Carleton Esports Intramurals
Overwatch Ruleset

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Gameplay Rules

- The league will follow a Double Elimination format
- Each team will consist of a minimum of 6 players and a maximum of 7 (1 substitute)
- All matches, with the exception of Grand Finals will be a Best of 3 wins
  - Grand finals match will be a Best of 5 match
- Starting map will be default to Lijiang Tower
  - Loser of the first map will select one of the maps of the next gamemode order
    - (See Map Pool)
  - Winner of the first set will select the side to start on
- In case of a draw on an Assault, Hybrid or Escort map, the team that did not select the map that resulted in a draw will select a Control map that hasn’t been played yet from the pool.
- A minimum of 6 players on both teams must be present to play
- Each team must play their matches at the specified date and time
  - Teams can play their matches at an agreed upon time and date with their opponent as long as the match occurs before the original scheduled match time
- Teams will have 15 minutes of grace-period after the scheduled match time to be in the lobby and ready to play. After this grace period has finished, the team that isn’t ready will forfeit their match
To report a no-show of your opponent, please screenshot your team in the lobby with a timestamp of when the photo was taken to show that the other team was not present
  ○ This photo may be used for resolving match conflicts.

Pauses are to be used only for **technical issues**

The team that controls the lobby must still request the pause in match chat to give the opposing team a fair warning and include a reason for the pause
  ○ Default pause shortcut is **CTRL + SHIFT + =**
  ○ Press all 3 keys at the same time to pause/unpause the game.

Each team has a maximum of 3 pauses per match, up to 5 minutes each; if a team does not unpause in time, they immediately use their next pause and add up to 5 minutes to the current pause timer. If a team has no pauses left or the pause timer runs out, they are forced to continue to play it out or forfeit the current map.

Interactions should be limited to glhf or related (for **STARTING** the game), gg, good game or related (for **ENDING** the game), and general game setup, technical problems, or other game-relevant issues. Excessive or bad mannered interactions may result in penalties for the offending player and team.

Both teams must perform a “**ready-check**” before starting a map or unpausing to make sure that the opposing team is ready to play. This can be done by asking the other team if they are ready or not.

Players are allowed to stream their own gameplay if they prefer to but will need a **3-minute** stream delay

For all tournament related questions/conflicts, contact one of the Overwatch admins in our [Intramural Discord](#)
# Lobby Rules

- All matches will be played using the **Competitive Preset**
  - **Lobby Settings**
    - Preset - Competitive
    - Auto Pause on Disconnect - Off
  - **Modes Settings**
    - All - Killcams - Disabled
    - All - Skins - Disabled
  - **Heroes Settings:**
    - Hero Selection Limit: 1 per team
    - Hero Role Limit: 2 of each Role
- **Hero Pools** will not be implemented and **all heroes** will be made available to play
- All season/event map variations are disabled (Halloween, Winter, Lunar New Year)
- Automatically load the rules by importing code `61KA4` in the lobby settings
  - Refer to [Lobby Creation Instructions](#) on how to create your own custom lobby

## Map Pool

- This map pool will remain constant throughout the duration of the league
  - **Control** - *(1st map)*
    - Lijiang Tower, Oasis or Nepal
  - **Hybrid** - *(Select one of the following for the 2nd map)*
    - King’s Row, Hollywood or Eichenwalde
  - **Escort** - *(Select one of the following for the 3rd map)*
    - Dorado, Rialto, Route 66
  - **Assault** - *(Grand Finals only)*
    - Temple of Anubis, Hanamura, or Volskaya Industries
- All season/event map variations are disabled (Halloween, Winter, Lunar New Year)
Lobby Instructions

● Creating a Lobby
  ○ In the Main Menu, select Game Browser
  ○ Select Create located in the top right of the screen
  ○ Once you are in the lobby, select the Settings button located in the top right of the screen
  ○ Press the Import Code button under the Summary section on the right side of your screen.
    - The icon is denoted by a page with an arrow pointing down
  ○ Load the custom ruleset by entering in code: 61KA4
  ○ Press OK to confirm your input.

● Swapping Sides
  ○ In the Lobby, select the Move button
  ○ Press the Swap All button to move all players to the other side
    - Attacking Side is on Red Team or right side of the lobby
    - Defending Side is on the Blue Team or left side of the lobby

● Moving Players
  ○ In the Lobby, select the Move button
  ○ Select the player you wish to move
  ○ Select the player you want to move the first player to