



Pravila tekmovanja na EPICENTER LAN 15

# Overwatch

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# English rules

## 1. GENERAL INFORMATION

### 1.1. Tournament Format and Schedule

- The tournament format will be a round robin group stage, followed by a single elimination stage. The number of groups will be determined by the tournament administration shortly after signups have closed.
- Round Robin: All rounds will be Best of One.
- Single Elimination: All rounds will be Best of Three.
- The first part of the tournament which includes both group stage and first round of play-offs starts on Saturday, 2nd of December at 14:00 CEST.

### 1.2. Administrators

- Tournament Administrators are: Blaž Oršoš and Dominik Baligač
- Players should always address the administrators in a polite and respectful way.
- An administrator has the final say in all matters.
- Under extreme circumstances administrators reserve the right to change the rules

### 1.3. Timekeeping

- Players must be ready within 10 minutes of the match start time. The stated match start time is not the time players should start joining, but the time the actual match should begin. If a player is not ready then the team will be required to play without that player. Should they refuse to play then they will be disqualified from the tournament.
- Players are allowed a 5 minute break between tournament games if the previous game overran. Taking more than 5 minute breaks between rounds in a Bo3 format is also not permitted, you should play the games consecutively.
- Administrators reserve the right to change these timings if circumstances require it.
- If a game has not begun within 30 minutes of the scheduled start time, the admin reserves the right to default the team with the least players on server.



## 2. GAME RULES

### 2.1 Overwatch Tournament Format

#### 2.1.1. Match Settings

Custom Game Settings:

Game mode:

- Map rotation: Single map

Return to lobby:

- Payload & Point Capture: After a mirror match
- Control: After a game

The higher seeded team starts the map veto. Each team will ban maps until number of maps needed. The lower seed will then choose the starting side of the first map.

- Available maps: Available maps: King's Row, Numbani, Watchpoint: Gibraltar, Dorado, Hanamura, Temple of Anubis, Volskaya, Nepal, Lijiang Tower, Hollywood, Ilios & Route 66

Hero selection limit: None

- All heroes are currently allowed

Disable kill cam: On

General Rules:

- If the match ends in a draw (both defending sides win and got stuck on the same objective or checkpoint), a random preset Control map will be played. The team to capture the first objective wins the match.
- If both attacking sides win, the victory will be award to the team that completed the map in the fastest time. If no screenshots or other match media is available the match will be treated as a draw.
- Recordings and/or screenshots from each round are required



## 2.2. Map Pick/Veto

Unless otherwise specified, the map pick/veto rules are as follows:

- The highest seeded team will be chosen to start the pick & ban phase
- Contestants ban maps until number of maps needed.
- Maps are played in the order they were picked.

## 2.3. Custom Match Settings

### 2.3.1. Map Options

Map order: Single Map

Return to lobby:

- Control Maps (Nepal & Lijiang Tower): After a game
- All other maps: After a mirror match

### 2.3.2. Maps

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

### 2.3.3. Hero Options

- Hero selection limit: None
- All heroes are currently allowed
- Role selection limit: None
- Allow Hero Switching: On
- Respawn as random hero: Off

### 2.3.4. Heroes

- All heroes are to be set as "on" unless otherwise instructed.

### 2.3.5. Gameplay Options

- Skirmish only: Off
- Health modifier: 100%
- Damage modifier: 100%
- Healing modifier: 100%
- Ultimate charge rate modifier: 100%
- Respawn time modifier: 100%
- Ability cooldown modifier: 100%
- Disable skins: Off
- Disable health bars: Off
- Disable kill cam: On
- Disable kill feed: Off
- Headshots only: Off
- High bandwidth: On



### **2.3.6. Team Options**

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

### **2.4. Re-host**

A rehost can only be played with prior admin approval. Please contact an admin via support ticket to receive approval. In a re-hosted game each participant must choose the same side as they picked at the start of the the original match. Disconnects and lag issues will only qualify for a re-host if the issue occurs the within the first 60 seconds of the game.

### **2.5. Observers**

Observers are allowed only if both teams agree. Exceptions to this rule are, SPID.si admins and people that are given permission by an admin (e.g. shoutcasters or streamer). Under no conditions are teams allowed to play with referees other than SPID.si referees.

### **3. Results**

Both participants are responsible to enter the correct result. Results must be submitted after all games have been played. If anything is unclear, participants should have screenshots and the required replay files available to verify the result and file a protest.