

**L8TENCY Overwatch Tournament
Series 2022**



**Official
Handbook
Version 1.1**

Last Updated: March 26th, 2022

1. Eligibility

1.1 Account Status

Eligibility is granted on the following terms:

- All Overwatch accounts in good standing with Blizzard (ie. not banned or suspended)
- Captains must join the L8TENCY discord server (<https://discord.gg/l8tency>)

1.2 Account Selection

Players are restricted to using one account throughout the duration of the tournament. Players profiles **MUST** be visible during match day. In the event that a profile is not public, teams may request for players to open their profile. If they fail to comply, the team member/s will be ineligible to participate.

1.3 Team Eligibility

Teams must consist of a minimum of six (6) players, including one team captain and one co-captain. Teams cannot consist of more than nine (9) players.

2. Player Responsibilities

2.1 Reporting Scores

The winning team of the match must report their match scores in the Score Reporting channel in the L8TENCY discord with the following format:

Your Team ****(W/L)**** Score - Score ****(W/L)**** Enemy Team

When submitted correctly, it should look similar to this example:

Shanghai Dragons **(W)** 3 - 0 **(L)** Atlanta Reign

2.2 Out-of-match Player Responsibilities

2.2.1 Hardware Issues

All players are to be held accountable for any player-based hardware issues. This includes, but is not limited to, mouse, keyboard, monitor, pc and any other devices. Efforts will not be made to reschedule games under any circumstance.

2.2.2 Software Issues

All players are to be held accountable for any player-based software issues. This includes, but is not limited to, game crashes, system crashes and other general software. Players are responsible for keeping the game up to date. If an update was to occur pre-match, all games would be rescheduled to accommodate for this.

2.2.3 Internet and Connectivity Issues

All players are to be held accountable for any player-based internet and connectivity issues. This includes, but is not limited to, disconnects, host issues or other potential internet issues. If an issue arises with the Blizzard servers, tournament wide reschedules will occur without penalisation.

2.3 In-Game Player Responsibilities

2.3.1 Lobby Hosting

Custom games are hosted on Blizzard's dedicated server rather than P2P connections, therefore hosting will be decided by the teams, in the name of convenience. The team with the higher seed will host. All games must be hosted on the servers for the specific region of the event (NA East). Teams may decide to play on different servers, as long as this is agreed upon prior to the match. Proof of this will need to be sent to the event organizer (Hailey#5555)

2.3.2 Lobby Setup

The lobby host is responsible for correct game mode settings, in accordance with the L8TENCY Season One Tournament Series.

- Competitive rules ON
- Pause on Disconnect ON

- Killcam OFF
- Skins OFF

2.4 Rule Disputing

2.4.1 Reporting Conflicts

In the event that a conflict arises within or outside the match, teams and players are responsible for reporting these conflicts to the L8TENCY Overwatch Events Admin (Hailey#5555).

2.4.2 Effective Disputing

In the event that a dispute is made, the person disputing must provide replay codes and timestamps, or the claims will not be investigated. Specific examples of what cheat was used and how it was used is needed.

2.4.3 Wrongful Disputes

Teams who are intentionally disputing wrongfully will be disqualified from the tournament and potentially future events.

2.5 Disciplinary Action

2.5.1 Participation Agreement

Participation in the L8TENCY Overwatch Season One Tournament Series is an acknowledgment and agreement to comply with the ruleset in its entirety. The L8TENCY administration team reserves the right to take action necessary to resolve the situation. Depending on the severity, violations can lead to disqualification of the offending players and the team.

2.5.2 Ineligible Players

In the event a player is deemed to have been ineligible to have played in a game, the result of that game will be given as a 2-0 win for the opposing team. Due to the nature of the tournament, this rule will not be enforced retroactively because of the "single elimination" component of the tournament.

3. Format

3.1 Tournament Format

The L8TENCY Overwatch Season One Tournament Series will consist of a bi-weekly single elimination tournament starting March 11th. Brackets will be seeded randomly. All games up until the grand finals will be played in a Best of 3 format. The grand finals will be played in a Best of 5 format. Tournaments up until the grand finals will be played on Fridays unless otherwise stated. The grand finals will be played on May 21-22, Saturday and Sunday.

4. Conduct

4.1 Communication

Participants are expected to maintain sportsmanship-like respectful communication throughout the tournament to other participants and admins.

4.1.1 Disruption of Communication

Whilst communicating you must be respectful and professional. Do not spam tag players nor interrupt communication between admins and captains. Interrupting conflicts between teams could be harmful to the case.

4.1.2 Harassment

Racist, sexist, homophobic, transphobic or otherwise harmful content or comments will not be tolerated and can result in disqualification.

