THE COMPETITION IS OPEN TO STUDENTS THAT ARE ENROLLED AT AN ACCREDITED HIGHER LEARNING INSTITUTION WITH A PHYSICAL ADDRESS IN CANADA. PLEASE REVIEW SECTION 3 BELOW FOR FURTHER ELIGIBILITY REQUIREMENTS BEFORE ENTERING THE COMPETITION. UNLESS SPECIFICALLY PROVIDED AN EXCEPTION BY TOURNAMENT OPERATIONS, IF ANY STUDENT IS FOUND TO BE INELIGIBLE OR DISQUALIFIED AT ANY STAGE OF THE COMPETITION, THEY AND/OR THEIR ROSTER WILL NOT MOVE FORWARD TO THE NEXT ROUND OF THE COMPETITION.

By entering and participating in the Competition, each Student-athlete, as defined below, and any associated staff of the team (coach / manager / trainers / etc), unconditionally accept and agree to comply with and abide by these Official Rules and Regulations. All decisions regarding the interpretation of these Competition Rules lie solely with Tournament Operations, the decisions of which are final and binding in all respects.

This competition is NOT affiliated with or sponsored by *Blizzard Entertainment* or *Overatch Champion Series (OWCS)*

Introduction

This tournament is designed to be an enjoyable and competitive experience for Canadian *Overwatch* Collegiate players, and will take place on the 29th and 30th of March, 2025. The following are a collection of rules and regulations related to that tournament.

Any questions regarding this tournament or the contents of this rulebook should be directed to bigmac1418 on Discord.

1. In-Tourney Adjustments

Adjustments may be made to this rulebook during the tournament to correct errors, handle edge cases that were not considered when writing the rules, or to incorporate new information or necessary rulings. These will be relayed directly through Discord to all attendees, and then added to this document as necessary.

2. Definition of Common Terms

Game: A single game in a match

Match: Synonymous terms for a set of games played by two teams

Bo3: A match consisting of up to 3 games, where the first team to win the majority of games (2 games) wins the series

Bo5: A match consisting of up to 5 games, where the first team to win the majority of games (3 games) wins the series

3. Player Eligibility

In order to compete, all Players MUST:

- Be able to prove they are enrolled full time at an accredited higher learning institution in Canada for the Winter 2025 semester (or equivalent)
  - Players who are graduating at the conclusion of the Winter 2025 semester may be enrolled part time (or equivalent) and still be eligible to play.
- Be at least 18 years of age (when added to the roster). If an athlete is under the age of 18, they MUST have a parent / guardian signature indicating consent to participate in the tournament.

4. Team Management and Rules

Every Team is required to have at least ONE point of contact for their Team who can be reached to coordinate scheduling and communications between Teams and / or Tournament Staff. These can be Team Representatives, Coaches, Directors, or Team Captains. Points of Contact must be designated upon registration.
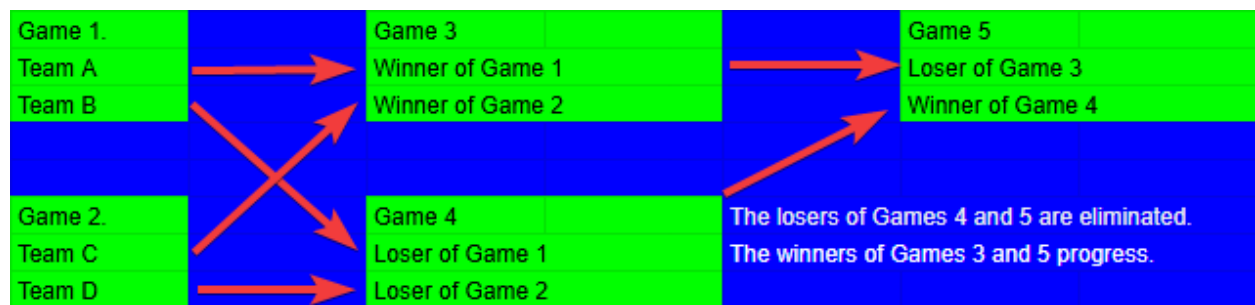
4.1. Rosters Size

Teams must have at least 5 eligible players to play. Teams may have any number of additional staff or players.

5. Tournament Structure

5.1. Groups Stage

On the first day of the tournament, teams will be organized into groups of four. The groups will play according to the following format:

5.2. Playoffs Stage

On the second day of the tournament, teams in the top 2 teams of their group will proceed to the Playoffs stage.

Playoffs will be run in a swiss format, with seeds according to the following:
- Map differential, calculated as a total of maps won in all series played before Playoffs
- Strength of Schedule, calculated by the total map differential of the teams played during the Groups Stage.

