Overwatch
6 v 6 Tournament

Please refer to the [LANFest Competition Guide](#) and [Waiver](#) for additional rules. Check-in is required in person with Tournament Admin to Participate. Team captains must be on Discord throughout tournament.

Event Structure:

- **Game:** Overwatch by Blizzard
- **Teams:** 32
- **Players:** 6 per team
- **Brackets:** Double Elimination
- **Format:** Best of one matches - Finals will be best of 3

Chat:

Join Discord Server: https://discord.gg/0uSGJrVpuJrZGUjb

More information on using Discord at LANFest http://sacramento.lfest.org/discord/

Use your Battle.net username with battle tag as your Username and add your Seat number

i.e. L33TPlayer#1234 A9

Channel #overwatch_tournament, Under Text Channels

Match Rules:

- **Victory Condition:** On Assault, Hybrid or Escort the highest score on map timer end. On Control Best of Five with the team reaching 3 points first wins.
- **Side Selection**: Random
- **Time Limit:** Map Specific
- **Overtime:** On Assault, Hybrid or Escort if map ends in a draw, tie will be broken by a best of One on a Control map picked by the admin. Control maps are Nepal, Lijiang Tower, and Ilios
- **Veto Process:** Team Captains will proceed with the map veto with the Overwatch admin at the NOC, the map selection is listed below.
- **Match Host:** The match host will be the captain of the team with the highest seed (lower number on the bracket) unless both captains agree on someone else being host. The Host needs to set **Custom Game Members Can Invite:** ON under Options and Social Tab
- **Game Mode:** Custom Game, the host is responsible for changing the settings of the custom game which are listed below.
- **Inviting Players:** Use discord to get the other team captain's battletag and invite the captain to the custom game lobby. The opposing team captain is responsible for providing the host with battletags for players of their team or inviting their own team.
- **Starting Match:** After all 12 players are in the custom match lobby and the opposing captain indicates ready by Custom Game chat, the Host starts the match.
- **Griefing:** On any control map (Nepal, Lijiang Tower, and Ilios) if one team does **not cap** the objective, within **one minute** of round start, and is **camping** the enemy spawn, they will be **disqualified.**

Custom Game Settings:

- **RULE SET**
    - **Rule Set:** Competitive
- **MAP OPTIONS**

- ○ **Map Rotation:** After a Game
- ○ **Map Order:** Single Map
- ○ **Return To Lobby:** After a Game
- **MAPS**
  - ○ Set to **ON** the map determined by the veto process.
- **HERO OPTIONS**
  - ○ **Hero Selection Limit:** 1 Per Team
  - ○ **Role Selection Limit:** None
  - ○ **Allow Hero Switching:** ON
  - ○ **Respawn As Random Hero:** OFF
- **HEROES**
  - ○ **All Heroes set** to ON
- **GAMEPLAY OPTIONS**
  - ○ **High Bandwidth:** ON
  - ○ **Control Game Mode Format:** Best of 5
  - ○ **Health Modifier:** 100%
  - ○ **Damage Modifier:** 100%
  - ○ **Healing Modifier:** 100%
  - ○ **Ultimate Charge Rate Modifier:** 100%
  - ○ **Respawn Time Modifier:** 100%
  - ○ **Ability Cooldown Modifer:** 100%
  - ○ **Disable Skins:** OFF
  - ○ **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

Requirements:

- All players must be ready to play at the start of the event! This includes having the game, patched to latest version, and a representative in the overwatch_tournament Discord Text channel.
- All results must be reported on Challonge.com by both teams or to the respective Admin in the NOC or by Discord right after the match.
- No 3rd party program or any trace of scripts will be allowed. This includes personal map textures and player exploits. It will be considered a violation of the rules. 3rd Party communication software will be allowed as the only exception.
- Team members are fully allowed to communicate verbally, even when 'dead'.(Ghost Talking)
- Players are responsible for their actions in regards to known map or game bugs/exploits. Any Player or Team utilizing ANY exploit or bug in a map or game, unintentional or otherwise are breaking the rules.

Map Pool:

- **Temple of Anubis**
- **King's Row**
- **Hanamura**
- **Watchpoint: Gibraltar**
- **Numbani**

- **Volskaya Industries**
- **Hollywood**
- **Dorado**
- **Nepal-**
- **Route 66**
- **Lijiang Tower-**
- **Ilios-**
- **Eichenwalde**

Substitutions:
- The tournament admin must be informed if any substitutions are to be done.
- Teams are allowed to substitute twice only in the tournament.
- Substitutions can only be done before or after a match is done and not during.
- The substitute player for the team must not be playing for any other team in the tournament.

Rule Changes:

The Administrators reserve the right to modify the rules as needed. This includes changes due to software updates or releases, event organizer decisions and all other changes deemed necessary to run a successful tournament. Players are responsible to check the rules on a regular basis and prior to the event to ensure they are in complete compliance. Players must understand that rules listed are guidelines to ensure fair and competitive play and are subject to interpretation by the administrators based on the spirit of the game.

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