OVERWATCH

Rulebook PolyLAN 33

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Table of contents

1   General

These regulations will be the reference document for the entirety of the Overwatch event (hereinafter «OW») taking place at the PolyLAN P33 from Saturday 20th April to Sunday 21st April.
The rules may be available in several languages. If the individual rules differ, the English version is valid in all cases as correct.

1.1   Scope and Application

These regulations apply to all players participating in the Overwatch tournament (hereinafter: "OW" or "Game"), as well as their organization and entire team, including their coaches, managers, owners, members and employees. (The whole of these persons are called "participants" throughout the rest of this document). By taking part in this tournament, every participant guarantees that they are aware of the content of these regulations and commits to respect it in its entirety.

Participants agree that their games could be streamed, casted or shown on the stage.

2   Tournament information

2.1   Tournament Platform

The official Tournament Platform for the Main Tournaments will be both Plamingo (aka PolyLAN's intranet, https://polylan.ch/Plamingo/) please make sure that each member of your team has paid and is registered in order to have access to Plamingo.

2.2   Tournament format

The tournament is played in 2 stages.

Stage 1:   First, there will be 5 Swiss rounds in a Best-of-3 format. The top 16 teams qualify for the stage 2. The seeding of the first round will be random, then the following ones will take the performances of each team into account and in accordance with the latest results. In the event of a draw on the second round (i.e. 1-1), a KOTH map will have to be played as a third map.

Stage 2:   The second stage will be a double elimination tree. Which means that there will be a "winner bracket" (WB) and a "loser bracket" (LB). When a team loses a match in the WB, they go down into the LB where they still have a chance to reach the Grande Finale. Once a team suffers a second loss, it is eliminated from the tournament. The seeding will be done according to the results of the previous Swiss rounds. It will thus include a "winner bracket" and a "loser bracket".

Grande Finale: The Grande Finale is the only match not played in a Bo3 format but in a Bo5 one. It opposes the winners of the winner and the loser brackets. The team coming from the winner bracket will have a win in advance as they have not lost a single match in the stage 2. See point 3.2 for the match settings/Mappool.

Tiebreaker:

In case of a tie after stage 1 the direct result counts. In case of a 3-way-tie the round difference/fastest game time/… between the 3 teams/players counts. The Buchholz system will also depends of the results of the teams encountered. Then the Sonneborn-Berger will be taken into account. It is a calculation based on the sum of the points obtained by the opponents you beat, thus add a variable which will be the deciding factor in which team goes to stage 2 or not.

Notes:

1. The games preceding the Grande Finale are all in a Best-of-3 format, there is no required Mappool. However, mind that if at the end of the second round the score is 1-1, the decisive 3rd map has to be a KOTH (Control : Lijiang Tower, Illios, Nepal, Oasis, Busan) in order to avoid any delay.
2. If the result of a match is a draw, the score will be of 0 for both team, which means no point will be granted to any of the team. Thus you will need to play until a team wins 2 rounds (Bo3) or 3 rounds (Bo5). In case of a deciding match between two teams who are at a tie, a KOTH as the decisive match will be mandatory.

2.3   Tournament schedule

First appointment for the team captain or team manager (or player if he/she has none of the latter two) will be the briefing on Saturday at 8:30 AM. The Tournament itself will start 30 minutes later, thus 9:00 AM.. All players must be at the location at the start of the tournament.
The rough schedule of the Tournament can be found on Plamingo. According to the number of participants there could be changes.
The detailed schedule will be published soon after the registration closed, including round start times, breaks and final time.

2.4   Tournament communication

2.4.1   General communication
The whole tournament communication is held on both the official PolyLAN Discord and Plamingo   (https://polylan.ch/Plamingo/   and https://discordapp.com/channels/291151425633779712/536182363638464512).

2.4.2   Game communication
The communication between the teams for the individual games is held on both Plamingo and Discord. The team's must have an account on both platforms and stay aware of the admin communication on the general chat about his/hers game. This is where the captains of each teams can interact, get in touch and arrange the following match.

2.4.3   Match issue
If you have a problem in your match, come to the admin booth with the enemy team's captain (and only him/her, we will only discuss with the two captains. We kindly ask you not to come with the 12 players) to solve the issue. If it is only a small issue, you

can contact the admins on Plamingo or Discord. In the event of cheating suspicion or any kind of arguments with the other team, both captains have to come to the admins' booth and discuss the matter with the administrators in charge of the Overwatch tournament.