Teams will be ordered according to these metrics from highest to lowest. Teams with higher Map Differential and Strength of Schedule will play against those with lower Map Differential and Strength of Schedule, and vice-versa.

Additionally, Tournament Staff will attempt to ensure games are not repeated, where possible.

6. Match Setup & Procedures

These procedures will be used in all matches in the tournament, unless otherwise specified by staff. The following map code will be used for matches: *Q6J4DN*

6.0 Roster

Before map selection, teams will select 5 players to comprise their 'active roster'. The active roster will play that map. After each map teams may choose to exchange any combination of players on their active roster for any combination of players who are on their team and are eligible to play. After these exchanges, a team must still have an active roster of exactly 5 players.

6.1. Map Order & Map Pool

Maps will be selected in the following order:
1. Control
2. Hybrid/Escort
3. Push
4. Flashpoint
5. Hybrid/Escort
6. Control

The maps available to be picked during this tournament are the following:

6.2. Map Bans

Map 1: Teams will conduct a coin toss. The Loser of the coin toss will ban a Control map, then the winner will pick a Control map from the remaining pool.
Map 2: Losing team will pick between Hybrid or Escort, once selected the winner will ban one map from the map pool of the chosen type. Loser will then pick from the remaining maps in that type.
Map 3: The winner will ban one Push map, loser picks one map from the remaining pool.
Map 4: Loser picks a Flashpoint map.

Map 5: Repeat steps for Map 2 on whichever map type was not selected. (Winner bans one map, then Loser picks from remaining pool)
Map 6: Winner bans from remaining pool from Map 1. Loser then picks from the remaining pool.

If, at the end of a Bo3 series, the score would be tied, teams will play control until a winner is decided, using the rules as if it were Map 1.

For every match, the map pool will be the following:

Control	Antarctic Peninsula Busan Ilios Lijiang Tower Nepal Oasis Samoa
Hybrid	Blizzard World Eichenwalde Hollywood King's Row Midtown Numbani Paraiso
Flashpoint	New Junk City Suravasa
Push	Colosseo Esperanca New Queen Street Runasapi
Escort	Circuit Royal Dorado Havana Junkertown

	Rialto Route 66 Shambali Monastery Watchpoint: Gibraltar

6.3. Hero Bans

Hero Bans will be used in this tournament. Heroes are banned per map, and whoever is the lobby host is expected to disable the banned heroes before the start of the map.

The following rules are in place in regards to Hero Bans:
- Teams will receive 4 total bans for a Bo3 Series.
- Teams will receive 6 total bans for a Bo5 Series.
- A Hero may only be banned *once per match, per team.*
    - > This means that a single hero can be banned up to twice per match.
- A Hero may not be played while banned for **one** map.
- After one map has lapsed, a hero is available to play for the rest of the series, unless banned by the enemy team in a further map.
- For every hero banned, the total number of bans remaining for a team is reduced by one.
- Teams may ban any number of heroes per map.
- No more than 2 heroes of a single role may be banned per map.

Following the above rules, teams will ban one hero at a time, beginning with the team that has either lost the previous map or has won the coin toss at the start of the series, and ending when neither team wishes to ban further heroes.

6.4. Hero Bans Example & Q&A

Below is an example of the process of hero bans for a map.

Losing Team Ban	Ban : Ana	
Winning Team Ban	Ban : Mercy	No Further Supports may be banned this map.

Losing Team Ban	No Further Ban	
Winning Team Ban	Ban: Winston	
Losing Team Ban	No Further Ban	
Winning Team Ban	Ban: Reinhart	No further Tanks may be banned this map.
Losing Team Ban	No Further Ban	
Winning Team Ban	No Further Ban	
(Bans Complete)	(Bans Complete)	(Bans Complete)

The Losing team has used 1 of their total bans.

The Winning team has used 3 of their total bans.

Q&A:

Q: "The example you gave for the ban phase makes it look like once u say we have no ban, if the other team makes an additional ban, then u have the choice to make a ban again is that intentional?"

A: Yes. The ban phase only ends once both teams do not wish to make any more bans.

6.5. Pauses

Each team will have 10 minutes of pause time, to be taken for any reason during the match.

Teams which go over 10 minutes of total pause time will be penalized by tournament staff at the staff's discretion, up to and including map forfeits.

7.0 Streaming

Teams are encouraged to stream, and may do so as they please, however they must set a delay of 180 seconds (3 minutes). Failure to have a delay on any stream can result in a penalty at the discretion of tournament staff.