



2019
Gamefest Overwatch –
Official Rules

Introduction

The following rules are tailored to the 2019 Georgia Tech Gamefest Overwatch Tournament.

These Overwatch Open Division Official Rules (the "**Official Rules**") form a contract between all Teams and Players ("**Participants**"), on the one hand, and the tournament organizers and its affiliates ("**Admins**") who are engaged in operating Gamefest, on the other hand. These Official Rules establish the general rules of tournament play, including rules governing player eligibility, tournament structure, points structure, prize awards, and player conduct. These Official Rules also contain limitations of liability, license grants, and other legally binding contractual terms. Each Participant is required to read, understand, and agree to these Official Rules before participating in the Gamefest Overwatch tournament.

1 Players

1.1 **Eligibility.** To compete in the 2019 Georgia Tech Gamefest Overwatch Tournament as a "player", one must:

- 1.1.1 have an active Blizzard Account that is in good standing;
- 1.1.3 not be a director, officer, or employee of Gamefest, or any entity which controls, is controlled by, or is under common control with Gamefest;
- 1.1.5 agree to be bound by these Official Rules.

1.2 Player Streaming

1.2.1 Players who are competing in a 2019 Gamefest Overwatch match can stream their own gameplay with at least a 3-minute delay.

1.3 Player Rules

- 1.3.1 Players can leave and join teams during registration and setup until Roster Lock so long as they maintain player eligibility per Section 1.1.
- 1.3.2 Players can no longer join teams after Roster Lock on Saturday, November 2nd at 1:00 EDT
- 1.3.3 Players can only compete on one team at a time.

1.4 General Eligibility

1.4.1 The Admins shall have, in their sole and absolute discretion, the right to determine the eligibility of any and all Participants. Players acknowledge that the eligibility determination of Admins are final, and that the eligibility status of any Participant or player may change at any time.

2 Teams

2.1 Team Registration

2.1.1 Regular Season

2.1.1.1.1 Team Registration closes on Saturday, November 2nd, 2019 at 11:00 Eastern Standard Time. Teams must have at least 6 players on their team roster by this time or they will be ineligible to compete.

2.1.1.2 Team Rosters lock on Saturday, November 2nd, 2019 at 1:00 EDT and will remain locked for the entirety of the 2019 Gamefest Overwatch Tournament.

2.2 **Team Captain.** Teams must designate a Team Captain before the beginning of the tournament. The Team Captain will be a primary contact for communication with administrators. Captains will be the primary contact for all prizing.

2.2.1 Captains oversee team rosters and are permitted to add or remove players from their team. Players do not have power to make roster changes without the Captain's permission.

2.4 Roster Requirements

2.4.1 **Active Players.** Each team must maintain a roster of 6 Active Players on the team roster. These players can compete in Gamefest Overwatch matches and will receive prizing if they are on the Active team roster.

2.4.2.1 It is the responsibility of both teams to check player eligibility before the start of play. Teams who play with ineligible rosters may receive penalty pending Tournament Administrator ruling. If you are unsure of player eligibility before a match starts, request administrator support before playing your match.

2.4.2.2 Teams can substitute Active Players between maps. No substitutions may be made between stages of control maps.

2.4.3 Team Staff: Coaches, Management

2.4.3.2 Team Staff cannot spectate matches unless given written permission by both Team Captains before start of play.

2.4.3.3 Team Staff can communicate with their players before and after matches and maps but not during a map.

2.5 **Team Name.** Team Names must be approved by 2019 Gamefest Overwatch administrators. Team Names may be denied at any time that may not reflect the professional standards of Gamefest. Effected teams will be required to submit and play under another approved name.

2.5.1 Team Names cannot include any sponsor unless approved by Tournament Administration. Affiliated team sponsors must be present outside of the official Team Name.

3 Prizing

3.1.2 **Team Prizing.** Prizes will be awarded to players based on final team tournament ranking following the tournament within 90 days of completion. The prizes below will be paid out to each player on a team's end-of-season Active rosters in accordance with such team's results at the end of the season:

1st place: TBA

2nd place: TBA

3rd-4th place: TBA

5th-8th place: TBA

4 Sponsorships

4.1 Teams and players are not permitted to compete in the 2019 Gamefest Overwatch with sponsors affiliated with any of the following: Pornography (or materials that Gamefest, in its sole discretion, determines are the equivalent of pornography); Alcohol; Tobacco or cigarettes, including vaping products; Firearms; Any person or entity that offers products or services that Gamefest determines are detrimental to Overwatch, Gamefest Overwatch's business, or that give one player an unfair advantage over another player, including hacking, gold selling services, account sellers, and key sellers.

