A2E PRESENTS...

OVERWATCH
WINTER
METEOR
MASH

RULEBOOK

VERSION WINTER 1.1

// TOURNAMENT FUNDAMENTALS

1.0   BASIC INFORMATION

1.1.   The Overwatch Meteor Mash (OMM) is an Overwatch competition run by Amateur Oceanic Esports ("AOEsports").

1.2.   To participate in OMM, each player must agree (or, if under 18 years of age or the age of majority as defined in such player's country of residence (a "Minor"), such player's parent or legal guardian must agree on such player's behalf) to follow these Rules at all times, including Code of Conduct in Section 3.

1.3.   AOEsports reserves the right to alter these rules, as well as the right to interpret, modify, clarify, or otherwise issue official changes to these rules without prior notice.

1.4.   By participating in any game or match that is part of OMM, a player is confirming that they have read & accepted these rules.

1.5.   This competition is not affiliated with or sponsored by Blizzard Entertainment, Inc.

1.6.   AOE Staff may decide a player's eligibility to join a roster, or play as a substitute at their discretion at any time without prior notice.

1.7.   All players must be on the AOEsports Meteor Mash Server (https://discord.gg/4dyKt3VA5w)

2.0   GENERAL STRUCTURE

2.1.   The competition will be played as a Double Elimination bracket-style tournament, across two Divisions (Upper and Lower)

2.2.   Default match time is 7PM AEST on Saturdays.

2.3.   At the beginning of the competition teams will be sorted into either the Upper or Lower Division

2.3.1.   AOEsports will seed teams based on the highest **Peak SR** on a given team, across all players.

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2.4. Definitions:

2.4.1. **Valid Competitive Seasons**

2.4.1.1. The most recent 3 seasons, except in a scenario where a new Season is released mid-way through. In this scenario, the most recent 4 seasons may be approved at Moderators discretion

2.4.1.1.1. At time of writing, this is currently Season 32, Season 33 and Season 34. When Season 35 releases, AOEsports Staff will make an announcement regarding the updated list of **Valid Competitive Seasons** on the AOEsports Meteor Mash Discord Server

2.4.2. **Peak SR (or Competitive Rank)**

2.4.2.1. The "Season High" across any and all roles (excluding the Open Queue Competitive Ladder), across any of the **Valid Competitive Seasons**

2.4.2.1.1. Example: Player A got a Season High of 3900 in Season 32 on a role, and a Season High of 3700 in Season 33 on a role. Their Peak SR would be 3900.

// TOURNAMENT ELIGIBILITY

3.0 PLAYER ELIGIBILITY

3.1. Anyone is eligible to participate as a player in the OMM except for:

3.1.1. Individuals currently suspended or banned from AOEsports platforms (such as Discord, Twitter, Twitch, ect.);

3.1.2. Other individuals specifically prohibited from participation by AOEsports;

3.1.3. Individuals thirteen years of age and younger who do not have their parent/guardians' permission.

3.2. Players must provide AOEsports with any details requested, included but not limited to; Blizzard Battle Tags, Discord IDs, Career profile screenshots, and Battlefy Usernames

3.2.1. All SR must be from a <u>Valid Competitive Season</u>

3.3. If players have multiple game accounts, they must provide AOEsports with the details of the account with the highest **Peak SR**, from a Valid Competitive Season.

3.4. Players can only sign up to OMM on a team.

3.5. Players may not change roster more than once.

3.6. Players may not be part of multiple team rosters within OMM.

3.7. Players must have a Battlefy account and have linked their Blizzard Account to their Battlefy Account.

3.8. An individual player cannot cause Rule 4.4 to be broken.

3.9. Players must submit a **Primary Account** that cannot be changed (except in some circumstances)

3.9.1. A primary account is the account where the player has achieved their Peak SR.

3.9.1.1. In the scenario where a player's Peak SR changes, and the Peak SR is on a different account, the Primary Account may be changed at AOEsports Staff discretion.

3.9.2. Players may submit a Secondary Account to play on instead.

3.9.2.1. A player's Secondary Account may be changed at any time by contacting AOEsports Staff.

4.0 TEAM ELIGIBILITY

4.1. Each team must have a minimum of six registered players and a maximum of nine.

    4.1.1. Each member must have completed placement matches on at least one role in one of the valid Seasons (this does not include the Open Queue Competitive Ladder) and provide their **Peak SR** when signing up.

