

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 unpauseing 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