Overwatch Rules Sheet

1. Eligibility
   a. All participants are subject to Campus Recreation Eligibility Rules that are outlined in the Intramural Sports Participant Handbook.
   b. All players must present a valid UCI Student ID OR Driver’s license in order to check in for a game
   c. A player must have played in a regular season game to be eligible for playoffs. There will be no on-site additions to a team’s roster once playoffs have begun. Please contact the Director of Intramural Sports with any roster questions.
   d. Players of any rank can participate
   e. UCI Esports Scholarship players cannot participate

2. The Game
   a. The game will be played by two teams of six players with a minimum of two women (cis, trans, or non-binary) actively playing
   b. Group stages will be played in a best of three series and playoffs will be best of 5
   c. Prior to the start of the game, the officials will meet with the captains and go over any rules that are not covered in the Overwatch rules
   d. The first map will be predetermined, the following maps will be determined by the losing team of the previous map
   e. All games should be set to the “Competitive” preset
   f. The Intramural Officials and Intramural Supervisors at the time of play shall have the authority to make decisions on any matters or questions not specifically covered in the Intramural Rules

3. Players and Substitutions
   a. Six players minimum must be present to play
      i. If a player disconnects for any reason, teams must continue to play a man down for that map until the same player reconnects
   b. Games will start on time. A team with less than the minimum number of players to start the game will be given a forfeit loss. Teams are given a 5-minute grace period to field the minimum number of players required to start a game. The game will begin once the minimum amount of players has arrived for each team. If a team does not have the minimum amount to start the game at game time, that team will automatically move down to a “2” for sportsmanship rating, and cannot achieve higher than a “3” rating for that game.
   c. Players can be substituted in between maps, but the women requirement must be maintained in each map
   d. Subs cannot be made in the middle of a map
   e. If a new hero is released mid-tournament, players cannot use that hero
4. **Equipment and the Arena**
   a. All games will be played in the UCI Esports Arena
   b. Players can bring their own peripherals (limited to keyboards, mice, controllers, and other small accessories)
   c. Players must respect the rules of the arena
      i. Players must follow the Arena Code of Conduct, any violation subjects teams to disqualification
      ii. No food or drink allowed by the computers
      iii. Players must plug back in everything after use (specific to players who bring their own peripherals)
      iv. Players will be liable for any damage done to arena owned equipment
      v. Any intentional damage done to equipment will result in immediate disqualification of the team

5. **Tournament Format**
   a. There will be two groups of four teams randomly seeded
   b. The top two teams of each group will advance to the playoffs
   c. The playoffs will be held all in one day
   d. Ranking is determined by who has the best record, in the case that two or more teams hold the same record there will be tiebreakers:
      i. Head to head
      ii. Point differential (a point is rewarded for each round won in a match)
      iii. Points against

6. **Reporting Scores**
   a. Scores must be reported to the Campus Recs representative present
   b. The scores for each round and the overall match score must be reported
   c. Failure to report scores on sight will result in a forfeit for both teams
   d. Reporting inaccurate scores will lead to a forfeit
   e. Forfeits are automatic 2-0 for the opposing team