

# OVERWATCH TOURNAMENT RULES

22TH - 24TH SEPTEMBER 2017

DOCUMENT OFFICIEL DE



geneva gaming convention

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## **1. REGULATIONS**

### **1.1 Rules' application**

These rules act as the reference document for the entirety of GGC's Overwatch tournament which is taking place on 23rd and 24th September 2017. Any kind of non respect of these rules will be occasioning immediate and irrevocable sanctions. Furthermore the sanctions are collective and any sanctioned participant will ineluctably sanction his own team too.

### **1.2 Recipients**

These rules apply to each and every teams taking part into GGC's Overwatch tournament. Structures and teams are in their entirety involved thus including coaches, managers, owners, members, employees and volunteers. The whole of these people are given the «participant» denomination in the rest of the document.

### **1.3 Modifications of the rules**

Only the organisers and the teams in charge of the tournament who are named as administrators or «admins» in the rest of this document are reserving the right to modify the rules at all time and without advance notice in the highest respect of fairness and impartiality towards this tournament's participants.

### **1.4 Decisions' purpose**

The admins are reserving the right to decide at all time on all non explicated points of the present document. Thus they also can depart from the regulation when judged necessary. Once officialised these decisions are final and there is no recourse to appeal.

## **2. TEAMS + STAFF**

### **2.1 Roster**

A roster is obligatory made of precisely 6 players. This roster will never be subjected to any change during the tournament. If by any chance a team were to contravene to this rule, it would be subjected to sanctions. No substitute player is allowed during the tournament.

### **2.2 Players**

The players are the members of teams or structures which are taking part to the tournament. Each and every participant commits to have read the rules carefully and to respect it in its entirety. Any kind of non respect of these rules will be occasioning immediate and irrevocable sanctions. Furthermore the sanctions are collective and any sanctioned participant will ineluctably sanction his own team too.

### **2.3 Captain**

The team's captain is the player in charge of his team in the eyes of the Administrators of the tournament. The captain must remain the same person during the tournament's entirety. He has to take care of the selection process, official complaints, or of any other problems which might occur and talk about them to the Admins. In case of a problem the captain is the only allowed person to come on discord or at the Admins' booth to have discussion about it with them. The captains are responsible for the information relay between the admins and his team, the games creation, reporting the score as well as the good proceedings of the tournament. A team's captain is someone who has an exemplary behaviour and a good communication. The captain is duty-bounded to have read this document carefully, to have applied and to use the necessary tools for the tournament's good proceedings, namely : toornament, discord, OW Draft and the games creation's lobby of Overwatch.

### **2.4 Coach / third party members**

The coach / third party members is a person at the disposal of his team and has in no case any kind of responsibility towards the tournament nor the right to interact with people who are not part of his roster excepted for the admins. The coach / third party members has in no case the right to play or to substitute one of the teams' players to which he belongs.

### **2.5 Administrators**

The administrator in charge of your match will be available for any kind of questions or demands on the GGC 2017's discord Overwatch channel or at the admins' booth. The administrators or «admins» are the guarantors of the tournament's good functioning of the tournament's entirety.

## **3. PLATFORMS LINKED TO THE TOURNAMENT**

### **3.1 Tournament management's platform**

The platform of management used for the Overwatch tournament is <http://www.toornament.com/>.

The captains who are taking part in the tournament have to make sure that they possess a Toornament account in order to follow the tournament's proceedings without mishap.

Any participant without a Toornament account can be disqualified as well as his team. The captain of each team has a duty to report his team's score on the platform. More information are to be found in the procedure to follow.

### 3.2 Official communication's platform during the tournament

The platform which is used for communication during the Overwatch Open GGC 2017 is Discord.

The teams' Captains have to possess a Discord account in order to be able to contact and official at any time.

### 3.3 Maps selection's platform

The selection of the maps which the games are going to be played on will be made on the website <http://owdraft.com/>.

Each and every team captain is required to know its functioning and to be able to use it rapidly!

