2023 Spring Series: Overwatch Rulebook

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I. Acceptance of the Competition Rules

This rulebook encompasses competitions and interactions made within the Amateur Esports Association's various platforms from the month of January 2023 through June 2023. This rulebook has hierarchy over messages sent through email or via Discord message which may contradict any point in this rulebook. This rulebook is subject to be amended by AEA Moderators. Team Captains will be made aware of any major changes via the AEA Discord Server. Registering to compete in the 2023 Spring Series: Overwatch competition hosted by the AEA indicates that you accept the rules outlined in this document and understand its right to be amended.

II. Overview and Schedule

The Spring Overwatch competition within the AEA starts in January of 2023 with the Preseason, and ends in June with the National Tournament. All AEA 2023 Spring Series competitions require that a minimum of 12 teams register in order to conduct the competition according to the schedule and ruleset detailed in this rulebook.

A. Schedule

1. Preseason Play

This section of the competition gives teams the opportunity to familiarize themselves with the competition and play some preliminary matches. Preseason performance does not dictate seeding into any other portion of the competition. All of the matches in this section are a Best-of-Three in format unless stated otherwise.

Preseason Open Tournament - *January 28th, 2023*

Round	Time
Round of 16 (Bo3)	12:00 PM PST / 2:00 PM CST / 3:00 PM EST
Round of 8 (Bo3)	1:00 PM PST / 3:00 PM CST / 4:00 PM EST
Round of 4 (Bo3)	2:00 PM PST / 4:00 PM CST / 5:00 PM EST
3rd Place Match (Bo3)	3:00 PM PST / 5:00 PM CST / 6:00 PM EST
Grand Finals (Bo5)	3:00 PM PST / 5:00 PM CST / 6:00 PM EST

Preseason Weekly Play

Round	Date	Time
Week 1	February 6th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 2	February 13th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 3	February 20th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 4	February 27th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST

2. **Regular Season Play**

This section of the competition takes place over the course of 9 weeks. Performance in this section of the competition determines seeding for the Post-Season Tournament. All matches in this section are played online by default. All of the matches in this section are a Best-of-Three in format.

Round	Date	Time
Week 1	March 6th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 2	March 20th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 3	March 27thh, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 4	April 3rd, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 5	April 10th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 6	April 17th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 7	April 24th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 8	May 1st, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST
Week 9	May 8th, 2023	5:00 PM PST / 7:00 PM CST / 8:00 PM EST

3. **Post-Season Tournament**

   The Post-Season Tournament will have teams seeded following their final Regular Season standings. Format for this section of the competition will be set according to the number of participants in the AEA Spring Series competition, and the full Post-Season Tournament schedule will be updated here by February, 24th 2023.

4. **National Tournament**

   The AEA National Tournament is a LAN event which will take place in June 2023. No fewer than 8 teams will be invited to compete from each 2023 Spring Series competitions. National Tournament location, format and schedule will be announced in the AEA Discord server and updated to this section of the rulebook by March 15th, 2023.

B. **Rescheduling**

   1. The default match time, as outlined above in the schedule portion, is the expected time that any given match is to be played. As outlined in the "Score Reporting" section, scores for each match are to be reported on the same day that a match is supposed to be played. For this reason, matches are able to be rescheduled so long as the scores from these matches are reported by the time they are done; however, rescheduling matches is **heavily** discouraged. Coaches and coordinators should be prepared to play all matches at the scheduled time. If an opposing team is unable to reschedule, the match is expected to be played at the default time.

III. Eligibility

Teams that have chosen to organize for esports competitions within the Amateur Esports Association must adhere to the following requirements regarding eligibility. Additionally, at least one contact from each team must be in the official Amateur Esports Association Discord server.

A. **Age and Grade Clause**

   1. For the Spring Overwatch competition, in order to qualify to compete all players on any given roster must be either:

      a. 18 years of age or below the age of 18 as of 01/01/2023

      b. 19 years of age and Enrolled in High School as of 01/01/2023

B. **Proof of Identity**

   1. Proof of photo identification, which includes birthdate, must be available to review upon request by an Amateur Esports Association official.