5 Structure and Schedule

5.1 **Format.** Teams will play a best-of-5 maps match in the 2019 Gamefest Overwatch Tournament.

5.2 Maps

5.2.1 **Rotation.** Each match will include the following game modes, in this order: Control / Escort / Assault / Hybrid / Control

5.2.2 Selection

5.2.2.1 Regular Matches

5.2.2.1.1 The left team (when viewing the match in Lobby) must pick the first map and host the tournament lobby. The right team (when viewing the match in Lobby) can pick side.

5.2.2.1.2 The losing team from each map will pick the subsequent map. The winning team from each map will pick which side they play of the subsequent map.

5.2.2.1.3 Maps are removed from the available pool after being played in the match.

5.2.2.2 Playoffs

5.2.2.2.1 The higher seeded team must select the first map and host the tournament lobby. The lower seeded team can pick side.

5.2.2.2.2 The losing team from each map will pick the subsequent map and can host the lobby if requested. The winning team from each map will pick which side they play of the subsequent map.

5.2.2.2.3 Maps are removed from the available pool after being played once.

5.2.3 **Available Map Pool.** The following maps can be selected:

Control – Illios / Lijiang Tower

Escort – Route: 66 / Watchpoint: Gibraltar

Assault – Hanamura / Volskaya

Hybrid – King's Row / Hollywood

5.2.3.1 Note that the 5th map, if needed, will be played on the last remaining Control map above. For example, if Illios was picked for map #1, then map #5 will be played on Lijiang Tower.

5.2.4 **Draws.** If any individual map ends in a draw, a tiebreaker map will be played immediately. The winning team from the previous map picks which side they play on.

5.2.4.1 First tiebreaker map to be played, if needed: Oasis (best-of-3 stages)

Second tiebreaker map to be played, if needed: Nepal (best-of-3 stages)

5.2.5 **Map Bans.** In an extreme case of a bug existing within the current patch of Overwatch, the tournament administrator may enforce a map ban for any duration of time.

5.3 Heroes

- 5.3.1 **Available Hero Pool.** Only heroes that are enabled in the “Competitive Play” mode of Overwatch may be used.
- 5.3.2 **Hero Bans.** In an extreme case of a bug existing within the current patch of Overwatch, the tournament administrator may enforce a hero ban for any duration of time.

5.4 Tournament Format.

- 5.4.1 **Day 1** Four Rounds of play will occur on the first day with all teams playing in at least the first two rounds depending on the number of teams entered into the tournament.
- 5.4.2 **Day 2** Any final required regular rounds of play in addition to the playoffs and finals will occur on the second day.
- 5.4.4 **Byes.** Byes will be awarded when needed to team(s) based on Match Record. Byes count as 3-0 match wins.
- 5.4.5 **Forfeits & No-Shows.** Teams who forfeit their match will receive a 0-3 match loss. Teams who receive forfeit wins will receive a 3-0 match win.
- 5.4.6 **Match Announcements.** Teams will receive their scheduled matchup no later than each 15 minutes before the start of the next round.
- 5.4.8 **Results.** All results and disputes must be sent to the tournament Admins as soon as the match finishes.
 - 5.4.8.1 Proof of results are required in case of a dispute. Screenshots and/or recorded video maybe used as evidence in case of disputes.
 - 5.4.8.2 Alert administrators before start-of-play for all roster and game settings disputes. Contacting administrators after a game has already been agreed upon and played by both teams may result in staying as the game of record, regardless of correct or incorrect game settings, at the tournament administrators’ discretion.

5.5 Playoffs – TBD

6 Rules and Settings

6.1 Rule Enforcement

All rules are open to an administrator’s interpretation and will have final say on any rulings. Rules may be changed by the administrators at any time.

- 6.2 **Scheduling Changes.** Game Admins may, at their sole discretion, reorder the schedule of matches within a given day and/or change the date of a match to a different date or otherwise modify the schedule of matches. If the schedule is thus modified, the Admins will notify all teams at the earliest convenience.

- 6.3 **Delay of Match Start.** Players must start within 10 minutes of the assigned match time unless a dispute to an administrator has been made. Delays must be reported to the Admins. Significant delays beyond 10 minutes may result in penalties at the discretion of tournament administrators.