## 4. STRUCTURE OF THE TOURNAMENT

### 4.1 Beginning and end of the tournament

Meeting, Sit-in:

Saturday, 23rd September 2017 at 9am

Beginning of the tournament:

Saturday, 23rd September 2017 at 9:30am

End of the tournament:

Sunday, 24th September 2017 at 4pm

### 4.2 Tournament's format

The tournament is composed of 3 distinct phases:

- The pool phase in Swiss rounds (5 rounds, 1h30 per round): each team plays 5 matches in Bo3. The pools are taking place on Saturday from morning until late afternoon. The draws at the end of the rounds are tolerated. The 8 first ranked teams at the end of the pools will go in a double eliminations tree, the 8 other teams are eliminated.
- The double eliminations phase (quarters of finale -> WB/LB finales, 1h30 per round): a double eliminations tournament tree brings the teams until the finales. The matches are played in Bo3 and a KOTH map has to be played as a 3rd game if the teams are at a draw at the end of the 2nd game. A team is disqualified as soon as she loses her 2nd match.
- The finale phase (1-2 rounds, 2h30 for the entirety of the finale): a finale is organised between the teams which won the winner and loser brackets. The team which is coming from the winner bracket has one victory in advance as it has not lost any of its matches yet. The finale is played in a BO5 format which means that, knowing that the team which is from the winner bracket already has one victory, there will be a minimum of two and a maximum of four maps played to decide the winner of the tournament.

### 4.3 Tournament's schedule

[[ggc.ch/e-sport/schedule](http://ggc.ch/e-sport/schedule)]

### 4.4 Sit-in (9am - Admins' booth)

The teams have the duty to be there and ready at the beginning of the sit-in.

Each team captain goes at the admins' booth in order to get a briefing for the day.

Any captain missing at the 9am call has to be immediately replaced at the sit-in by a member of his team otherwise the team is liable to be disqualified.

### 4.5 Game's parameters

- Competitive rules
- Map: Pick and ban on OW Draft
- Objective / Escort / Hybrid / KOTH
- Servers' region: EU
- Kill Cam must be deactivated

### 4.6 Numbers of games per round

Three games of competitive type will be played per round excepted for the finale.

The maps will be chosen with the OW draft tool.

Starting from the double elimination phase a KOTH map will automatically be played as a third game if the teams are at draw after the second part of their round.

At the end of the game the team which totalled the highest score wins the round.

### 4.7 Spectators

Only the tournament's admins and the GGC staff is allowed to be here as a game spectator. Any third party presence other than the players of the teams concerned by the played match and also other than the tournament's organisation staff is strictly forbidden.

## 5. PARAMETERS

### 5.1 Version of the game

The competition uses the last version of Overwatch. Each and every player has to make sure that their game is up to date. The last patch has to be downloaded at the latest before the first match or during the tournament (if a new patch is available). Except in an exceptional case allowed by the administrators any abuse exposes yourself to a risk of disqualification.

## 5.2 Game's mode

Every game is played in «Competitive mode». A team wins the game when accumulating more points or if the enemy team forfeits.

## 5.3 Player's parameters

- The players have to use the account they indicated at the moment of the registration. No change is permitted at risk of the team's disqualification.
- It is forbidden to use one or more programs which is modifying the standard configuration of the game or to use modified client files (for example, mods even if purely for graphics or purely audio are forbidden).
- Any type of tools which shows game information or from the system during the game (for example Nvidia SLI Display, Rivatuner Overlays, etc.) is strictly forbidden.
- Softwares for audio or visual recording (without giving «in-game» information are allowed and are even greatly recommended because they are useful in case of contentions).
- Softwares of VoIP communication are permitted for the communication between players of a same roster only.
- Any breach to the technical dispositions mentioned above will be immediately sanctioned.

## 6. PROCEEDINGS OF THE GAMES

### 6.1 Installation + material and software preparation

The participants are responsible for the good installation of their material and its functioning including cabled and adequate adaptors. The captain is registered and is in possession of a Tournament and Discord account and is comfortable with the use of these tools.

The administrators of the tournament are not authorised to come to the participants' aid if they have technical problems too often. A team can be sanctioned even eliminated if the material problems are too frequent and prevent the well proceedings of the tournament.

The players' material has to be ready to be used from 9am Saturday morning!

### 6.2 Convocation (Sit-in)

The convocation time is the time at which the participants have to be present at the Overwatch admins' booth for the information related to the day and thereafter play their first official match. This convocation time is indicated on the tournament's schedule. The participants are invited to be present and ready at this time to avoid any delay which involves to forecast the installation of your material beforehand.

