RULES

[Правила](#)

Contents

1. Basic Rules

1.1. BattleTag

All participants are required to state a real Overwatch Battle Tag Game ID. It's required for inviting players to custom games and making sure a necessary player is currently playing.

1.1.1. **Terms and definitions:**

Round-robin – every team plays versus every team
Bo[x] - Best of [ ] – a series consisting of X games
Match – a series of X sets between two teams
Set – a part of a match, one map
Loser pick – the right of the team having lost a map to choose the next map

1.2. Team and player names

The organizers reserve the right to deny a player or a team from participating in the competition under a certain name in case it's already reserved or defined as offensive/unacceptable by the league administration.

1.3. Rosters

Rosters are to consist of at least the minimum amount of players required for participation in the tournament.

1.3.2. The minimum required amount of players – 6.
1.3.3. A player can represent only one team at any given time. A player can join another team only after leaving the current one.
1.3.4. A player can't change teams more than two times per season.

1.3.5. Within a season, a player having won more than 2 matches can't play for a team in a lower division.

1.3.6. If a team plays with a substitute player, they have to inform the organizers not later than 2 hours in advance.

1.3.7. No more than two stand-ins are allowed to play in a set.

1.3.8. If during a match a team has to substitute more than 3 players it forfeits the match; points given for the sets won are preserved.

1.4 Technical Issues

Teams are responsible for any issues on their side (be that hardware issues of connection issues). Match can not be postponed due to technical issues. If allowed pause time is over and team has not been able to find an acceptable stand-it, it forfeits the match.

1.5. Disqualification

To keep tournaments as efficient as possible, organizers reserve 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 guilty of using a known exploit will forfeit their game upon the first occurrence of the exploit. If the team is found to use a 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 (by a player, team, or on behalf of anyone associated with the team) is forbidden.

1.6 Lobby settings

*for Pro division: A caster should be the lobby leader.

- Lobby mode – competitive game.
- Disable kill cam: on.
- Auto-pause on player drop.

1.7 Rescheduling

1.7.1 All matches will be scheduled for the standard date and time.

1.7.2 Parties are to apply for rescheduling via Discord-channel a week in advance.

1.7.3 Rescheduling is possible and has to be approved by both teams captains and, in extreme cases, by the league organizers. If both teams can't agree on rescheduling their match 3 days before it is to take place, then the team no-showing at the time set forfeits the match.

1.7.4 The organizers reserve the right to reschedule a match or a set, provided they contact the teams and the casters and find the optimal time possible.

1.7.5 In case it's not possible to play the match at the standard time (European server is not available), the organizers are to contact the teams and find a new optimal time.

1.8 Outside parties in match lobby

1.8.1 If a game is casted by official casters, then only 12 players are allowed in the lobby.

1.8.2 Non-players are allowed in the lobby only on both teams permission.

1.8.3 If you are a caster and you want to cast games, you can contact the organizers to get the official caster status.

1.8.4. An official caster can be kicked from the lobby only by the league admin.

1.8.5 In case a caster drops, the player who gets the leader status is to pause the game until the match is allowed to continue.

1.8.6 In case of numerous complaints, an official streamer can be deprived of his status.

1.9 Pauses

1.9.1 If at the match start time there're no representatives of the team in the lobby, this team forfeits the match.

1.9.2 If a team fails to get all six players within 10 minutes from the match start, it forfeits the first set.

1.9.3 If a team fails to get all six players within 15 minutes from the match start, it forfeits the match.

1.10 Fair play

We strive for fair play and fair competition. You can have certain agreements with your opponents, but you are not obliged to do that.

1.10.1 A team can grant their opponent extra time for solving their problems.

1.10.2 A team can reject their right for defwin and allow the opponent's team to reschedule a match in case they fail to appear on time.

1.10.3 A team can allow their opponent to have extra substitutes.

1.10.4 A team can allow an unofficial caster / coach / player in the lobby in case there's no official streamer.

1.10.5 Players can contribute to league growth and development.

2. Format

2.1 Group stage

Two divisions, each one of 8 teams, round-robin. Every team plays seven guaranteed best-of-3's. All the matches of the pro division will be streamed, so all the games are to be hold at scheduled time.

Team gets 1 point for every set won. Team gets 1 bonus point for every match won (i.e. Team A wins against Team B with 2:1 score – Team B gets 1 point, Team A gets 3 points).

