

# **1. Overwatch and Format**

## **1.1. Player Eligibility**

All players participating in Overwatch competitions must enter their Blizzard BattleTag. The game account is needed to invite players into a custom match and to check if the correct player is playing. To participate in tournaments & ladders by MomoCon, you must meet the following requirements:

- You must be in attendance at MomoCon.
- You must be a registered player on the Challenge website.
- You must have an active Overwatch BattleTag in good standing and link it to your profile.

If you do not meet these requirements, you will be deemed ineligible.

## **1.2. Team and Player Names**

MomoCon reserves the right to edit Nicknames and/or aliases. Team or player names that are too like that of another team or player are subject to be changed by the Overwatch Admin. For more information on team and player names, please contact the Overwatch Admin. If a team name has been wrongly seized, please contact the Overwatch Admin with proof of ownership of the name.

Only registered team members can play for a team. Playing in any matches with a ringer is prohibited.

Players and teams must compete under their officially registered Overwatch team names and nicknames during all official matches.

## **1.3. Roster**

Team rosters must consist of 6 players to participate in the tournament. Teams are only allowed to play with players on their roster with a registered game account. All roster changes must be made prior to the start of the tournament. Playing with different players and/or illegal ringers will result in disqualification.

## **1.4. Game version**

All players must install the newest version of the game to participate in the tournament. Updates must be installed before the tournament starts, so delays will be at a minimum.

## **1.5. Technical Issues**

Teams are responsible for their own technical issues (hardware/internet). Matches will not be rescheduled because of technical issues and matches will be played nevertheless. If the maximum pause time is exceeded, the game goes on, even if the issue is not solved yet.

## **1.6. Disqualification**

To keep tournaments as efficient as possible, MomoCon reserves the right to disqualify teams. This will only be done in cases where a team purposefully stalls or attempts to block another team. In some scenarios both teams may be affected. Any team found to be using a known exploit will forfeit their game

upon the first occurrence of the exploit. If the team is found to use another known exploit for a second time and it is determined to have been done on purpose they will be removed from the event and barred from any future events. Betting during any MomoCon event (by a player, team, or on behalf of anyone associated with the team) is off limits. Those partaking will be disqualified from the event in question and will receive a minimum of one year ban. PLEASE BE COURTEOUS TO ALL TEAMMATES, OPPONENTS, AND ADMINS.

## 2. Overwatch Tournament Rules

### 2.1. Overwatch Tournament Format

#### 2.1.1. Match Settings

- **Rule set:** Competitive
- **High bandwidth:** On
- **Game mode:**
  - Start of the tournament - quarterfinals: Best of One
  - Quarterfinals & semifinals: Best of Three
  - Finals: Best of Five
- **Map rotation:** Single map
- **Return to lobby:** After a game
- The winner of a coin toss starts the map veto
  - **Available**  
**maps:** <https://drive.google.com/open?id=1UqhRY1VicyONfNpds4eC6tieFdWEgvwx>
    - **Hero selection limit:** 1 per team
    - All heroes are currently allowed
- **Disable kill cam:** On

#### General Rules:

- In case of a tie on either Assault, Hybrid or Escort, a preset Best of One Control map is to be played. The team that captures the first objective fully, on the first point of the control map will win the tied map.  
**Please note:** Control maps picked in from the map pool are to be played as a Best of Three
- Recordings and/or screenshots from each round are required.

### 2.2. Pause

- In the matches it is forbidden to use the pause without an obvious reason, such as player disconnects. Custom game host/moderator must pause the game immediately when a team request it in chat.
- Team that requested pause need to announce the reason before or immediately after pause.
- Each team is granted a total of 10 minutes pause time during the match.

- When resuming the game from pause, both teams need to confirm in chat that they are ready to continue.
- If total pause time of 10 minutes runs out, the game must be resumed, no matter if the issue got fixed or not. If one team refuses to resume the game, the oppose team will receive a default win.
- Admins hold the right to request teams to pause during the match in case of any other issues, and the time used to pause the match will not count for the team it was requested to.

**Abusing the pause time can lead into punishment or direct team disqualification.**

**Screenshots to prove the abuse must be uploaded into the match page.**

### **2.3. Map Pick/Veto**

Maps are predetermined by the admin and will be announced at the beginning of each round.