## 6.3 Before the game and maps' choice

At the beginning of every round the team captain who is in the column at the left of the tournament pool creates a lobby in Overwatch and invites the other team's captain. Then each captain invites the entirety of his team. Afterwards the map's creator modifies the game's parameters. The maps are all activated and will be chosen through a ban via OW draft hosted by the game's creator. The three maps have to be chosen before starting the game.

## 6.4 Beginning of the game

The participants must begin their match at the latest at the planned time and according to the described rules in the map's creation procedure to follow. If the participants on each side are ready before the convocation time they have the authorisation to start their match before the planned time providing that they carry all their matches out in the right planned order according to the tournament pools. If some players are late it is asked to the enemy team to wait for them 10 minutes. Afterwards, whatever happens, the match has to start.

## 6.5 Summary of the game's beginning

- The captain whose team name figures in the left column on the Tournament bracket's list creates the game lobby (Play/Arcade/Create a game).
- The captain who creates the game invites the captain of the other team then the captains invite the rest of their teams.
- The captain who has created the game makes sure that the teams have the right name written down. The name of the game has to contain «GGC 2017» and the name of the two teams.
- The captain who has created the game makes sure that the game's rules respect the present rules (point 4.5).
- When all game parameters and the teams are ready and only at this moment the creator of the game can then start it.
- If a team is not complete after 10 minutes after the beginning of the match's given time, the match starts without the missing players.

## 6.6 Conditions for victory

The team winning the round is the one who wins the most games or if the enemy team surrenders the round. A round is made of three games.

## 6.7 Voluntary stop of the ongoing match

The voluntary stop (not including a team's withdrawal) of a match is forbidden and can lead to sanctions or a disqualification.

### 6.8 Involuntary interruption of a match

If a match is involuntarily interrupted (crash, disconnection, network, etc.) the following rules have to be followed:

- If the problem takes place during the 30 first seconds and that the multiple attempts to reconnect are unsuccessful then admin has to be immediately informed through the captains of both teams (and only them). The match will then be considered as cancelled and will be restarted.

- If the problem occurs after the 30 first seconds the player who crashed or who had a disconnection has a minute to try to reconnect. If there are too many fruitless attempts and admin has to be immediately informed by the captain of the player in difficulty. The team which is outnumbered can decide to continue the match in this situation or to forfeit it leading to a defeat. However the solutions favouring the fair-play being favoured the match will possibly be replayed with the enemy team's consent. No amicable arrangement is authorised without an administrator's accord. The latter can in case of validation ensure that the conditions are respected.

Any amicable arrangement made without an official validation will be ignored by the officials and considered as non-existent and null and void in case of litigation.

### 6.9 Score's validation

At the end of a match the teams' captains have to report the score on Toornament, the platform used to manage the competition. They also have to report screenshots of the «screen of the results/maps» after the game containing:

- The result of the player (Victory or Defeat, top left)
- The list of both teams
- The frames of the best players (with at least one name so that we can identify him/her)

Any other numerical proof which can be considered as undeniable by the admins (pictures, videos, etc.) will be taken into consideration.

Once the results reported, controlled and validated by an administrator it will be definitive and the team will not be able to appeal to this decision.

Any breach or oversight is liable to sanctions or disqualifications.

### 6.10 Debrief on Discord or at the admins' booth

After every match the captains have to go on the Overwatch channel of the GGc discord or at the admins' booth to take note of eventual information related to the tournament and/or contact the captain of their next match if needed.

### 6.11 End of game's summary

• Paragraph 6.8 validation of the score, the teams' captains have to report the score supported by a screenshot. A team which do not possess a screenshot to validate the score will be sanctioned or disqualified. Do not forget to take your screenshots!

• It is forbidden to leave the end of game screen before the end of the timer to come back to the lobby.

• The captains then go on the Overwatch vocal and text channel of the GGC 2017 Discord for any potential debriefs and any information gathering concerning the tournament and its proceedings as well as to arrange the meeting with the adverse captain of the next match.

### 6.12 Application of an investigation

When a team reckons it has been a victim or subjected to a violation of the rules during its match the players have to immediately signal it at the end of the match. The captain of each team and only these people have to come on Discord to ask for an investigation and explain the reasons it is asked for. The teams which are going on Discord to ask for an investigation with more than their two appointed representatives will be subjected to sanctions. It is imperative to provide valid and relevant information which will be able to help the tournament officials in their investigation. The unjustified and repeated demands for investigations will be severely sanctioned.