- 6.3.1 If a team has opened a support ticket to a tournament administrator, games should not start or continue until receiving confirmation from the tournament administrator to do so.

- 6.4 **Match Reporting.** Team Captains must report the results of the match, including map wins, to the Admins.

6.5 **Patch.** All matches will be played on the most up-to-date live server Overwatch patch.

6.6 Game Creation and Settings

6.6.1 Team Responsibilities

- 6.6.1.1 Map selection, host, and side selection rules are listed above in "Available Map Pool."
- 6.6.1.2 Team captains will be responsible for inviting the remaining members of their team.
- 6.6.1.3 Game lobbies for subsequent games in a match can be created by the team that lost the previous map if they choose.

6.6.2 Custom Match Settings

6.6.2.1 Presets: **Competitive**

6.6.2.2 Modes, All: **Kill Cam Disabled**

6.6.2.3 Modes, All: **Skins Disabled**

6.6.2.4 Modes, All: **Game Mode Start – Manual**

6.6.2.5 Lobby: **Max Spectators 0** (unless spectators have been permitted by both Team Captains in writing before start of play)

6.6.2.6 Heroes, Hero Roster: **Disable any heroes not currently available in Competitive Play**

6.6.2.7 **"Invite Only"** must be selected within the Custom Game Lobby.

6.6.2.7.1 Failure for the hosting team to select "Invite Only" may result in forfeiture of map at the tournament administrators' discretion.

6.6.3 Server Host

6.6.3.1 Games must be played on East Coast NA servers.

6.6.3.3 Teams are permitted to use the following instructions to help select Game Server location: 1) Create a Custom Lobby with the "Custom Match Settings" listed in 6.7.2.
2) Click "Start." The map will load and automatically connect to the server closest to the host.
3) Invite all other players to the game.
4) When both teams are ready, the host must select "Start Game Mode."

6.7 In-Game Rules

6.7.1 Pauses

- 6.7.1.1 Each team is allowed up to 10 minutes of pause time per map for a total of two maps. (Control maps, e.g. Nepal, count as 1 map. Pause time is not reset between the various "stages."). Admins in their sole discretion may authorize an additional amount of pause time in extraordinary circumstances.
- 6.7.1.2 Games must start within 10 minutes of the scheduled time. Delays may result in penalties at the Tournament Administrations' discretion.
- 6.7.1.3 Pauses used to contact tournament administrators for disputes will not be counted against the time bank.
- 6.7.1.4 After the time bank is up, teams must forfeit or continue play, unless there is a dispute being sent to tournament administrators.

6.7.2 **Game Restart.** In case of a server crash or other unforeseen circumstances, a tournament administrator may assess a game restart, which will be communicated to each Team Captain.

Examples may include, but are not limited to:

6.7.2.1 Incorrect game settings.

6.7.2.2 Server crash.

7 Spectators

7.1 Spectators are allowed in matches if both teams agree before the start of play.

7.1.1 Tournament staff and administrators are permitted to join and spectate at any time.

7.2 **Spectator Streaming.** Spectators may stream 2019 Gamefest Overwatch matches if they comply to the following requirements:

7.2.1 No sponsors or streaming organizations are permitted unless given explicit permission by Tournament Administration.

7.2.3 No sponsors may be presented on the broadcast at any time. Broadcasts must have a minimum of a 3-minute delay.

7.2.4 Neither the spectator nor the operator of any website where the stream may be viewed can force a viewer to pay a "fee" to be able to view the stream in question. Viewers must be able to view the production for free.

7.2.6 Admins reserve the right to change or terminate this process completely or in part and Admins have the right to do so without notice or liability to the streamer/spectator.

8 Technical Issues

8.1 Teams are responsible for any of their own technical issues, including hardware, software, or internet issues. Matches are to be continued as normal if these issues arise. Pause time can be used, but additional pause time for technical issues will be awarded on Admin discretion.

9 Player Conduct

9.1 Competition Conduct

9.1.1 **Reporting Disruptive Behavior.** Players and teams are responsible for reporting any misconduct, unsportsmanlike behavior, cheating, or other disruptive behavior to the tournament administrators.

