

ESC Overwatch 2

2023 Spring Season
Official Rulebook

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Rulebook Amendments

Changes to Rules & Regulations

- At any point throughout the ESC Overwatch 2 2023 Spring Season, ESC & eFuse may make changes & amendments to this document to reflect undocumented events & situations that may arise throughout the season.
- ESC & eFuse admin rulings will be considered final. Admins may also rule in any way they deem fit based on the situation. In the event of a dispute that has no documentation in these rules, admins will use their best judgment to make a ruling & update this document to reflect said ruling.
- If a player is unsure whether their actions are against the rules, they are expected to immediately reach out to an admin for clarification. Failure to do so will be considered a breach of the ESC Overwatch 2 rules.
- Players are expected to report prohibited or malicious behavior & actions of other competitors to the ESC & eFuse admins as soon as possible. Failure to report these actions/behaviors is considered a breach of the ESC Overwatch 2 rules.

Acceptance

- By competing in the ESC Overwatch 2 Spring Season, players & teams automatically accept these rules & agree to abide by them.
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Event Structure

Definitions of Terms

- **“Round”** - A Round is an instance of competition in an Overwatch 2 map which ends when:
 - Escort - the attacking team pushes a payload to the end/the defending team holds the attacking team within the time limit
 - Control - a team holds the point until 100 points are achieved
 - Hybrid - the attacking team captures the point & pushes a payload to the end/the defending team holds the attacking team within the time limit
 - Push - teams compete to push the objective to the end of the map or to claim more distance than the opposing team within the time limit
- **“Map”** - A Map means a set of Rounds that is played until one Team scores more points than the other. Should a team tie on a map, a tiebreaker shall be played.
- **“Match”** - A Match means a set of Maps that are played until one Team wins a majority of the total maps (e.g., winning two maps out of three in a best-of-five (“Bo5”) series).

Competitive Format

- **League Play**

- Round Robin - 13 games over 10 weeks
 - Week 1 1/24/2023
 - Week 2 1/31/2023
 - Week 3 2/7/2023
 - Week 4 2/14/2023
 - Week 5 2/21/2023
 - Week 5 DH 2/22/2023
 - Week 6 2/28/2023
 - Makeup Days 3/7/2023
 - Week 7 3/14/2023
 - Week 8 3/21/2023
 - Week 9 3/28/2023
 - Week 9 DH 3/29/2023
 - Week 10 4/4/2023
 - Week 11 4/11/2023

- **Playoffs**

- Single elimination bracket consisting of 8 teams. Semifinals and Championship matches will be streamed via eFuse
 - Quarterfinals 4/18/2023
 - Semifinals 4/28/2023
 - Championship 4/29/2023

Rosters, Substitutions, & Player Rules

Starting Lineups

- **“Starting Lineup”** - The main 5 players that are expected to compete in a majority of matches.
 - Starting Lineups must be submitted at the start of the season and can be updated at any time. These updates must be communicated directly to the ESC & eFuse admins.

Substitution Rules

- **“Substitutes”** - Refers to players on a roster that serve as either backup or map/hero specialization players. Up to 5 substitutes can be on a roster for the ESC Spring Season.
- Substitutions may only occur in between Maps in a Match. Substitutions mid-Map are prohibited.
 - Should a player disconnect or be unable to compete for other reasons, their team must either forfeit the map or play the remaining Map with a player missing. A forfeit will result

in a loss of the map, but teams may use Substitutes for the next map should there still be one.

- In the case of an emergency situation, this rule will be pardoned and a team will be allowed to substitute mid-map. What is considered an “emergency” will be up to tournament staff, and the team will be given up to 10 minutes to get a player already on their roster into the game. Failure to get this player into the lobby in time will result in a forfeit for the map.

Playing “Player-down”

- As stated previously, teams are allowed to opt-in to playing without a player should they disconnect mid-Map.
 - Teams may NOT start a Map without a player. Should a team be unable to field 5 players at the start of a Map, they must forfeit. For this reason, it is recommended to have Substitute players on standby for all matches throughout the season.