4.2. Teams must be registered on Battlefy, and have joined the relevant Battlefy tournament.

    4.2.1. After joining the tournament via Battlefy, teams **must** complete a Team Finalisation section on the AOEsports Meteor Mash Discord (you can usually find this in the "finish-signup" channel. Failure to do so will result in the team being ineligible for OMM.

4.3. Teams must have a nominated Captain, who must be a rostered player.

    4.3.1. Captains can be replaced by their team with a supermajority vote;

    4.3.2. Teams may also have a team manager and may select which they would prefer to be the point of contact.

4.4. After a team has been approved and submitted, their **Original Peak SR range** cannot be modified (this takes the place of a Team's Original Average SR)

    4.4.1. A team's **Original Peak Median SR** is also locked in at this time.

4.5. A team's lowest **Original Peak SR** and highest **Original Peak SR cannot exceed 750 SR.**.

4.6. Teams may change their roster during the season, but all new players must be eligible to join as per Section 3.

    4.6.1. New players cannot cause Rule 4.5 to be broken.

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4.6.2.   A new player's Peak SR must be within **500 SR** of a **Team's Original <u>Median</u> Peak SR.**

    4.6.2.1.   Median SR is if you order a given teams' SR from lowest to highest in a list (ie; 100, 200, 300, 400, 500), it's the middle number, so in this example it would be 300. In the case where there's an even amount of numbers, it would be the average between the two center numbers (100, 200, 300, 400; Median = 250)

4.6.3.   If a team's roster drastically changes, the team may be disqualified from the tournament, or changes to the team's roster may be denied.

4.7.   Team names may not be rude, crass or offensive in any way & are subject to approval from AOEsports.

    4.7.1.   Team names may not include or make mention to the following:
- Countries
- Religion
- Race

4.8.   Rosters may be altered each week outside of the roster lock period.

    4.8.1.   Rosters are locked from Saturday 2PM AEST to Sunday 11:59PM AEST.

5.0   SUBSTITUTION ELIGIBILITY

5.1.   Substitutions are **reserved for emergency use**. They are to be a teams' last choice.

5.2.   For a person to be eligible to substitute, they must:

    5.2.1.   Be nominated by a teams' manager, or a player on the team, to replace an already rostered player on their team

    5.2.2.   Meet Player Eligibility requirements of <u>Section 3;</u>

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5.2.3.   Play on their primary account;

5.2.4.   If the Substitute is already on a team, the Substitute's Teams' Captain must give approval if the Substitute's Team has their own match at the same time.

5.3.   Substitutions can only be submitted during the Roster Lock period.

5.4.   A team can have a maximum of 2 substitutes at any one time.

5.4.1.   All substitutes must be approved in advance by AOEsports.

5.4.1.1.   If and when approved, substitution details may be made publically available in a Discord Channel.

5.5.   Players must submit appropriate documentation to AOEsports to have their substitute players approved, as follows:

5.5.1.   A reason for the substitution.

5.5.2.   A screenshot showing the Peak SR of the rostered player they are substituting out; and

5.5.3.   A screenshot showing the Peak SR of the substitute player they are substituting in.

5.5.4.   **AOEsports will use the Peak SR of players from the submitted screenshots to determine substitute eligibility.**

// CONDUCT AND RESPONSIBILITIES

6.0   PLAYER CONDUCT

6.1.   Players are responsible for:

6.1.1.   Behaving in a respectful manner towards tournament officials, other tournament participants, and spectators - refraining from unsporting conduct at all times;

6.1.2.   Maintaining a clear and legal game state;

6.1.3. Calling attention to any rule or policy infractions they notice during their matches;

6.1.4. Player account names may not be rude, crass or offensive in any way;

6.1.5. Any form of cheating or interference with tournament operations will not be tolerated;

6.1.6. Any attempt to intentionally alter true results of any match is strictly prohibited;

6.1.7. Do not attempt to interfere with another player's connection.

6.2. Players must provide AOEsports with any details requested, including but not limited to; Blizzard Battle Tags, Discord IDs, Career profile screenshots, and Battlefy Usernames

6.3. If players have multiple game accounts, they must provide AOEsports with the details of the account with the highest Peak SR

6.4. Players must provide AOEsports with their **Primary Account** details, as well as (optionally) a **Secondary Account** that they wish to play their games on instead.

