

The Community Rocket Cup Round 5

1. INFORMATION

- 1.1. The Community Rocket Cup Round 5 (“Rocket Cup”) is an Overwatch competition (“the competition”) run by Amateur Oceanic Esports (“AOE”).
- 1.2. AOE reserves the right to change any of their rules at any time, or remove a player from the competition for any reason. Any player banned from the official AOE Discord server will also be banned from playing in any Rocket Cup matches, and vice versa.
- 1.3. All Rocket Cup matches will be played with the game Overwatch, as developed by Blizzard Entertainment.
- 1.4. By participating in a Rocket Cup match, or registering for the Rocket Cup, you are accepting the rules listed below.
- 1.5. The Rocket Cup is sponsored by MyRepublic Pty Ltd. All prizes for the Rocket Cup are provided by MyRepublic Pty Ltd.

2. STRUCTURE

- 2.1. The Rocket Cup will be played on Sunday, 25th of October, 2020. It will commence at 5PM AEDT, and will be played over the following 5 hours.
- 2.2. Players will sign up to the competition prior to Sunday the 25th of October, during the registration period decided by AOE. All players signed up during the registration period will be sorted into teams of six players. These teams may be decided based on Overwatch SR, nominated roles and prior history with AOE.
- 2.3. The competition will be played as a round robin bracket of at least 3 rounds, depending on the number of teams. Teams will be divided into groups of at least 4 teams.
- 2.4. At the conclusion of the round robin bracket the best teams from each group will compete in a single-elimination finals bracket to determine the winner. The number of rounds may be adjusted by AOE at any time.
- 2.5. For each round in the finals bracket, the winning teams will proceed to the next round while the losing teams will be eliminated.

- 2.6. The team that wins the final round of the competition (the Grand Finals) will be declared the winner.

3. PLAYER ELIGIBILITY

- 3.1. Players sign up to the Rocket Cup as a free agent. AOE will assign free agent players to teams, determined by the information provided on registration. AOE will choose one player on the team to act as the team's captain.
- 3.2. Players may sign up individually, or in groups of two or three players. Groups that sign up together will always be placed in the same team.
- 3.3. To compete in the Rocket Cup, all players must:
 - 3.3.1. Provide AOE with any details requested from them. This may include but is not limited to: battle tags, Discord usernames and current Overwatch SR and nominated roles. If players have multiple Overwatch accounts, they must provide AOE with the details of the account with the highest SR for their nominated role.
 - 3.2.1.1 False or misleading information may result in players being barred from play.
- 3.4. AOE maintains the right to decline any application if that player is deemed unsuitable for the competition. This decision may be informed by but is not limited to; previous SR, previous tournament history, community standing.
- 3.5. Teams formed by AOE will be able to choose their own team names, pending approval from AOE.
- 3.6. **Substitutes**
 - 3.6.1. If a team is found to be without a player during the tournament, they may substitute in another player. A team must request permission from AOE before substituting in another player, and the players must be eligible to play as a substitute.
 - 3.6.2. To be eligible to play as a substitute, a player must:
 - 3.6.2.1. Nominate a role that they wish to play. Available roles are Damage, Tank and Support.

- 3.6.2.2. Be playing on their highest ranked account for the role that they wish to play.
- 3.6.3. Substitutes may be anyone, including players not already signed up to the Rocket Cup.
- 3.6.4. AOE may also have a pool of substitutes available for teams to use for the tournament.

4. RULES AND SETTINGS

- 4.1. Every match in the competition will be a best-of-three maps series.
- 4.2. All players must play on the account that they signed up with.
- 4.3. **Maps:**
 - 4.3.1. Map orders will be determined by AOE and released prior to matches.
 - 4.3.2. All maps are pre-set by AOE and announced prior to matches. All map choices may be subject to change by AOE.
 - 4.3.3. During every match, if maps must be chosen from a pool, the team that lost the previous map will be the one to pick the following one. If the previous map was a tie, the team that most recently lost chooses.
 - 4.3.4. If the score is tied after 3 maps, teams will play a final tiebreaker game on a map determined by AOE.
- 4.4. All players must play one of their nominated roles during every match. If a player wishes to play a different role, they must contact AOE and request permission.
 - 4.4.1. AOE may deny permission if a player's SR on the requested role is too high above their team's average SR.
 - 4.4.2. Players may not switch roles within a map, but may switch roles between maps.
- 4.5. AOE reserves the right to change the format of the tournament.
- 4.6. Maps will follow the default competitive Overwatch rules. Control maps will be played until a score of two has been reached by either team.

- 4.7. Any team represented above their opposition on the bracket is responsible for setting up the lobby for their match. The opposing team gets to choose whether they start as attackers or defenders for the **second** map. For each subsequent map, the team that won the previous map gets to choose whether to start as attackers or defenders. Teams may choose to forgo this privilege.
- 4.8. The lobby presets must be as follows;
 - 4.8.1. Pause game on player disconnect: ON
 - 4.8.2. Competitive Rules: ON
 - 4.8.3. Kill Cam: OFF
 - 4.8.4. Game mode start: IMMEDIATELY
 - 4.8.5. Lobby name: Rocket Cup [Team Name] vs [Team Name]
 - 4.8.6. Availability: Invite Only
 - 4.8.7. Team names in 4.8.5 are to be replaced with the names of teams currently in the lobby.
- 4.9. If a server a match is being played on crashes during the middle of a game, that game will be restarted. If any player cannot rejoin, their team may choose to substitute in another eligible player (see 3.6).
- 4.10. All players must be present 10 minutes before the scheduled start time.
- 4.11. At all times while playing a match, all players are required to be in their team's dedicated voice channel within the official AOE Discord server. Failure to do so may result in a forfeiture of the match.
- 4.12. **Substitutions**
 - 4.12.1. Between each map, teams may swap in players, provided they are part of that team's roster, or eligible to be a substitute.
 - 4.12.2. If a player disconnects due to a network or hardware issue and is unable to re-join, the team can wait for 10 minutes before they will be forced to play the map without the player or forfeit the map.
- 4.13. **Pauses**

