

OVERWATCH

FALL 2020 - RULES



Last Updated 10-19-2020

1. PLATFORM: PC only
2. SERIES LENGTHS
 - a. Game: A single competition between two teams each with 6 players (6v6).
 - b. Match: Point accumulation series of 4 games (best of 5 series for finals).
3. PRE-MATCH
 - a. Communication
 - i. All team to team communication must take place in the appropriate MiHSEF Discord channel.
 - ii. There should be no in-game text or voice communication between teams.
 - iii. A team that has not responded to discord messages or in-game invites by 15 minutes following the game start time will automatically forfeit the match.
 - b. The higher seeded team will create the lobby and invite the captain of the opposing team.
 - c. The lower seeded team will determine which team starts as attack or defense in the first game.
 - d. The match settings to be used are the most recent competitive rules preset with the following settings:
 - i. Lobby > Team > Swap teams after match: No
 - ii. Lobby > Match > Pause game on player disconnect: Yes
 - iii. Modes > All > General > Kill cam: Disabled
 - iv. The code in the box to the right can be used to load the correct settings.
 - e. In the event **incorrect players are present** or an incorrect ruleset is loaded in the lobby, the match should be stopped and reset. If a game is completed before realizing the error, the game results stand and the teams should continue to the next game.
 - f. **Spectating**
 - i. **Each team is allowed spectators for coaching or streaming purposes under the condition that any spectator has no communication with any players in the game at any time.**
 1. **No stream delay is required.**
 2. **All spectators should be assigned to a team rather than left neutral, unless agreed upon by both teams.**
 - ii. **A team caught abusing spectator mode will have their spectator rights revoked for all future matches in the season and other penalties may be enforced at the discretion of the Tournament Organizers.**
4. GAMEPLAY
 - a. TEAM COMPOSITION
 - i. Matches will enforce limited roles with two of each role per team. Roles include two damage, two tank, two support.
 - ii. Players may switch roles, but only during the substitution process between maps. Teams may not swap roles during a map or between rounds.
 - b. MAP SELECTION
 - i. Regular Season: Maps for each game will be selected before the first game of the season. The list of maps can be found at the end of this document.
 - ii. Finals: One map from each category will be played. Teams will flip a coin before their match. Starting with the first category, the winning team will choose one map to ban. The other team will then choose a map to ban. This process will continue until only 1 map remains in each category. The remaining maps will be played in the match.
 - iii. After each game (not round) is played, the losing Team will select whether they attack or defend at the start of the next map, if applicable.

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c. MAP POOL

- i. The following maps are permitted to play in official matches. Any reskinned/seasonal versions of these maps or maps released after the start of the competition are prohibited from play in official matches.

Blizzard World	Havana	King's Row	Rialto
Busan	Hollywood	Lijiang Tower	Route 66
Dorado	Horizon Lunar Colony	Nepal	Temple of Anubis
Eichenwalde	Ilios	Numbani	Volskaya Industries
Hanamura	Junkertown	Oasis	Watchpoint: Gibraltar

- d. MAP TIES: In the event a game ends up in a tie, the map must be re-played with the current team setup. The map tie will not count towards any score.

e. SCORING

i. Point Accumulation Series

1. Points will be accumulated PER GAME

- The winning team will receive 3 points.
- A tie will result in 2 points per team.
- The losing team will receive 1 point.
- A team that forfeits will receive no points.

ii. Best of Series

1. The team that wins the majority of games in the series wins the match.

5. STOPPAGE OF PLAY

- a. The game may only be paused for the following reasons

- Player Drop/Disconnect
- Server Crash
- Severe Technical Issues

- b. Stoppage of play may be requested at any time for the above reasons. The match host must initiate a pause when a team requests it so long as the pause is not called during combat, while the objective is contested, or during overtime. Each team will have 5 total minutes of pause time per map. Players pause the game using the key combination Ctrl + Shift + =. Abuse of the auto-pause feature may result in punishment for the team abusing it.

- c. **Good faith restarts (a good sportsmanship restart not required by the rules) are allowed, but both teams must use the exact same players and roles as the initial game, otherwise the restarted game will automatically count as the next game in the match.**

6. RESTRICTIONS

- All heroes, skins, sprays, voice lines, emotes, victory poses and highlight intros are allowed, except those that are currently disabled in the competitive game mode or official Overwatch tournament rules.**
- Any intentional use, or attempted use, by a player of any bugs, exploits, game file modification or third party applications that would give an unfair advantage in the Game is strictly prohibited. MiHSEF will determine the bugs and exploits prohibited by this rule and whether a player has taken advantage of a bug or exploit in violation of this rule.

7. PLAYERS

- Each team's roster must consist of at least 6 players (more is strongly advised) and no more than 12 players.
- A player is allowed to represent only one team's roster in the same MiHSEF Overwatch competition.
- Any number of players may be substituted between games (NOT rounds within a game) in a match as long as they are rostered and meet the requirements.
- Player Count: Both teams must provide 5 players (out of 6) at the beginning of the first game, and 5 for each consecutive game. During a game, if a team should lose 2 or more players that have disconnected with the intention of no longer playing in the match at the same time, that team will forfeit the remainder of the game to the opposing team. If a team is unable to field the required number of players for additional games in the series, then they will forfeit the remainder of the match.

OVERWATCH

FALL 2020 - MAP LIST



Last Updated 08-08-2020

MATCH	DATE	GAME 1	GAME 2	GAME 3	GAME 4
Pre-Season	Sept. 29, 2020	Temple of Anubis	Oasis	Dorado	Hollywood
Week 1	Oct. 6, 2020	Temple of Anubis	Lijiang Tower	Havana	Eichenwalde
Week 2	Oct. 13, 2020	Hanamura	Oasis	Route 66	Numbani
Week 3	Oct 20, 2020	Horizon Lunar Colony	Busan	Watchpoint: Gibraltar	Blizzard World
Week 4	Oct 27, 2020	Volskaya Industries	Nepal	Rialto	Eichenwalde
Week 5	Nov 3, 2020	Volskaya Industries	Ilios	Junkertown	King's Row
Week 6	Nov 10, 2020	Horizon Lunar Colony	Busan	Havana	King's Row
Week 7	Nov 17, 2020	Hanamura	Lijiang Tower	Watchpoint: Gibraltar	Hollywood
Finals	Dec 5, 2020	Pick/Ban	Pick/Ban	Pick/Ban	Pick/Ban
		ASSAULT	CONTROL	ESCORT	HYBRID

MAP POOL			
ASSAULT	CONTROL	ESCORT	HYBRID
Hanamura	Busan	Dorado	Blizzard World
Horizon Lunar Colony	Ilios	Havana	Eichenwalde
Temple of Anubis	Lijiang Tower	Junkertown	Hollywood
Volskaya Industries	Nepal	Rialto	King's Row
	Oasis	Route 66	Numbani
		Watchpoint: Gibraltar	

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FALL 2020 - SCORECARD



Last Updated 08-04-2020

This scorecard hasn't been generated yet. Check back later for updates to this document.