7.0 SPECTATOR CONDUCT

7.1. Spectators must abide by Section 3.

7.2. Spectators must get permission from both teams to view a match.

7.3. AOEsports Staff can spectate any match, and grant permission to others to spectate any match (for example; casters)

7.4. Spectators are responsible for remaining silent and passive during matches;

7.5. If spectators believe they have observed a rules or policy violation, they are encouraged to alert AOEsports staff as soon as possible.

7.6. Spectators that wish to record their team's communications may do so, but must be server muted whilst in team chat. This can be facilitated by a tournament moderator.

8.0 GENERAL RELEASE

8.1. As a condition to being allowed to participate in the OMM and to the greatest extent permitted by the applicable laws and regulations, entrants agree to release and hold harmless the Released Parties from any liability whatsoever, and waive any and all causes of action, related to any claims, costs, injuries, losses, or damages of any kind arising out of or in connection with AOEsports or delivery, misdelivery, acceptance, possession, use of or inability to use any prize (including, without limitation, claims, costs, injuries, losses and damages related to personal injuries, death, damage to or destruction of property, rights of publicity or privacy, defamation or portrayal in a false light, whether intentional or unintentional), whether under a theory of contract, tort (including negligence), warranty or other.

8.2. Entrants agree to be bound by these rules and by the decisions of AOEsports which are final and binding in all respects. AOEsports reserves the right to alter the Rules at any time, at its sole discretion, and to suspend or cancel the OMM or any entrant's participation in the OMM should something affects the administration, security or proper play of the OMM or AOEsports becomes incapable (determined at its discretion) of running the OMM as planned.

8.3. Send Gatt a DM on Discord with the word "quack" to receive a picture of a duck. A person may claim this once, and Gatt may forget to reply sometimes.

// TOURNAMENT MECHANICS

9.0 MATCH STRUCTURE

9.1. Every match will be a best-of-five map series.

9.1.1. The Finals will be a best-of-seven map series.

9.2.   All players must play on the account that they signed up with, unless AOEsports has granted specific approval otherwise.

9.3.   The team with the higher seed is responsible for setting up the lobby.

9.4.   Maps

9.4.1.   Maps and map order will be predetermined & released at the beginning of the tournament.

9.4.2.   The team with the lower seed picks the first map

9.4.3.   During every match, maps are chosen from the map pool by the team that lost the previous map.

9.4.3.1.   If the previous map was a tie, the team that most recently lost a map chooses the next map.

9.4.4.   The team that won the previous map or most recently non-tied map chooses whether to attack or defend first.

9.4.5.   If the score is tied after five (5), or seven (7) (for finals)-maps, teams will play a final tiebreaker game on a map determined by AOEsports.

9.5.   If the server a match is being played on crashes during the middle of a map, that map will be restarted.

9.5.1.   If a player cannot rejoin, their team may substitute in another player who are eligible per Section 3.

9.6.   Players may not switch roles within a map, but may switch roles between maps.

9.7.   Teams may swap in players, between maps only. Provided they are part of that team's roster, or eligible to be a substitute.

10.0   GAME LOBBY SETTINGS

10.1.   CUSTOM GAME

10.1.1.   AVAILABILITY: INVITE ONLY

10.1.2.   PAUSE GAME ON PLAYER DISCONNECT: ON

10.1.3.   COMPETITIVE RULES: ON

10.1.4.   KILL CAM: OFF

10.1.5.   GAME MODE START: IMMEDIATELY

10.1.6.   LOBBY NAME: OMM [TEAM NAME] VS [TEAM NAME]

10.1.7.   DATA CENTRE PREFERENCE: Australia 3

10.1.8.   PC PLAYERS ONLY: YES

10.2.   Alternatively, players can use the /maps command on the OMM Discord Server to find a preset code

11.0   PAUSES, LATE STARTS & OTHER DELAYS

11.1.   Any match in the OMM may be rescheduled. In order to be rescheduled, a new time for the match must be accepted in writing by both team captains, and then communicated in the public reschedule channel, in the AOEsports Meteor Mash Discord Server. AOEsports Staff may reschedule matches if needed.

11.2.   All teams should be present ten minutes before their match starts. If one team does not have six players ready fifteen minutes after the scheduled start time then they forfeit unless given leave by the opposing Captain.