2.4.4 Decision Issue

In case you (your team) do not agree with an Admin's decision, the Team Captain or Team Manager (or player if he/she has none of the latter two) has the opportunity to discuss the incident and the decision with the Referee Panel.

3 Game settings

3.1 Server

Europe

3.2 Match settings

Mode: 6v6
Version: latest patch
Maps: All the available ones in the current Overwatch patch except for the "arenas" ones.

Match duration (Bo3) : 1h30

Grande finale (Bo5) : 2h30
"Mappool" Grande Finale:
Maps order:
1st:Assault
2nd:Hybrid
3rd:Control
4th:Escort
5th:Control (exclude the first control map played)

Assault: Hanamura, Temple of Anubis, Volskaya Industries, Paris, Horizon Lunar Colony Hybrid: Eichenwalde, Hollywood, King's Row, Numbani, Blizzard World
Control: Lijiang Tower, Illios, Nepal, Oasis, Busan
Escort: Route 66, Watchpoint: Gibraltar, Dorado, Junkertown, Rialto

! There is not one map which is excluded, you can choose any, the only constraint is to follow the mentioned order !

3.3 Scripts / Third-Party-Software

Any program exterior to the official ones from the Overwatch game are prohibited (ex: aimbot). In case it is discovered that a team uses one, they will be disqualified from the tournament.

3.4 Roster

A roster is composed of 7 players maximum, 6 players + 1 replacement player. The 6 players playing in a round must remain the same. You can only switch at the end of the whole round (the Bo3), for the upcoming Swiss Round/Round of the double elimination tree. You cannot exchange two players in the same Bo3.

4 Game proceedings

4.1 Before the game

4.1.1 Match times

The players must check the published schedule regularly in case of current adjustments and to secure to not delay the whole tournament.

4.1.2 System

The players play the matches on their own set-ups. We kindly ask you to bring your own computer, screen, mouse, headset, keyboard and an ethernet cable (10 meters long).
The Finale takes play on stage. The finalists will only need to bring their headset (or microphone), keyboard and mouse as we will provide you with a computer, a screen, intra-earpods and anti-noise headset.

4.1.3 Match check-in

The team captain/player must check-in to the match on Plamingo no later than 15 minutes after the start of the round according to the schedule in order to be able to contact the opponent team's captain and organise the match. If he/she misses it, the opponent will automatically get a free win on the Bo3. If after 10 minutes we still cannot contact you in any way, you will get a loss for this round.

4.1.4 Side selection / Pick&Ban order (Map/Champion/Hero) (BoX / BoX+2)

The website used for the Pick&Ban of the Maps will be : http://draft.overtown.fr/ .
We highly recommend to test it in order to be able to efficiently use it at the LAN and to not delay the whole schedule.
The first named team (upper one in the Bracket) begins with pick and ban. The team who attacks first will be decided randomly and then it will be the other team's turn to attack first.

4.1.5 Delayed match start

In the event of unintentional technical difficulties or non-communication leading to the inability to start a game more than **15 minutes** after the round start, the admins can, at their sole discretion and depending on the points and the situation, exceptionally grant a victory.

4.2 During the match

4.2.1 Pausing Match

In case of a technical or physical problem, you can pause a match. Only the lobby's creator can do it, thus has to know the in game command he/she has for it. The enemy team can ask for a pause on the game chat where both team can

communicate. You have to mention the reason of the pause right away. Any abuse shall be punished.

4.2.2   Disconnect / Lag / Bug

In case of disconnection/lag/bug, you can try to pause the game and restart it afterwards. There are two situations, the first one is when it affects only one player, thus you have the right to pause once per game and for a maximum duration of 5 minutes. Any abuse shall be punished.

If the situation impacts multiple players, even the whole team, we kindly ask you to report it as fast as possible to the admins in order for us to solve the issue as quickly as we can.

4.2.3   Technical / Medical Emergency

In case of technical or medical emergency, the game is interrupted, and depending on what happened, the admins can decide at their discretion of the outcome of the game.

4.3   After the match

4.3.1   Report the result

Both team captains must enter the result on the Plamingo Match page within 5 minutes after the match is over. When both captains enter the same results, Plamingo will automatically save the results.

If there should be any problem or mistake, contact the admin through discord or directly come at the admins' booth. We ask you to take a screenshot of the result (Victory screen with at least a player from both team still present in the lobby) so that in case of litigation, you have proof of the match's outcome.

