

# AYBOnline | BaseLAN 32

## Overwatch Tournament Rules

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**Date:** Oct 28<sup>th</sup> to 29<sup>th</sup>  
**Admins:** Matt Kondracki  
**Format:** Double Elimination  
**Team Size:** 6

## Schedule

**Saturday: 9 a.m. – 1 a.m. Sunday: 10 a.m. – 5 p.m.**

- *Match scheduling will be based on 70-minute average estimate.*

## RULES

### Tournament Format

- **Double Elimination**
  - All matches will be Best of 3 matches.
  - Teams will be seeded by their average current competitive SR.
  - Map vetoing will be conducted in the Discord channel by each team's rep.
  - Higher seed begins the map veto.
  - Odd seeded team = Red. Even seeded team = Blue.
- Rule set: Competitive
- Hero selection limit: 1 per team
- All official Overwatch competition map rotation
- After each map the teams will return to the lobby to setup the next map.
- **In case of a draw:** a Best of 3 Control map will be played. The winner of this map will be the winner of the match. If a draw occurs another BO3 Control map will be selected.
- **In case of a disconnect mid-match:** the match will be immediately paused by the team captains & team reps will notify a TO in Discord. If pausing is not possible then each team will record remaining time for both teams, start a new match, and ensure both teams execute their attack phase when the correct time is remaining.

## MAPS

- Map selection will be based off the current official Overwatch competitive rotation.
  - Temple of Anubis
  - King's Row
  - Hanamura
  - Watchpoint: Gibraltar
  - Numbani
  - Volkskaya Industries
  - Hollywood
  - Dorado
  - Nepal
  - Route 66
  - Lijiang Tower
  - Ilios
  - Eichenwalde
  - Oasis
  - Horizon Lunar Colony
  - Junkertown

## Server Configuration

- Headshots only: Off
- Team balancing: Off
- Rule set: Competitive
- Map rotation: After a game
- Map order: Single Map
- Return to Lobby: After a game
- Hero selection limit: 1 per team
- Disable all maps except for the map to be played.
- Role selection limit: none
- Allow hero switching: On
- Respawn as a random hero: Off
- 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 modifier: 100%
- Disable skins: Off
- Disable health bars: Off
- Disable kill cam: On
- Disable kill feed: Off

# Policies

## Reporting Games

Players will be advised during the captains meeting prior to the tournament as to whether or not they are required to submit a screen shot of the match's final results. Report the game through LanHUB and notify the admin that the game has been completed so he or she can verify the information.

Screenshots must not be scaled up or down, and must clearly show the match results.

Each team is responsible for providing screenshots of their match's results. Failure to do so may result in an automatic forfeit of the match.

Teams caught editing screen shots to change the match results will be removed from the tournament.

## Computer/Hardware Issues

AYBOnline is not responsible for any problems that may arise during tournament play in regards to computer hardware or software.

Players are required to bring a suitable platform to use for the entirety of the tournament.

In the event of a system crash, a disconnect, or any other external event that interrupts tournament gameplay, the Captain is to immediately pause the match (if possible) and call for an Admin. The team will be given FIVE (5) Minutes to resolve issues and resume gameplay.

Team Substitutions may be activated at this point, but are still subject to the 5-minute window to resolve the issue.

*(see Section: Player Swapping and Substitutions)*

If the issue cannot be resolved the match will be un-paused and played through, the player may rejoin into the progressing game if the issue is resolved if possible.

Tournament Organizers reserve the right to disqualify teams suspected of abusing this policy. Failure to contact an Admin after pausing a match will result in an automatic forfeit of the transgressing team.

## Voluntary Disconnecting / Leaving

Players who voluntarily disconnect from a tournament match during gameplay automatically forfeit the match and a "Buy" is given to their opponent. AYBOnline will determine the severity of each situation and provide a suitable time frame to resolve it based on the severity determined.

## Player Swapping and Substitutions

Teams may activate a substitute player in-between matches by informing the Tournament Organizer that **a)** a substitute is being activated, and **b)** which player on the current roster is being removed. Once a substitute player has been activated, this new player must play out the remainder of the tournament with the team. The player who was removed from the roster may not participate in any further games. Any substitutes used must be a paid attendee of BaseLAN 30. Failure to comply with any of the previously mentioned rules will result in the team being disqualified from the tournament.

## Streaming

Streaming is not allowed during this event in any capacity. People caught streaming will be given one warning and asked to stop. Further attempts to stream will result in expulsion from the event.

## Check-In

Check In is 10 minutes prior to start time of the tournament's match. If your opponent is 5 or more minutes late to the tournament start time or disconnects for more than 10 minutes, contact an Admin. If ruled that the opponent has been gone for that length of time, they shall be disqualified and a "Buy" will be issued for their spot.

## Cheating

All players must conform to the rules and regulations they signed on the AYBOnline Waiver at sign in.

Any forms of ghosting, usage of broadcasting streams or software, or any other means to gain an advantage over an opponent will be considered cheating and result in a disqualification from the match and/or tournament.

Voice Client Applications are allowed but if an admin suspects that it is being used to gain an advantage over another team the suspected party will be asked to close/leave all voice client applications. This can include having persons in the client providing information to the team by any other means.

Any participants found to be cheating shall be disqualified and not eligible for any future tournaments and events.

If a player suspects another of possible cheating, take screenshot(s) of the incident in question, and contact an Admin immediately.