11.3.   A team must have at least four rostered players participating at all times.

11.4.   If a team forfeits a match three times in a row without rescheduling agreements, AOEsports may remove that team from the tournament.

11.5.   *Pauses*

11.5.1.   During any match, teams may request a pause at their discretion by posting "p" or "pause" in the lobby match chat within Overwatch, or by direct messaging (whispering) the lobby host.

11.5.2. Each team has ten minutes of pause time over a match. Pause time may be extended if given leave by the opposing Captain.

11.5.2.1. Pauses may not be used until six eligible players have joined the match lobby.

11.5.3. Matches may be paused if a moderator decides a match should be paused. This will not count towards either team's pause time.

11.5.4. Between each map, teams may have a three minute break that does not count towards pause time. Further time spent counts towards pause time once one team is ready to restart play.

11.5.5. If a player disconnects due to a personal network or hardware issue and cannot rejoin, the team can wait for ten minutes before they must continue without them or forfeit the map.

12.0 POST MATCH PROCEDURES

12.1. All scores must be reported in the appropriate place as soon as possible.

13.0 STREAMING & RECORDING

13.1. Any match may be streamed or recorded on a two minute (120 seconds) or longer delay.

13.2. No videos or streams (of anything related to AOEsports) that are found to be offensive can be made/produced.

13.3. AOEsports may request a copy of any footage that is recorded at any time

14.0   OTHER

14.1.   At all times while playing a match, all players are required to be in their team's dedicated voice channel within the AOEsports Meteor Mash Discord Server.

14.2.   AOEsports reserves the right to punish rule violations in the way it sees fit.

　　　14.2.1.   AOEsports may force match forfeiture upon teams with invalid rosters;

　　　14.2.2.   Players with a Blizzard Entertainment, Inc. account in bad standing may be disallowed from AOEsports tournaments at AOEsports discretion.

14.3.   If Blizzard Entertainment, Inc. release a new map or hero for Overwatch during the tournament, then they will generally be disabled throughout the tournament, until Blizzard Entertainment, Inc. releases them for competitive play. AOEsports may decide to keep heroes or maps disabled for longer periods of time.

15.0   ZERO TOLERANCE POLICY

　　　15.1.1.   AOEsports has a **zero tolerance policy** towards discrimination of any kind, harassment, & bullying.

　　　15.1.2.   AOEsports will not tolerate discrimination, harassment or bullying towards any individual on our platforms, in-game, or on wider social media. This includes but is not limited to:

　　　　　15.1.2.1.   Threatening and/or targeting users on our platforms.

　　　　　15.1.2.2.   Threatening and/or targeting users on related platforms [EXAMPLE: SOCIAL MEDIA - TWITTER].

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15.1.2.3. Releasing personally identifiable information (i.e. name, address, email, phone number, ect.) without prior consent.

15.1.2.4. Expressed intent to harm another user.

15.1.2.5. Racial, sexual or any other form of discrimination and/or harassment is not tolerated.

15.1.2.6. Repeated unwanted and unsolicited contact towards any individual.

15.1.2.7. Engagement with ongoing attacks towards any individual.

15.2. Any reports of harassment will be treated seriously, with sensitivity & confidentiality, except insofar as notifying parties directly involved in the incident and appropriate AOEsports staff.

15.2.1. AOEsports reserves the right to conduct due diligence regarding any report under the zero tolerance policy, including but not limited to:

15.2.1.1. Screenshots;

15.2.1.2. Video recordings;

15.2.1.3. Social media posts; or

15.2.1.4. Any form of external media.

15.3. AOEsports reserves the right to punish rule violations in the way it sees fit. Violation history will be recorded in accordance with our zero tolerance policy.

15.4. Potential punishments include but are not limited to:

15.4.1. Temporary or permanent suspension from participation in all AOEsports tournaments (including as a substitute player.)

15.4.2. Temporary or permanent suspension from AOEsports platforms such as Discord, Twitter, Twitch, ect.

15.4.3.   Temporary or permanent limiting of viewable channels in AOEsports Discord.

15.5.   Individuals should contact AOEsports staff through Mod Mail or private messaging if they wish to discuss the topic of their punishment for player conduct violations.

15.6.   Every case will be thoroughly reviewed & investigated. All punishment violations will be peer-reviewed, as to provide a transparent and nuanced verdict.