5   Terminology

5.1   Match, Set and Game (or Round)

A match is the meeting of two teams (or single players). A match usually consists of one or more games. The term round is used synonym to the term game.

If useful, a match can be divided into several sets, which in turn consist of several games.

5.2   Best-of-X

If a match is played as Best-of-X, a maximum of X Games (or sets) are played. The match is considered won if a team or a player can decide more than half of the games (or sets) for themselves. The remaining games (or sets) are no longer played.

6 SESF Standards

SESF Standards regarding

the organization of Esport Competitions

PREAMBLE

At the SESF, we believe that Esport should take place in a fair environment, implying amongst other elements, a safe atmosphere free from any discrimination, free from corruption and, which ensure fair-play from all the stakeholders, integrity, and respect between all involved parties.

In order to establish this safe environment, we decided to provide players, organizers, referees and every party involved in Esport competition with a corpus of basic rules, (the SESF Standards) meant to be applied during Esport related events, and Esport competitions.

Those rules govern *inter alia* the conduct of the participants, the organization of the referee system, and its procedure. We expect this regulation to be respected by our members.

Besides, to help reach this goal we also intend to offer a basic training for referees, ensuring that Esport in Switzerland and beyond adheres to certain standards.

This effort is in line with the one initiated at a more global level by, notably, the ESIC, which aim at preserving the integrity of Esport. Hence, those standards are inspired from the different codes developed by the ESIC.

Part I Generalities

Article 1: Scope and application

1) The SESF Standards apply to all parties involved in an Esport competition (hereinafter participant). All parties are deemed to have agreed:

   a) That it is, their personal responsibility to familiarize themselves with the requirements contained in this document.

   b) To submit to the exclusive jurisdiction of the Referee present at the event regarding any matters that come under the present regulation.

2) All parties are bound by and required to comply with this regulation during the whole event, as well as later for matters that are linked to the said event, but in any case, no more than 3 months after the said event, starting from the following day of the day the event ended.

3) Without prejudice of 1.a) and 1.b), the members of the SESF, in concert with the organizer of the event, are responsible for promoting awareness and education amongst all parties regarding the present document.

4) It is acknowledged that certain participants may also be subject to other rules of Members that govern, discipline, and/or conduct, and that the same conduct of such participants may implicate not only the SESF Standards, but also such other rules that may apply. For the avoidance of any doubt, all parties acknowledge and agree that:

   a) the SESF Standards are not intended to limit the responsibilities of any participant under such other rules; and

   b) nothing in such other rules shall be capable of removing, superseding or amending in any way the jurisdiction of the Referee to determine matters properly arising pursuant to the SESF Standards.

Article 2: Confidentiality

1) Discussions, content of protests, support tickets or any other internal document as well as reports written by Referees are deemed strictly confidential.

2) It is prohibited to make such material public without the permission of the SESF Referee Commission.

Part II Organization of the Referee system

Article 3:   Principles

In order to achieve the goals laid down in the preamble, it is necessary that the organization of the referee system during an Esport competition prevents situations which could lead to an arbitrary decision.

Article 4:   Referee System

1) The Referee system is comprised of 3 levels of decision, the Admins, the Referee Panel and the Referee Commission of the SESF (Referees).

2) The organizer of the competition is responsible for the establishment and the appointment of Admins, except for the representatives of the SESF.

   a) The SESF can help the organizer in this task.

Article 5:   Transparency and reporting obligation

1) Admins shall communicate to a SESF Referee all non-contractual benefits, for example gift, payment, hospitality, etc. when those benefits aim at getting them to do something that could harm the reputation of the event, another player or another participant.

2) In any case, Admins must disclose any benefits which exceed a value of 200.-, that are non-contractual, that are not from family, and that are not part of a competition.

3) Admins must also disclose to a SESF Referee any approach or invitation to engage in corruption that they receive.

4) Admins must also report to a SESF Referee any incident, fact or matter that comes to his attention which may evidence some sort of corruption.

5) These declarations will be treated by the SESF Referee with all the confidentiality that is required by the situation, the law is reserved[1].

6) All these obligations apply *mutatis mutandis* to SESF Referees, they should however report directly to the Referee Commission.

Article 6:   Conflict of interest and independence

1) Referee shall be independent at any time.

   a) Independence is assessed in light of the situation.
   b) In particular, but not exclusively, attention shall be paid to commercial relations, contractual relations, employer-employee relations, etc.