IV.   Competition Rules

A.   Team Rosters

1. A roster may consist of (5) starting players and up to (3) substitutes
2. Roster modifications may be requested after tournament registration by contacting moderators in the Amateur Esports Association Discord server. Moderators reserve the right to deny requests and all moderator determinations are final
3. All teams must have at least (1) representative in the Amateur Esports Association Discord server, and one representative from each team must be registered as the teams point of contact for the event
4. Matches must start within 15 minutes of the scheduled start time of each tournament round, unless Tournament Officials have already been made aware of a particular situation. Failure to start within 15 minutes of the scheduled start time and to contact Tournament officials will lead to a forfeit for the team that was not able to start.

B.   Lobby Setup

1. All games should be played in lobbies made with the following settings:
    - Preset: Competitive
    - Kill Cam: Off
    - Skins: Off
    - Heroes: Any characters which are not available in the competitive game mode at the time of the match should be disabled.
2. The higher seeded team is responsible for hosting each assigned match. The higher seeded team will be displayed on top of the other team on the tournament bracket.
3. Spectators that are on either team's roster are welcome to join the match and must be assigned the appropriate "red/blue team only" spectator privileges. Additional spectators or use of "spectate all" privileges must be discussed and agreed upon by both team captains.
4. Once both teams have indicated they are ready to begin the match the game should begin. Starting a match indicates ruleset agreement from each team.
5. Substitutes may be swapped in between maps but not in between rounds.
6. In the case of a disconnect where a player is unable to continue that team must complete the map without that player and may sub only after that map is concluded.

C. **Score Reporting**
   1. The winning team from any given match is held responsible for reporting that match's score.
   2. Match scores for all games must be reported into the designated channel in the AEA Discord Server by 11:59 PM EST on the day following the day in which that match was scheduled to take place for all weekly matches. Tournament match scores may be required to be posted earlier in order to inform upcoming matches.

D. **Map Selection**
   1. Maps may be picked from the following pool:

Control	Hybrid	Escort	Push
Busan	Eichenwalde	Circuit Royal	Colosseo
Ilios	King's Row	Dorado	New Queen St.
Nepal	Paraiso	Route 66	Esperança

   2. Maps will be played in the following order:
      Control → Hybrid → Escort → Push → Control not yet played
   3. The higher seeded team gets to select the first map from the Control map options in the Map Pool. For consecutive maps, the team which most recently lost may select the next map and the team which does not select the map may choose to start on Attack or Defense for a given map.
   4. The "higher seeded" team hosts the lobby and starts on attack in the first round. In consecutive rounds, the team which did not select the map decides if they would like to attack or defend to start.

E. **Additional Match Rules**
   1. Teams are allotted two 5-minute pauses per match. Pauses may be used in cases of player disconnects or other technical issues. Pauses should be initiated in between team fights and as quickly as possible.
   2. Match chat should be used for official match communication primarily. Communication outside of this should be done cautiously and with sportsmanship in mind. Toxicity and hate speech will not be permitted. Tournament Officials should be contacted in the case of observed toxicity. R's, P's and GG's are the safest way to communicate.
   3. Cheating of any form will not be tolerated.

4. Abusing bugs to gain competitive advantage is not acceptable. Bugs include but are not limited to, glitches which let you see or walk into walls, using abilities in glitched areas where players can get value but not be shot, etc.

V. Streaming and Production

A. Official Amateur Esports Association Broadcasts

1. The Amateur Esports Association reserves the right to stream any match within this tournament. Team captains will be notified that their match has been selected for streaming prior to that match's start.

2. If your match is selected to be broadcasted, it is especially important that all members are ready at the start time. Match chat will also be seen by the broadcasts, so keep this in mind during your match

B. Personal and Club Streams

1. Clubs and/or individuals may choose to stream their perspective of the match **if and only if** the stream title includes one of the following descriptions: "AEA 2023 Spring Series: Overwatch", "AEA Overwatch Spring Competition" or "AEA Spring Series". Personal streams should be completed at your own risks, and the Amateur Esports Association advises adding a delay to the stream to prevent other teams from potentially "stream sniping" to gain an advantage in the match.