- 4.13.1. During any match, players may request a pause by posting “p”, “P”, “Pause” or “pause” in match chat within Overwatch, or by direct messaging (whispering) the team captain hosting the match. The match will be paused if a player disconnects from a match or lags, and their team has pause time remaining, or if an AOE staff member decides a match should be paused.
- 4.13.2. Each team has 10 minutes of pause time over an entire match. The pause time each team has may be extended providing the opposing team captain agrees.
 - 4.13.2.1. Pauses may not be used until 6 eligible players have joined the match lobby. They may not be used to extend the start waiting time.
- 4.13.3. Between each map, teams may have a 3 minute break which does not count towards pause time. Additional time spent will count towards a team’s pause time if their opponent is ready to start playing.
- 4.13.4. Pauses during a map may be used as each team sees fit providing they do not exceed the allotted limit of 10 minutes over the entire match. Abuse of this rule can result in potential forfeits of maps or matches if misused.
- 4.13.5. If an AOE staff member requests to pause a game the pause will not count towards either team’s pause time, and the match must be paused by the host immediately.
- 4.14. **Streaming & Recording**
 - 4.14.1. Any match may be streamed and/or recorded. Any streams of a match must have a stream delay of at least 2 minutes.
 - 4.14.2. No videos or streams (of anything related to AOE) that are found to be offensive can be made/produced.
- 4.15. Spectators must get permission from both teams to view or record any match.

5. **PLAYER CONDUCT**

- 5.1. All players must know and understand the rules of the Rocket Cup. Any form of cheating or interference with the competition's operations will not be tolerated. Examples of cheating include, but are not limited to:
 - 5.1.1. Actions to intentionally alter the results of any match.
 - 5.1.2. Attempts to interfere with another player's connection to Overwatch.
 - 5.1.3. Any incidence of players allowing individuals who are not the players to play on their account.
- 5.2. Player account names must not be rude, crass or offensive in any way.
- 5.3. If any player believes an opponent has violated a rule during the match, the match may continue as normal or be paused with no penalty to any pause time. If the match continues as normal, the issue should be raised with an AOE staff member at the conclusion of the match. If the match is paused, the issue should be raised with an AOE staff member immediately.
- 5.4. No automated scripts, add-ons, external assistive programs, or aimbots are allowed.
- 5.5. All players and spectators must act in a respectful sportsmanlike manner at all times, both inside and outside the game. Any threats, insults, abuse or unsportsmanlike behaviour will not be tolerated.
- 5.6. AOE reserves the right to punish any violation of the rules in any way it sees fit. All AOE decisions are final.
- 5.7. Players with a Blizzard account in bad standing may be disallowed from AOE tournaments at AOE's discretion.

6. PRIZES

- 6.1. Prizes are provided by MyRepublic Pty Ltd.
- 6.2. The winning team of the competition will receive AUD \$120 in Blizzard Balance as prize. This prize will be split between all the members of the winning team. This may include substitutes at AOE's discretion.
- 6.3. 4 additional prizes will be awarded to individual players of the Rocket Cup who are customers of MyRepublic Pty Ltd. These prizes will be awarded at AOE's discretion, to the following categories:
 - 6.3.1. AUD \$20 Blizzard Balance for **Play of the Tournament**
 - 6.3.2. AUD \$20 Blizzard Balance for **Best Support Player**

6.3.3. AUD \$20 Blizzard Balance for **Best Tank Player**

6.3.4. AUD \$20 Blizzard Balance for **Most Damage Dealt** or **Most Sportsmanlike**

7. GENERAL RELEASE

- 7.1. As a condition to being allowed to participate in the Rocket Cup and to the greatest extent permitted by the applicable laws and regulations, entrants agree to release and hold harmless the Released Parties from any liability whatsoever, and waive any and all causes of action, related to any claims, costs, injuries, losses, or damages of any kind arising out of or in connection with AOE or delivery, misdelivery, acceptance, possession, use of or inability to use any prize (including, without limitation, claims, costs, injuries, losses and damages related to personal injuries, death, damage to or destruction of property, rights of publicity or privacy, defamation or portrayal in a false light, whether intentional or unintentional), whether under a theory of contract, tort (including negligence), warranty or other theory.
- 7.2. Entrants agree to be bound by these Official Rules and by the decisions of AOE which are final and binding in all respects. AOE reserves the right to change these Official Rules at any time, at its sole discretion, and to suspend or cancel the Rocket Cup or any entrant's participation in the Rocket Cup should something affect the administration, security or proper play of the Rocket Cup or AOE becomes incapable (determined at its sole discretion) of running the Rocket cup as planned.