not be allowed to play as the new character or play on the new map unless the character or map has been released for **2 weeks**. An announcement will be made in #ow-announcements when a new map or hero is released, detailing when it will be available to play.

### 4.4 Tournament Schedule

Tournament Administration reserves the right to reorder the match schedule within a given day and/or change the date of the match to a different date, or otherwise modify the schedule of matches. If the schedule is modified, Tournament Administration will inform all Teams at its earliest convenience.

**A.** It is the full responsibility of the Team Manager and captain to notify team members of changes or delays in tournaments.

## 5. MATCH DETAILS

### 5.1 Map Rotation

For all sections of the Tournament, the initial map will be assigned by Tournament Administration (Will always be a Control map), and the subsequent game map/mode will be chosen from a set of maps within each game type by the losing team. Teams may not choose the same mode more than **3** times in a match and may not repeat the exact same map/gamemode combo in a series.

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

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

#### **Map Pool**

|                             |
|-----------------------------|
| <b>Control</b>              |
| Antarctic Peninsula - Night |
| Ilios - Morning             |
| Lijiang Tower - Night       |
| Nepal - Evening             |
| Oasis - Evening             |
| Busan                       |
| Samoa                       |
| <b>Hybrid</b>               |
| Blizzard World - Morning    |
| Numbani - Morning           |
| King's Row - Evening        |
| Midtown - Morning           |
| Paraiso - Morning           |
| Eichenwalde                 |
| Hollywood                   |
| <b>Escort</b>               |
| Dorado - Night              |
| Junkertown - Morning        |
| Circuit Royal - Morning     |

|                            |
|----------------------------|
| Rialto - Morning           |
| Havana - Night             |
| Shambali Monastery - Night |
| Route 66                   |
| Watchpoint: Gibraltar      |
| <b>Push</b>                |
| New Queen Street - Morning |
| Colosseo - Morning         |
| Esperanca - Morning        |
| <b>Flashpoint</b>          |
| Suravasa                   |
| New Junk City              |

## 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”. All heroes communicated to be banned (if any) should also be set to “off”. The lobby should be set to “Invite Only.” Kill-cams should be set to “off”. Hero limit should be set to “Limit 1 tank, 2 DPS, 2 Support”- Tank role passive health bonus should be set to “Always enabled”.

## 5.3 Server Selection

Default server is US-East, however in case of a dispute, the left team (when viewing the match on Battlefy) must host the match lobby.

**A.** The losing team from each map may host the lobby for server selection. To select a server, the following steps must be taken:

- i. Ensure that a member of the losing team from the previous map is made the lobby host
- ii. Upon selecting the correct settings, the opposing teams can confirm settings and proceed to start the match once both teams are ready.

## 5.4 Pause Time

A team may request a pause only in the presence of a technical issue. 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 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+=. 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.

A. Pause Communication. 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.

## 5.5 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.

## 6. MATCH RULES

### 6.1 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.

### 6.2 No-Show

Five (5) Players from each Team must be 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.

### **6.3 Reservation of Rights**

Tournament Administration reserves the right to cancel, suspend and/or modify Tournament competition, or any part of it, if any fraud, technical failures, human error or any other factor within or outside of Tournament Administration's control impairs the integrity or proper functioning of Tournament competition, as determined by Tournament Administration. If Tournament competition is terminated, Tournament Administration reserves the right to determine the winners of said competition from among all non-suspect, eligible Participants.

### **6.4 Match Results:**

Replay Codes of post match must be submitted to administration after each match.

## **7. COMMUNICATION**

### **7.1 Lobby Creation**

Participating Teams are responsible for inviting the opposing team and creating match lobbies and matches prior to their match start time.

### **7.2 Announcements**

Large announcements, general information, ruleset, and bracket can be found via email communications from Tournament Administration. This source can serve as an information hub for teams.

## **8. CONDUCT**

### **8.1 Sportsmanship and Professionalism**

All Participants are required to act in a respectful and sportsmanlike manner at all times and abide by the Official Tournament Rules. Tournament Administration maintains the sole right in judgment for violations of these rules and standards of integrity for good sportsmanship.

**A.** Participants may not use language or engage in conduct that is deemed by Tournament Administration to be obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, or otherwise offensive or objectionable. Likewise, Players may not promote or incite hatred or discriminatory conduct. Participants may not use this type of

language in connection with Tournament competitions, on social media, or in any public events such as streaming.