4.2 In-Game Conduct

In order to provide a fun, fair and competitive environment for all teams, players are expected to conduct themselves in a sportsmanlike manner.

4.2.1 Cheating

All players of a team share the responsibility to maintain the integrity of all matches and uphold standards. Any player or team found bending or breaking rules to their advantage will be subject to disqualification. *While not a comprehensive list, cheating includes:*

4.2.1.1 Stream Sniping

Monitoring or being given information from an opposing player's twitch stream or any official stream is strictly prohibited. Official streams will be hosted with a minimum of 90 seconds delay to ensure that stream sniping is unlikely.

4.2.1.2 Wallhacks/Aimbot

Using any software which grants an unfair advantage is prohibited in these tournament rules. Reasonable levels of suspicion will result in a stream to serve as proof. Players who are unable to meet this request will be prohibited from further play until they can provide evidence.

4.2.1.3 Account Sharing

Fielding a non-rostered player on a rostered player's account or having any person play on a rostered account who is not the account owner.

4.2.2 Bad Manners (BM)

Bad manners otherwise known as bm(ing) will not be tolerated before, during or after L8TENCY tournaments. If a player receives a warning about BM, the second warning will result in a 1 map suspension for that player and the 3rd warning will result in the disqualification for that player's entire team for the remainder of the event.

4.3 Grace Periods

4.3.1 Between Maps

All participants are entitled to a maximum of 5 minutes of rest between each map. If both teams are in agreement, the next map can begin at any point within this 5 minute period

4.3.2 Between Matches

All teams are entitled to a minimum of 5 minutes and a maximum of 10 minutes between each tournament match. If both teams are in agreement, the match can begin at any point within this 10 minute period

4.3.3 Extra Time

We're not fans of disqualifying teams early. If there is an issue between games, we will likely extend the time. These are guidelines in order for the tournament to run smoothly, but accommodations can be made, within reason to the schedule.

5. Rosters

5.1 Roster Adjustments

In order to make adjustments to rosters, you must contact Hailey#5555 and specify which players you would like to add, remove or swap.

5.1.1 Roster Change Window

Captains may add, remove or swap players to their rosters as necessary provided they do not exceed the nine player cap. Roster adjustments may be made freely up until 2 hours before the first game of the tournament.

5.2 Names

Username and team names must be reasonably appropriate. If you're worried about whether or not your team name is allowed, discuss it with the event admin. Obscene, discriminatory, or vulgar team names—including names that create inappropriate acronyms—inadvertently or otherwise—are prohibited.

6. Game Rules

6.1 Pre-Game

Captains are expected to contact the opposing captain 10 minutes prior to a game to ensure their teams are available ready to start on time.

6.1.1 Grace Period

A 15-minute grace period will be allowed for each team to get players into the lobby. After 15 minutes, any unfilled teams will be forced to forfeit the match, unless instructed otherwise by admins.

6.1.2 What Qualifies As Tournament Play

Only 6 v 6 (with players locked into 2-2-2) qualifies for tournament play. Teams cannot play with less than 6 players, unless agreed upon by both teams and the tournament admin.

6.2 In Lobby Rules

6.2.1 Game Ruleset

Teams are required to use the competitive ruleset provided at all times (as mentioned in Rule 2.3.2)

6.2.2 Map Pool

Starting maps to begin each match will be in rotation as follows:

| | |
|--------|---------|
| Lijang | Round 1 |
| Oasis | Round 2 |
| Busan | Round 3 |
| Nepal | Round 4 |

All following maps are chosen by the previous maps' losers. If a map is drawn, the team that didn't choose said drawn map will pick next. When choosing maps you are to follow this order and map pool:

Escort - Havana, Junkertown, Watchpoint: Gibraltar, Rialto, Route 66, Dorado
Hybrid - Kings Row, Numbani, Hollywood, Eichenwalde, Blizzard World,
(If necessary (draw)) Assault - Volskaya, Hanamura, Temple of Anubis
(If necessary (draw)) Control - Busan, Nepal, Lijiang, Ilios, Oasis

6.2.3 Spectating

Spectators are not allowed in the game lobby, with the exception of the tournament organizer for broadcasting purposes.

6.3 Hosting

6.3.1 Disconnections

In the event a player loses connection and cannot return to the game, a substitute may be allowed to enter the game but only while switching sides, between rounds or when the game returns to the lobby.

6.3.2 Host Testing

Before beginning the match, it is recommended to begin the game and check there are no issues with the lobby and game. Use a map not a part of the map pool to clearly indicate the match has not officially begun.

7. Umbrella Clause

Situations may arise that are not covered in this rule-set or fall into a gray area. As a result, admins reserve the right to make judgment calls on a case-by-case basis. Your participation in the tournament signals your compliance.