2) Referees shall resign when a conflict of interest arises during a

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[1] Cf. Regarding private corruption: Art. 322^{octies} et art. 322^{novies} Swiss Penal Code, https://www. admin.ch/opc/fr/classified-compilation/19370083/index.html#a322octies

competition.

    a) In particular, Referees shall not be appointed when their team or ex-team, their family, etc. is a participant in the competition.

Article 7:   Admins

1) Admins are the first level of decision. They supervise the event and act as referees during rounds or matches of the competition.

2) One Admin is responsible for a match.

3) One Admin shall be elected to sit in the Referee Panel.

Article 8:   SESF Referee

1) SESF Referees are referees specifically trained by the SESF.

    a) They supervise the event from an educational point of view, hence they are in charge of making participants sensible to all issues regarding the present regulation in particular issues related to corruption, cheating, harassment, discrimination, etc.

        i) In accordance with the organizer, a basic training can be provided to all participants.

2) At least 2 SESF Referees shall supervise a competition.

3) SESF Referees sit in the Referee Panel.

Article 9:   Referee Panel

1) The Referee Panel is the second level of decision.

2) The Referee Panel is comprised of 1 representative of the Admins and 2 SESF Referees.

3) The Referee Panel makes a decision, if a decision made by an Admin is contested.

Article 10:   SESF Referee Commission

1) The decisions made by the Referee Panel can be appealed to the SESF Referee Commission.

2) The Referee Commission is chosen by the SESF.

Part III Conduct of the participant

Article 11:   General conduct

1) Every participant of the competition must show a spirit of fair play and respect towards all other participants[2]. In particular, but not exclusively, discriminatory, sexist, defamatory, offensive, vulgar, obscene behaviours will not be tolerated in any circumstances.

   a) In addition, any behaviour affecting the smooth running of the tournament, damaging others' property (it also includes, for example, participant's accommodation, as well as the journey to the event), or any unsportsmanlike conduct, can result, depending on the gravity, in the immediate disqualification of the player or the team.

   b) Remains also reserved any legal action that could be taken according to Swiss law.

Article 12:   Names, nicknames and aliases

1) In the case a team's name or a player's nickname is offensive, the organizer reserves the right to change it. Depending on the circumstances the team or the player can be prohibited from partaking in the event.

2) Also, names and nicknames violating other rights, as for example protected trademark (without permission), personality rights, etc. are prohibited.

3) Alternative or wrong spelling in order to circumvent 1) and 2) are also forbidden.

Article 13:   Transparency and reporting obligation

1) Players and player support personnel shall communicate to a SESF Referee all non-contractual benefits as for example gift, payment, hospitality, etc. When those benefits aim at getting them to do something that could harm the reputation of the event, another player or another participant.

2) In any case, Players and player support personnel must disclose any benefits which exceed a value of 200.-, that are non-contractual, that are not from family, and that are not part of a competition.

3) Players and player support personnel must also disclose any approaches or invitation to engage in corruption received by him.

4) Players and player support personnel must also report to a SESF Referee any incident, fact or matter that comes to his attention which may evidence some sort of corruption.

5) Those declarations will be treated by the SESF with all the confidentiality

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[2] Cf. ESIC code of conduct and the directives of the Federal Sports Department, which can be found here.

that is required by the situation, Swiss law is reserved[3].

Article 14: List of substances considered as illegal drug-taking

The list of the substances considered prohibited unless the player has obtained a therapeutic use exemption is the one present on the website of the Esports Integrity Coalition (ESIC)[4].

Article 15: Prohibited behaviours and Prohibited actions

1) The following actions are strictly forbidden during any event:
    a) To cheat by any means (exploitations, third party software, etc.).
    b) To adopt an unfair behaviour (intentional disconnection, spam/flood, etc.).
    c) To adopt a toxic behaviour.
    d) To adopt an aggressive behaviour to the point the game has to be stopped.
    e) To be violent.
    f) To damage the equipment.
    g) To violently contest an official's decision.
    h) To repetitively refuse to follow the referees instructions.
    i) To intentionally and consciously violate the rules mentioned in this document.
2) A player or the whole team will be sanctioned according to the table in the appendix I.

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[3] Cf. Regarding private corruption: Art. 322[octies] et art. 322[novies] Swiss Penal Code, https://www.
admin.ch/opc/fr/classified-compilation/19370083/index.html#a322octies
[4] See the ESIC PROHIBITED LIST and the ESIC ANTI-DOPING CODE.

Part IV Procedure

Article 16: General

1) The procedure is defined by the Referees according to the circumstances.