Rescheduling & Tardiness

- **Rescheduling**
 - Matches by default are set to start at 8 pm EST every Tuesday. Reschedules are allowed to occur any time within the time frame of 5 pm - 10 pm EST on the same day.
 - Teams will be expected to communicate to tournament staff the new start time of any game they reschedule in #ow-match-updates and must report the scores immediately following the end of each match
 - Players are expected to connect with their opponents 15-30 minutes prior to their match start time.
 - Teams should both aim to be in the lobby before their Match start time.
 - Under certain external circumstances, matches may be rescheduled outside of the competition time at the discretion of tournament organizers on a case-by-case basis.
- **Tardiness**
 - Should a team not have all players in the lobby by 20 minutes past the match start time, then they will be considered as no-shows and be forced to forfeit
 - Should a team fill these requirements, their opponents are expected to report this with proof in the match-results channel.

Pre-Match Process

Competitive Patches

- **New Heros**

- New Heros will be automatically restricted for two weeks from their release on the Competitive queue. Example: Hero A was released on October 5, so Hero A will become eligible to be used in all Matches on October 19.
- **New Maps**
 - New Maps will be automatically restricted for two weeks from their release on the Competitive queue. Example: Map A was released on October 5, so Map A will become eligible to be used in all Matches on October 19.
- **Additional Restrictions**
 - Additional Restrictions may be added by ESC & eFuse admins at any time before or during a match, if there are known bugs with any items, heros, skins, or abilities.
 - Cross-platform play is enabled

Pre-match Setup

- **Player Accounts**
 - **“Main Account”** - the primary account a player uses. This is considered their accurate display of online matchmaking rank.
 - **“Smurf Account” / “Alternative Account”** - an account created for the purpose of either playing in lower ranks within online matchmaking, or just to be used as an alternative account. These types of accounts are strictly prohibited from being used in any ESC Overwatch 2 tournament or competition.
 - Any attempt to hide actual rank or skill level through Smurf/Alternative accounts can lead to disqualification & further punishment.
- **Map Pool**
 - Map Pool and game type will reflect the current competitive map pool at the time of competition
 - Tentative maps as of 1/11/2023 (this will change as maps are removed/added to the competitive pool and will be announced via Discord and Email when it does)
 - Control:
 - Busan
 - Ilios
 - Lijiang Tower
 - Nepal
 - Oasis
 - Escort:
 - Dorado
 - Junkertown
 - Circuit Royal
 - Rialto
 - Route 66
 - Shambali Monastery (new)

- Hybrid:
 - Blizzard World
 - Eichenwalde
 - King's Row
 - Midtown
 - Paraíso
- Push:
 - Colosseo
 - New Queen Street
 - Esperança
- The method of picking maps will also follow this order throughout the competition:
 - First map: Predetermined Control map assigned via tournament staff
 - Second map: Loser picks a Hybrid map, winner picks their starting side
 - Third map: Loser picks an Escort map, winner picks their starting side
 - Fourth map (if needed): Loser picks a Push map
 - Fifth map (if needed): Loser picks a Control map that has not previously been selected in the series, winner picks their starting side
- **Control Map Selections**
 - As stated previously, a control map will be selected to start each of the weeks. During doubleheader weeks, the map will be used in both matchups. These maps will be announced by tournament staff at the beginning of the week
 - Furthermore, a tiebreaker may occur should two teams be tied after playing all of the maps in a series. Should this happen, teams will play one (1) Round of a control map on the tiebreaker map selected by tournament staff at the beginning of the week. The team who reached 100 first will be declared the winner of the series
- **Lobby Settings**
 - The official Match will use standard competitive rules:
 - Invite only
 - Competitive Rules: On (for each game mode)
 - Kill Cam: Off
 - Limit Roles: 2 per role
 - Skins: Off
 - Select the correct map from the map list
- **Server Selection**
 - Teams are expected to select the best server for the majority of players.
 - Should two teams disagree on a server, they may flip a coin to decide who gets to choose. Following the first map, the loser will be able to select the server.
 - If a team doesn't wish to flip a coin, the players can have the admin select the server.