Points > Face to face results > Sets won to sets lost difference

2.2 Play-Offs

6 teams participate in play-offs
Best 3 teams of each division go straight for play-offs and get seeded. 1st place teams get seeded into semi-finals. Teams from 2nd and 3rd places of different divisions play against each other for the spot in semis.
Ro8 is best-of-3

Ro4 is best-of-3
Finals are best-of-5

2.3 Map picks

2.3.1 The order of map picks is set according to rounds: first map is set by administration, while teams pick maps for the second and third sets according to the round play modes.

2.3.2 Play modes for rounds:

#	Dates	Starting map	Second map	Third map
Round 1	30.07-1.08	Hybrid	Control	Assault
Round 2	2.08 -3.08	Hybrid	Control	Assault
Round 3	6.08-8.08	Escort	Assault	Control
Round 4	9.08-10.08	Escort	Assault	Control
Round 5	13.08-15.08	Hybrid	Assault	Control
Round 6	16.08-17.08	Hybrid	Assault	Control
Round 7	20.08-22.08	Escort	Control	Assault
Round 8	23.08-24.08	Escort	Control	Assault
Play-offs	27.08-02.09	Assault	Hybrid	Control

3. Signing up 5.07-15.07

In the first season, teams can apply for any division – the administration only recommends to be self-aware of your own abilities.

3.1 Signing up recommendations

Pro - Top 500 - 4k+(grandmaster)

Semi-pro - 4k(grandmaster) - 3,5k+(master)

Non-pro - 3.5к(master) 3к(diamond) 2.5(platinum) and below

3.2. Entry fees:

Pro-1000 rub ~16$ per team *
Semi-pro -500rub ~8$ per team *
Non-pro -200rub ~3.5$ per team *

3.3 Payment methods:

It's required to state the name of the team in the payment info. After the payment is done it's required to contact the league admins via Discord.

SBERBANK **VISA** - 4276 5500 6417 2805

PayPal - asclan@mail.ru

Яндекс - https://money.yandex.ru/to/410012583681867

*90% go to the prize fund, 10% go for covering commission fees

4. Official casters

4.1 Casters

Any individual can become a caster provided they can guarantee good video quality. Casters are obliged to follow the league rules.

4.2 Caster requirements

- Caster has to put the league overlay on his stream (as well as sponsor links).
- Caster has to put a link bot in the chat ~ once per 30 minutes
- Caster can not promote league competitors or sponsor competitors.
- Caster has to set up a minimal delay.
- Caster has to follow the schedule.
- Caster has to save replays of the games.

4.3 The organizers provide

- Lobby entry rights.
- Overlay and other materials for promoting sponsors/partners.
- Stream channel.
- The organizers make their best to attract audience to your stream.
- Caster is allowed to promote their social media
- Helping with finding a co-caster for casting matches

4.4 Status cancellation

The administration reserves the right to deprive a caster of their status.

5. Prize pool

5.1 The prize pool is comprised of entry fees

5.2 Pro - 1000 rub (16$) per team + sponsorships + donations. The team is guaranteed to get at least ~31000 rub ~500$

5.3 Semi-pro - 500 rub (8$) per team + donations (~7200 rub ~110$)

5.4 Non-pro - 200 rub (3.5$) per team + donations (~2900rub ~49$)

5.5 If you want to donate to the prize poolof a certain division you have to state that in the payment info. In case you forget to do that you can contact the admins via Discord and specify the necessary information. All non-commented payments will be given to the pro division prize provided.

*90% go to the prize fund 10% go for covering commission fees

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6. Reporting results

6.1. Results are reported on a certain Discord channel. The reporting message form is the following: Team name [Team A] score [2:1] [Team B] maps: kr win route lose numbani win. Both teams have to submit the results (save screenshots in case your opponents do not confirm the results and the match was not streamed).

7. Complaints

7.1. Teams can submit their complaints via certain channel. Proofs are to be submitted alongside complaint statements. Depending on case difficulty, solving it can require up to a few weeks and can be accompanied by an in-depth investigation.

7.2. Punishment methods vary from giving a warning to a lifelong ban.

7.3. If the administration considers a team actions to be offensive towards the league, it requires the right: to warn a player or a team, as well as take any necessary actions up to barring the player or the team.

8. Support and partnership

8.1. For any business offers – you are free to contact the league administration.

8.2. In case you have a non-commercial offers – you are still free to contact the league administration via Discord.

8.3. If you want to donate to the prize pool:

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PayPal - asclan@mail.ru

Яндекс - https://money.yandex.ru/to/410012583681867

Don't forget to state what division you donate for, otherwise all the money donated will be added to the pro division prize pool.

8.4 In case you want to help the league in any possible way (work with video, write news, draw graphics and so on) you can contact the administration via Discord – we're always happy to see new people and will be able to find an interesting task for you.