2) If no consensus can be found between the referees, all decisions of the present regulation are taken following the majority rule.

Article 17: Language of the procedure

The languages of the procedure are English, French, German and Italian.

1) English is the language by default.

2) When agreed by the parties, French, German and Italian can be used instead of English.

Article 18: Assumption of innocence

1) A participant accused of a violation of the present regulation is innocent until the opposite is proven.

2) It follows from the previous paragraph that the proof must be brought by the person alleging the violation.

Article 19: Right to be heard

1) All participants have the right to be heard and to defend themselves before a decision is made about them.

2) It includes the right to bring evidences, call witnesses, explain themselves, etc.

Article 20: Standards of evidence

1) Referees shall use the evidences at their disposal to assess the situation before them.

2) Each proof is given an appropriate weight considering the circumstances of the alleged violation.

Article 21: Hearings and reports

1) The procedure is mostly oral; however, a referee shall be designated to take a written transcription.

   a) Referee shall also make a report including their interventions.

   b) In particular, if protestations can be expressed verbally a written transcript must be established soon afterwards.

2) Digital documents and emails are admitted.

3) Each document must include names, time and date, motives, and a summary of the discussions and of the circumstances.

Article 22:   Confidentiality

1) All the documents above-mentioned are strictly confidential, shall not be made public, unless it is required by Swiss law.

2) Anonymized version of those documents could be used for educational purposes.

Part V Other

Article 23:   Recognition and application of the decisions

1) The organizer, the participants and the members of the SESF recognized and respect any decisions taken according to the present regulation, without the need for further formality.

2) In addition, the organizer, the participants and the members of the SESF shall take all steps legally available to give effect to such decisions.

Article 24:   License

1) The organizer of the event grants the SESF a free license for the coverage of the event.

    a) This includes all forms of transmission.

    b) This licence should not impair the rights of the organizer regarding its own coverage of the event.

    c) The SESF can assign the coverage rights to a third party or to the players themselves if neither the organizer nor the SESF is using their rights.

2) Participants also agree that the SESF takes pictures, videos, and footage of their gameplay and uses them for the promotion of Esport.

Article 25:   Amendment

1) This regulation may be amended at any time by the referee Commission.

2) Such modification coming into effect on the date specified by the referee Commission and after being communicated to and approved by the Board of the SESF.

3) For each modification, transitory effects and retrospective applications shall be considered in the communication made to SESF Board.

Article 26:   Interpretation

1) If any article or provision of this regulation is held invalid, unenforceable or illegal for any reason, the SESF Standards shall remain otherwise in full force apart from such article or provision which shall be deemed deleted insofar as it is invalid, unenforceable or illegal.

2) In the event of a gap in this regulation, Referees shall decide in accordance with general principles of law and in equity, based on the rules they would establish if they had to act as a legislator.

3) The SESF Standards are governed by and shall be construed in accordance with Swiss law.

   a) Any dispute arising between the present regulation and Swiss law comes within the competence of Swiss tribunals.

Appendix I: Sanction table

Gravity	Violation	Sanction	Application	Miscellaneous
Very High	Physical harm	Disqualification		Police
	Threats			
	Theft			
	Corruption			
	Collusion			
	Damage others' property			
High	Discriminatory Insult			
	Cheat			
	Ringer/Faker			
	Deception			
Medium	Fake result			
	Wrong account			
	Unregistered account			
	Repeated Insult	Match loss	>2 times	
	No show		>15 min	
	Abort Match	Game loss		
Low	Deception			
	Pausing	Game specific sanction		
	Be late	Game loss / Warning	15> min / <15min	
	Excessive protestations	Warning		
	Insult			

APPENDIX II: GLOSSARY

- Admins: Persons appointed to manage a competition.

- All-parties: Organizers, referees, teams, players, coaches, managers, or any other people involved in a way or another in the competition which are not part of the public.

- Competition: Any kind of Esport tournament, online or offline. A competition is organized by one or multiple organizer(s).

- Event: An offline Esport public occasion managed by a/multiple organizer(s).

- Decisions: The three different tiers of decisions defined by the Standards :

  o Admin's decision: the first decision, made by officials.

  o Referee Panel's decision: the second decision, made by the Referee Panel.

  o Referee Commission's decision: the final decision, made by the Referee Commission.

- Match: A single stage of the tournament, where teams or players face each other.

- Organiser: A organization and/or person that organizes Esport competitions.