## 7. INFRACTIONS TO THE RULES

### 7.1 Installation of forbidden software

The players cannot bring or use any external software which is interacting with the game or any form of modification which is altering the version of the video game or which allows to a player to execute more than an action at the same time or and configuration files.

### 7.2 Forbidden behaviours and actions in the game occasioning sanctions

The following actions are strictly forbidden during a match and will cause an immediate and irrevocable defeat of the ongoing match:

-Any utilisation of scrip

-The utilisation of a bug or exploit which is clearly unjust

-To contest with vehemence a tournament administrator's decision

-Any action judged aggressive and/or inappropriate towards an administrator or one of the participants will be immediately sanctioned.

A team will immediately be disqualified from the tournament if one of its players perpetrates one of the following infractions:

- The use of any cheat software
- Having a clearly inappropriate behaviour
- Using a language or insulting gestures
- Venturing insults, negative remarks or repeated mocking (thus including the in-game mocking known as «flaming»)
- Be guilty of an anti-sportive behaviour (intention disconnection, spam/flood, etc.)
- Cheating with premeditation or use of an unfair process (this also including the reception of non-authorized information on the ongoing game)
- Lying or misleading an administrator of the tournament
- Repeatedly refusing to follow the instructions of an administrator of the tournament
- Intentionally and consciously violating the rules mentioned in this regulation

### **7.3 Disqualification and expulsion**

After a study of an infraction of the regulation by an admin, a team which received a sanction can also be subjected to several automatic defeats, the disqualification of the team or even the expulsion of the team. A disqualified team loses automatically all its following matches and loses all its rights, endowments and prizes which she could have received. In a pool phase, all the results of the preceding matches are converted in defeats.

In a finale phase, the preceding match is converted in a defeat and its previous adversary advances to the next round in the eliminated team's stead.

## **8. GENERAL DISPOSITIONS**

### **8.1 Players' behaviour**

Every players have to display fair-play and conviviality to respect the desired ambiance of the tournament. They engage themselves to respect the laws in effect on the Swiss territory, notably and particularly to not use any kind of racist, misogynistic, abusive, homophobic, xenophobic remarks or any other form of social, racial, sexual or politics discrimination towards the other participants, the organisers or anyone else. Any anti-gaming or anti-competitive behaviour causing damage to the well proceedings of the tournament or any harm to the premises or to the material made available will leads to the disqualification without any warning and the definitive expulsion of the people at fault.

### **8.2 Health**

In order to avoid any medical issue resulting from the tournament the participants are responsible for not having any kind of health issues incompatible with the universe of the video game or the tournament (epilepsies, ...). The screens, the crowd or the stress will not be held

responsible of any physical or psychological complications for the participants. The GGC, its teams and the Overwatch tournament team are in no case responsible if any problems of sanitary kind were to happen to one of its players during the tournament's duration.

### **8.3 Image reproduction right**

The participants authorise the organisers to take pictures/videos of them and to publish them on the event's Facebook page, in an exhibition, magazines or newspaper for promotional ends. They accept that these rights are given to the organisers without recompense. Every participants authorise the eventual diffusion of their matches.

### **8.4 Streaming**

The streaming of the tournament's matches by people who are not members of the GGC staff is totally forbidden.

## **9. CONTACTS**

### **9.1 OW's team**

Admin in charge for Overwatch: Léo «Longeole» Felder / l.felder@ggc.ch / Longeole#2229

Admin Overwatch: Marissa «Slayz» Duret / Slayz#2785

Admin Overwatch: Fabien «Djax» Juget / Djax#2880

### **9.2 LAN's team**

LAN's supervisor: Phuong «Drez» Le / drez@ggc.ch

Tournaments' supervisor: Damien «Sky» Dos Santos / d.dosantos@ggc.ch

## **10. PRIZE**

1st place: 3600.- Frs.

2nd place: 2160.- Frs.

3rd place: 1440.- Frs.

## **11. ERRATUM**

In case of any modifications of the current rules before and during the tournament the registered participants will receive the modifications by e-mail.