

Appendix B - OVERWATCH

1.0 Each registered team must have a minimum of 6 players on their active roster. And it is allowed up to 1 substitute player for the online cups.

- Substitutes may only be swapped between matches
- Team rosters may be edited up until the tournament start time. Edits after the tournament has started will not reflect on the tournament roster
- For the live stage, is allowed the registration of only 01(one) official and substitute

1.1 For the online stages of **E-SPORTS WORLD UNIVERSITY LEAGUE** and for the live stage, there will be use of patches currently available by the BLIZZARD and used for such tournaments.

1.2 The criterion of participation for the online stages is the “Open for All” for university students, which means that a team must be made of players enrolled in universities in the school-year of 2017, regardless the gender, race or physical/cognitive impairments.

1.3 Neither tags of the sponsors, nor shall description of product be allowed in the players Nickname.

The format of the tournament of Overwatch and specific rules

1.5 Format of the Match: Team Match (6 people team)

1.6 Set of matches:

1.6.1 Online Stage.

- The first phase will consist of a Round Robin group stage, in a best of 3(BO3) format
- In the next phase the winning teams will be seeded in a single elimination top cut, best of 5 (BO5) format.
- The number of teams that will advance from the Round Robin stage will be determined based on the number of participants who register
- The top placing team of each Regional will advance to a live event in Brazil at the end of the FWG in 2017
- Unless otherwise noted, all online stages of competition will be seeded randomly

1.6.2 Live stage.

The 03 (three) teams will be put in a group, in a Round Robin, twice (each team confronts the others two times) Best-of-05 (BO5) format. Each win will grant 1 point, loses won't grant any points. The team with most points by the end of the match will be the winner of the championship

Online Stage Manual

- **Schedule**

- Unless otherwise noted, tournament check in begins 60 minutes prior to tournament start
- At tournament start, brackets will become available after roughly 5-10 minutes
- Each team should play, unless otherwise noted, their matches as soon as they become available. If you have questions relating about how to find your opponent on Battlefy, contact the tournament administrators

- **Game Settings and Map Rotation**

- The team that has the seed number closest to zero will host the lobby
- Leave all settings as default other than those listed below:
- PRESETS
 - ✓ Competitive Enabled
- MODES
 - ✓ ALL
 - Kill Cam: Off
- MAPS
 - ✓ NONE -> Manually Select
- The map rotation is as follows:
- Round robin stage (best of 3): Nepal -> Eichenwalde -> Oasis
- Single Elimination (best of 5): Nepal -> Eichenwalde -> Oasis -> Route66 -> Dorado.
- In the case of tie-breaker, the map Lijiang Tower will be used to determine the winner

- **Reporting Scores**

Player score reporting is enabled. The winning team for each match should report their own score. Screenshots are recommended to be taken at the conclusion of every match. You may be asked to produce a screenshot for the administrators if the match is in dispute

- **No Show Policy**

Each team will be required to check-in for their match in order to participate. Match check-in can be found on each match page on Battlefy

- In the case where your team is ready and your opponent is not present, the Match check-in feature should automatically advance your team after a set period of time. If it does not, contact the tournament administrator via the

discord channel link as soon as possible

- **Disconnections**

If a team suffers a disconnection, it will have to continue playing without that player.

- **Software**

If it is apparent that any manipulations of in-game software is occurring, that team will be banned permanently from any Fisu Web Game competitions, and any/all information we have regarding this will be forwarded to the relevant judicial parties. Battlefy will also be notified for future events. If a team is caught abusing glitches, bugs, etc., to gain an advantage, they will be auto-disqualified.

Live Stage Manual

- **Game Settings and Map Rotation**

All settings will be default other than those listed below:

- PRESETS
 - ✓ Competitive Enabled
- MODES
 - ✓ ALL
 - Kill Cam: Off
- MAPS
 - ✓ NONE -> Manually Select

The map rotation is as follows:

- Single Elimination (best of 5): Nepal -> Eichenwalde -> Oasis -> Route66 -> Dorado.
- In the case of tie-breaker, the map Lijiang Tower will be used to determine the winner.

- **Match Restart**

Should it be impossible to resume the match due to hardware/software problems of the computer, network failure or another reason of force majeure, the referee will decide for recommencing the match

- **Start of the match:**

- Both teams must line up its complete first teams in the lobby of the game server 5 minutes before the schedule hour of match;
- With all the players are present in the lobby of the server, teams will only start the match when they receive the approval from the referee;
- The teams will receive approval once the production team is ready to broadcast the match.