9.1.2 **Competitive Integrity.** Teams are expected to play at their best at all points during any Event game and will maintain behaviors consistent with the principles of good sportsmanship, honesty, and fair play. Unfair conduct includes but is not limited to Collusion, Hacking, Exploiting, Ringing, Intentional disconnection, or other cheating methods. Tournament administrators maintain the sole right in judgement for violations of these rules and standards of integrity for competitive play.

9.1.3 **Profanity and Hate Speech.** A player may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, or otherwise offensive or objectionable. Likewise, players may not promote or incite hatred or discriminatory conduct during the Event.

9.1.4 **Disruptive Behavior.** Players may not take any action or perform any gesture directed at another player, event official, fan, or any other party or incite others to do the same which is abusive, insulting, mocking, or disruptive.

9.1.5 **Non-Compliance.** No Team Member may refuse or fail to apply the reasonable instructions or decisions of event officials.

9.1.6 **Subjection to Penalty.** Any person found to have engaged in any act which the tournament administrator believes breaks any of the rules in this document or does not align with the spirit of

these rules, in the sole discretion of the tournament administrator, will be subject to penalty. The nature and extent of the penalties imposed will be in the sole discretion of the tournament administrators.

9.1.7 **Penalties.** The following are a list of penalties which may be incurred for any violation.

- 9.1.7.1 Verbal Warning(s)
- 9.1.7.2 Loss of Side Selection for Current or Future Game(s)
- 9.1.7.3 Prize Forfeiture(s)
- 9.1.7.4 Map Forfeiture(s)
- 9.1.7.5 Match Forfeiture(s)
- 9.1.7.6 Suspension(s)
- 9.1.7.7 Disqualification(s)

10 Official Rules Updates

10.1 The field of professional 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, in its sole discretion, Admins (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. Admins' authority, responsibility, obligations and consent rights as expressed herein will be exercised in Admins' sole discretion. Any material changes to these Official Rules will be provided to the Participants prior to the event in which the changed rules will apply. Participation in Gamefest Overwatch will constitute acceptance of the changed rules. Changes to Section 12 will be governed by the provisions in that section.

11 Limitations of Liability and General Release

11.1 As a condition to being allowed to participate in Gamefest Overwatch and to the greatest extent permitted by the applicable laws and regulations, each Participant agrees to release and hold harmless Blizzard and its parents, subsidiaries, and affiliates, and each of their respective officers, directors, employees and other representatives from any liability whatsoever, and waive any and all causes of action, related to any claims, costs, injuries, losses, or damages of any kind arising out of or in connection with their participation in Gamefest Overwatch or delivery, misdelivery, acceptance, possession, use of or inability to use any prize (including, without limitation, claims, costs, injuries, losses and damages related to personal injuries, death, damage to or destruction of property, rights of publicity or privacy, defamation or portrayal in a false light, whether intentional or unintentional), whether under a theory of contract, tort (including negligence), warranty or other theory.

11.2 IN NO EVENT WILL BLIZZARD OR ANY OF ITS PARENTS, SUBSIDIARIES, AFFILIATES OR THEIR RESPECTIVE OFFICERS, DIRECTORS, EMPLOYEES OR OTHER REPRESENTATIVES BE LIABLE UNDER THESE LEAGUE RULES TO ANY PARTICIPANT, OR ANY PERSON OR ENTITY CLAIMING RIGHTS DERIVED FROM ANY PARTICIPANT, FOR ANY CONSEQUENTIAL, INCIDENTAL, INDIRECT, EXEMPLARY, SPECIAL OR PUNITIVE DAMAGES, AND/OR DAMAGES FOR LOSS OF DATA, REVENUE, PRIZES OR PROFIT, WHETHER ARISING OUT OF BREACH OF CONTRACT, TORT (INCLUDING NEGLIGENCE) OR OTHERWISE, REGARDLESS OF WHETHER SUCH DAMAGES WERE FORESEEABLE AND WHETHER OR NOT THE LEAGUE OFFICE, BLIZZARD OR ANY OF THEIR AFFILIATES OR REPRESENTATIVES WERE ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

- 11.3 To the fullest extent permitted by applicable law, each Participant acknowledges that he/she is aware of the risks, dangers and hazards associated with esports competitions and he/she freely accepts and fully assumes all such risks, dangers and hazards and the possibility of personal injury, death, property damage or loss resulting from his/her participation in such activities.
- 11.4 Participants acknowledge and agree that Admins are not insurers of Participants' property or personal safety. If a Participant feels the need for insurance, such Participant should obtain it from a third party.