### **2.4. Custom Match Settings**

#### **2.4.1. Rule Set**

- Rule set: Competitive

#### **2.4.2. Map Options**

- Map rotation: After a game
- Map order: Single Map
- Return to lobby: After a game

#### **2.4.3. Maps**

- Disable all maps except for the map that is to be played.

#### **2.4.4. Hero Options**

- Hero selection limit: 1 per team
- Role selection limit: None
- Allow Hero Switching: On
- Respawn as random hero: Off

#### **2.4.5. Heroes**

- All heroes are to be set as "on" unless otherwise instructed.

#### **2.4.6. Gameplay Options**

- High bandwidth: On
- Control game mode format: Best of 3
- Health modifier: 100%
- Damage modifier: 100%
- Healing modifier: 100%

- Ultimate charge rate modifier: 100%
- Respawn time modifier: 100%
- Ability cooldown modifier: 100%
- Disable skins: Off
- Disable health bars: Off
- Disable kill cam: On
- Disable kill feed: Off
- Headshots only: Off

#### **2.4.7. Team Options**

- Team balancing: Off
- When balancing occurs: After a mirror match

### **2.5. Game preparations**

Please resolve any problems that might occur before a match starts. Connection or hardware problems during a match could lead to a disqualification by Overwatch Admins. Agreements between the teams/players must be posted as match comments. The match must be played with the right settings. Make sure all players are eligible to play. In team games, all players must be registered for their corresponding team.

### **2.6. Substitute Players**

One substitute is allowed to play for your team during the tournament, starting with the next map. Substitutes cannot begin playing on a map that has already been started. Keep in mind that the substitute must have been on the team roster before the tournament started.

### **2.7. No show**

If a participant is not ready to play 15 minutes after the scheduled match time, please let the Overwatch Admin know. This is the fastest way to get your match checked to move on to the next round.

### **2.8. Number of players**

Matches should be played as example in 6on6 with 12 players, if a side is missing a player the match can be played with less people but only if both teams agree.

### **2.9. Disconnects**

In the case that a player(s) disconnects, the team can continue to play the match at a disadvantage.

### **2.10. Forfeit**

Participants can choose to forfeit a match if they wish. Forfeiting will result in loss of the match and loss of potential prizes.

### **2.11. Protests**

If a match was incorrectly reported by your opponents, your team has 10 minutes to protest the report. Match protests must include media evidence clearly showing the results of the match/series. Teams are responsible for providing proof of match results in case of disputes.

### **2.12. Re-host**

A rehost can only be played with prior admin approval. Please contact an Overwatch Admin to receive approval. In a re-hosted game each participant must choose the same side as they picked at the start of the original match. Disconnects and lag issues will only qualify for a re-host if the issue occurs the within the first 60 seconds of the game.

### **2.13. Observers**

Observers are not allowed. Exceptions to this rule are the MomoCon Overwatch Admins and Tournament Admins. Under no conditions are teams allowed to play with Overwatch Admins.

## **3. Results**

Both participants are responsible to enter the correct result. Results must be submitted after all games have been played. If anything is unclear, participants should have screenshots and the required replay files available to verify the result and file a protest. All results must be uploaded to the challenge website.

## **4. Communication & Support**

Please use match chat, located on the bottom right hand side of your screen or find an Overwatch Admin for any assistance during the tournament.

### **4.1. Admins**

All participants must adhere to the decisions and rules of the tournament organizers and admins. All decisions are final, except in cases where the option to appeal is clearly stated. Conversations, either verbal or written, between organizers or admins, and participants are confidential. Publicly posting or sharing these conversations with outside parties is strictly forbidden, unless permission is obtained.

## **5. Match Media**

All match media (screenshots, demos, etc.) must be kept for at least 14 days. In general, you should upload the match media from a match to the match info page as soon as possible. Faking or manipulating match media is forbidden and will result in severe penalties. Match media should be named clearly based on what it is. It is not possible to file a protest or write a support ticket to complain about bad match media naming. However, if an admin is hindered in their work because of bad match media names then it can be punished.

