

Overwatch Tournament Format

Match Settings

Custom Game Settings:

- Game mode:
 - Start of the tournament - Quarter finals: Best of One
 - Quarter Finals & Semi Finals: Best of Three
 - Finals: Best of Five
- The higher seeded team starts the map veto (explained [here](#))
 - Available maps: King's Row, Numbani, Watchpoint: Gibraltar, Dorado, Hanamura, Temple of Anubis, Volskaya, Nepal, Lijiang Tower, Hollywood, Ilios, Eichenwalde, Oasis, Junkertown, Horizon Lunar Colony, and Route 66
- Hero selection limit: 1 per team
 - all heroes are currently allowed
 - Disable kill cam: On

General Rules:

- In case of a draw on Assault or Hybrid, a preset Best of One Control map is to be played. The winner of the Control map will win the draw. **Please note:** Control maps picked in from the map pool are to be played as a Best of Five
- Recordings and/or screenshots from each round are required

Map Pick/Veto

Unless otherwise specified, the map pick/veto rules are as follows:

- The highest seeded team will be chosen to start the pick & ban phase
- Contestants take turns banning maps until the number of maps needed remain
- Contestants take turns picking maps until the number of maps needed remain
- Maps are played in the order they were picked, the remaining map is played last

Rule Set

- Rule Set: Competitive

Map Options

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

Maps

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

Hero Options

- Hero selection limit: 1 per team
 - All heroes are currently allowed
 - Role selection limit: None
 - Allow Hero Switching: On
 - Respawn as random hero: Off

Heroes

- All heroes are to be set as "on".

Gameplay Options

- High Bandwidth: On
- Control game mode format: Best of 5
- Skirmish only: Off
- 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

Team Options

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