- **Timing**
 - As stated previously, players are expected to communicate with their opponents to set up a lobby 15 minutes prior to the match start time. Failure to get all players into the lobby by 20 minutes after the match start time will result in a forfeit.
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Match Process

Technical Pauses

- If a player has a problem that prevents them from playing on, they must notify the other team and request a technical pause. Both teams then must document the starting time of the technical pause and keep track of how long it takes to resolve the issue. The player has to announce the reason before or immediately after they request the pause.
- Teams will have 3 technical pauses for up to 5 minutes throughout a Match.
 - Should a pause go over 5 minutes, it will immediately use another technical pause. For example, should a team need to pause for 5 minutes and 3 seconds, they will have used 2 total technical pauses.
 - A technical pause will be counted as completely used no matter what time remains in the pause. For example, a technical pause that lasts for only 15 seconds will count as 1 complete technical pause

Crashes

- **“Crashes”** are considered to be an interruption outside of the players’ control, such as the game suddenly closing, the game servers suddenly closing, or anything that can be attributed to the game malfunctioning.
 - This does not include player hardware malfunctions, player internet disconnects, or anything on the players’ side.
 - If there is confusion on what is considered a Crash or on the players’ end, contact a tournament admin for clarity.
- Teams are able to pause at any time following a player’s game crashing.
 - Should they not return in 3 minutes, this pause will count as a technical pause being used.
 - If a player cannot get back into the game, but the rest of the players can, substitution rules from earlier will apply.
- If an entire match is rendered unplayable due to issues on the game’s end, contact tournament admins for further instruction. Most likely, a delay will take place until the game is playable, with the potential for a rescheduled game. The admin may make any ruling in regard to this rule.

Post-Match Process

Score Reports

- Players from the winning team will be required to submit a screenshot of their post-match “Victory” screen. Submissions of these screenshots should be posted in the via the eFuse Leagues Platform

Disputes

- If two teams dispute the outcome of a match, or if rules were broken that should constitute a disqualification, an admin must be contacted with proof of the dispute within 30 minutes of the match end.
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Player Behavior & Conduct

Cheating

- Use of any external programs aimed to gain a competitive advantage above others is strictly prohibited. If a player is caught cheating, their university will be disqualified and the player will be banned from competing in any ESC or eFuse sponsored event for a period of time determined by the severity of the event. This player’s account will also be reported directly to Activision Blizzard to distribute any form of in-game punishment that will follow.

Bug Abuse

- A “**Bug**” in the context of Overwatch 2 is any error, flaw, or fault in the game or system that causes it to produce an incorrect or unexpected result, or to behave in unintended ways.
- Knowingly abusing these Bugs to gain an unfair advantage in a match is strictly prohibited, and may result in disqualification and other punishments based on the severity of the situation.
 - If you are unsure what is considered a “Bug” or a “**Feature**” (an intended gameplay mechanic), please consult an admin.
- Accidentally encountering a Bug once will not be considered Bug abuse

Behavior, Conduct & Sportsmanship

- Tournament staff has full discretion over what can be considered a violation of conduct.
 - Participants are not allowed to use any language that is threatening, abusive, offensive, obscene, or otherwise deemed inappropriate by tournament staff and competitors. This includes language in-game, on social media, or any form of live streaming.
 - Participants will treat all other players, administrators, or viewers with respect
 - Participants may not offend the dignity or integrity of a country, private person, or group of people through discriminatory words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion, financial status, birth or any other status, sexual orientation, or any other reason.
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Live Streaming

Delay

- Players/broadcast teams who choose to stream their perspective of matches must include a 1-minute delay.
 - Players who stream are expected to understand the risks of streaming their perspective
 - For a live venue, this delay can be disregarded if both teams agree upon it.

Livestream Rules

- Titles of students who choose to stream their matches must include the following:
 - Mention of “ESC Overwatch 2 - Spring 2023 Season”
 - Mention of the fact that there is a 1-minute delay
- Spectators are allowed by either team. They must spectate only their team using the “Spectate Red/Blue Only” setting when the host right-clicks a spectator’s name. Should both teams agree, spectators may then be allowed to spectate all. ESC staff will always use spectate all when broadcasting a match via official channels.
- Players will be held accountable for things they say, type, or any behavior displayed on their broadcasts. Reference the rules on “Behavior, Conduct, & Sportsmanship” for more information on prohibited behavior.
- If a match is being livestreamed by ESC & eFuse, players are not allowed to stream the match being shown by ESC simultaneously. Other matches are allowed to be streamed

These rules have been created by the ESC & eFuse, Inc. for the 2023 Spring Season. For more information or any questions, please contact syancer@efuse.io