**B.** Participants shall treat all individuals watching or participating in events with respect. Participants may not take any action or perform any gesture directed at another Participant, Tournament Admin, or any other party or incite others to do the same which is abusive, insulting, mocking, or disruptive. Players may not use obscene gestures or profanity in their Battle Tags, player handles, game chat, lobby chat or live interviews. This includes abbreviations and/or obscure references.

**C.** Participants may not offend the dignity or integrity of a country, private person or group of people through contemptuous or discriminatory words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion, financial status, birth or any other status, sexual orientation, or any other reason.

**D.** Participants are expected to behave in a professional manner as determined by Tournament Administration. This includes being on time for all scheduled matches and ready to play. Participants must respond to requests from Tournament Administration in a timely manner.

**E.** Tournaments are a place for players from around the world, from different cultures, and from different backgrounds, to come together to compete and share their passion for our game. Participants in our competitions should be focused on bringing the world together through epic entertainment, celebrating our game, players, and fans, and building diverse and inclusive communities. Players must refrain from disruptive or divisive behavior, commentary, or other forms of expression during official Tournament channels (e.g. match broadcasts, produced shows). Throughout the period on match day that a Player is visible to the live and camera audience(s), they may not wear, display or otherwise convey personal messages without express approval from Tournament officials, which approval shall not be granted for political messages.

## **8.2 Competitive Integrity**

Teams 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 Administration maintains the sole right in judgment for violations of these rules and standards of integrity for competitive play. Unfair conduct includes but is not limited to the following conduct:

- A. Best Ability.** Participants must compete to the best of their ability at all times.
- B. Betting and Gambling.** Participants may not, directly or indirectly, conduct, promote or benefit from any act of betting or gambling on or in connection with any matches.
- C. Collusion.** Participants shall not conduct or promote any act of collusion. Collusion is any agreement among two or more Participants to disadvantage opposing Participants.
- D. Match Fixing.** Participants shall not offer, conspire or attempt to influence the outcome of a match by any means other than competitive play.
- E. Hacking.** Participants shall not conduct or promote any act of hacking or modifying the Game.
- F. Cheating.** Cheating will not be tolerated. It is each Participant's responsibility to know and understand the rules as they exist during the Tournament period. Any form of cheating will not be tolerated. If Tournament organizers determine that a Player, Team Manager or any of their agents or other representatives is cheating or otherwise interfering with the Tournament, that individual will face penalties determined by Tournament Administration. Examples of cheating would include, without limitation:

## **9. RESOLUTION OF DISPUTES**

### **9.1 Disputes Regarding League Rules**

Tournament admins have final, binding authority to decide disputes with respect to the breach, termination, enforcement, or interpretation of all sections of these Official Rules which relate in any way to Tournament competition, including but not limited to all decisions regarding player eligibility, rule interpretation, competition disputes, tiebreakers, prizing, cheating, disqualification, penalties for rule violations, and player behavior ("Rules Dispute"). Participants agree to be bound by these Official Rules and by the decisions of the Tournament organizers with respect to the disciplinary actions imposed for their violation, which are final and binding in all respects.

## **9.2 Changes to this Section**

Tournament Administration will provide 60 days' notice of any changes to the terms of these Official Rules regarding resolution of disputes. Changes will become effective on the 60th day, and will apply prospectively only to any claims arising after the 60th day.

## **10. MISCELLANEOUS**

- Participants acknowledge that the publisher of the Game may patch or update the Game at any time to fix bugs, change balance, or add features, and the Tournament will continue regardless.
- Tournament Administration is not responsible for technical, hardware, software, telephone or other communications malfunctions, errors or failures of any kind, lost or unavailable network connections, web site, Internet, or ISP availability, unauthorized human intervention, traffic congestion, incomplete or inaccurate capture of entry information (regardless of cause) or failed, incomplete, garbled, jumbled or delayed computer transmissions which may limit one's ability to enter the Tournament, including any injury or damage to Participant's or any other person's computer relating to or resulting from participating in this Tournament or downloading any materials in this Tournament.
- Tournament Administration reserves the right to change any section of these Official Rules at any time in its sole discretion (except with regards to the provisions governing resolution of disputes, which may be changed by Tournament Administration according to the terms of such section), and to suspend, cancel or modify the Tournament or any Participant's participation in the Tournament should viruses, bugs, unauthorized human intervention or other causes beyond Tournament Administration's control affect the administration, security or proper play of the Tournament, or Tournament Administration otherwise becomes (as determined in its sole discretion) incapable of running the Tournament as planned.