

# RULEBOOK



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## // TOURNAMENT FUNDAMENTALS

### 1.0 BASIC INFORMATION

- 1.1. The Ascent Tournament (“Ascent”) is an Overwatch competition (“the competition”) run by Amateur Oceanic Esports (“AOE”).
- 1.2. AOE reserves the right to change tournament rules and remove players from the competition at its discretion. Any player banned from the official AOE or Ascent Discord server will also be banned from playing in any Ascent matches, and vice versa.
- 1.3. All Ascent matches will be played with the game Overwatch, as developed by Blizzard Entertainment.
- 1.4. Information about the competition will be available on a public spreadsheet called the Ascent Season 5 Megasheet, including but not limited to; signup details, brackets, scores and AOE staff contact details.
- 1.5. By registering to the tournament or participating in an Ascent match, you are accepting the rules outlined below.
- 1.6. AOE Staff may decide a player’s eligibility to join a roster at their discretion at any time without prior notice.

### 2.0 GENERAL STRUCTURE

- 2.1. Season 5 of Ascent will be played over three stages, and run for approximately 8-9 weeks. Except for the first stage, the default match time will be 8:00PM Sydney time on Fridays.
  - 2.1.1. When a team joins the competition, AOE will place them into a group, primarily based on their Overwatch Skill Rating (“SR”).
  - 2.1.2. Teams in these groups will play a 4-8 match seeding tournament dependent on signup numbers, in which matches will be played in a Best of 3 maps format.

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- 2.1.2.1. The Lower Bracket will play on Friday Night (7:00PM -> 10:00PM) and Saturday Day (12:00PM -> 3:00PM).
- 2.1.2.2. The Upper Bracket will play on Saturday afternoon (4:00PM -> 7:00PM) and Sunday Day (1:00PM -> 4:00PM). These brackets will comprise Stage 1.
- 2.1.3. At the end of Stage 1, based on their results teams will be sorted into divisions for Stage 2
  - 2.1.3.1. Results will be determined in the following order; Match Record, Map Record, Opponent Win Percentage
- 2.1.4. Stage 2 will consist of five Best of 5 matches over 5 weeks in those divisions, on Friday nights at 8:00PM by default.
- 2.1.5. At the end of Stage 2, the top four teams from each division will proceed to Stage 3 - playoffs.
- 2.1.6. Playoffs consist of one week of single elimination best-of-five Semi Finals followed by one week of best-of-seven Grand Finals. This will be Stage 3.
- 2.1.7. Division standings for proceeding into playoffs will be determined by round-robin results in the following order: Match Win Record, Map Win Record, Map Win Difference, Head-to-Head record.

## // TOURNAMENT ELIGIBILITY

### 3.0 PLAYER ELIGIBILITY

- 3.1. Only full teams may sign up to Ascent. There are no individual signups.
- 3.2. To compete in Ascent, all teams must:

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- 3.2.1. Provide AOE with any requested details. This may include but is not limited to; Battletags, Discord usernames, current SRs and email addresses. If players have multiple Overwatch accounts, they must provide AOE with details of the account with the highest SR.
  - 3.2.1.1. False or misleading information may result in players being barred from play.
- 3.2.2. Sign up to Ascent through the AOEsports website.
- 3.2.3. Sign up by 11:59PM, September 24th 2021.
- 3.3. AOE retains the right to decline any team registration.
- 3.4. Players may not sign up to or be part of multiple teams within Ascent.
- 3.5. Teams may not sign up players who are banned from AOE competitions.

#### **4.0 TEAM ELIGIBILITY**

- 4.1. Each team must have between six and nine registered players.
  - 4.1.1. Each player must have completed placement matches on a role within the current or previous season, and provide their SR when signing up.
  - 4.1.2. Each team must have a minimum of two tank players, two support players, and two damage players.
- 4.2. Teams may only consist of players who are eligible per Section 3.
- 4.3. Teams must have one team manager. The team manager will be their team's primary point of contact for the AOE. The team manager is not required to be a rostered player.

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- 4.3.1. Team managers can be replaced by their team with a supermajority vote.
- 4.3.2. Teams may also have a team captain that other teams can contact.
- 4.4. Team names require ongoing approval from AOE, and names may be deemed inappropriate partway through the tournament. Affected teams will be required to play under another approved name.
- 4.5. AOE may force match forfeiture upon teams with invalid rosters.

## 5.0 ROSTER CHANGES

- 5.1. Rosters may be altered each week outside of the roster lock period.
- 5.2. Rosters are unlocked from Monday 12:00AM to Friday 1:59PM.
- 5.3. Roster additions may be no more than 500SR above the team average on their highest role.
- 5.4. Ascent does not allow substitutions from outside of a team's roster.

## 6.0 RULES AND SETTINGS

- 6.1. Every match in the initial seeding tournament will be a Best of 3 maps
- 6.2. Every match in the round robin stage will be a Best of 5 maps.
- 6.3. All players must play on the account that they signed up with.
- 6.4. **Maps:**



- 6.4.1. Maps and map order will be determined by AOE and released prior to matches. All map choices are subject to change by AOE.
- 6.4.2. During every match, maps are chosen from the map pool by the team that lost the previous map. If the previous map was a tie, the team that most recently lost a map chooses the next map.
- 6.4.3. The team that won the previous map or most recently non-tied map chooses whether to attack or defend first.
- 6.4.4. If the score is tied after the maximum number of maps are played (dependent on tournament stage), teams will play a final tiebreaker game on a map determined by AOE.
- 6.5. AOE reserves the right to change the format of the tournament.
- 6.6. Maps will follow the default competitive Overwatch rules.
  - 6.6.1. This means that players can only switch roles between maps, not within a map.
- 6.7. Control maps will be played until a score of two has been reached.
- 6.8. The team represented on the left-hand side of a bracket is responsible for setting up the lobby.
- 6.9. If a server a match is being played on crashes during a map, that map will be restarted. If any player is unable to rejoin, another rostered player on that team may join in their place.
- 6.10. All players must be present ten minutes before the scheduled start time. If one team does not have six players present fifteen minutes after the scheduled start time then that team forfeits the match, unless given permission to continue waiting by the opposing Team Captain/Manager.
- 6.11. At all times while playing a match, all players are required to be in their team's dedicated voice channel within the Ascent

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Discord server. Failure to do so may result in a forfeiture of the match.

- 6.12. Any match in Ascent may be rescheduled so long as it is within the roster lock period (Friday 2:00PM -> Sunday 11:59PM Sydney time). This must be accepted by both teams and AOE moderators must be informed through the reschedule channel in the Ascent Discord server.
- 6.13. If Blizzard Entertainment releases a new map or hero for Overwatch during the tournament, then they will generally be disabled until Blizzard releases them for competitive play. AOE may decide to keep heroes or maps disabled for longer periods of time.
- 6.14. The lobby presets must be as follows;
  - 6.14.1. Pause game on player disconnect: ON
  - 6.14.2. Competitive Rules: ON
  - 6.14.3. Kill Cam: OFF
  - 6.14.4. Skins: OFF (Unless otherwise agreed)
  - 6.14.5. Game mode start: IMMEDIATELY
  - 6.14.6. Lobby name: Ascent [Team Name] vs [Team Name]
  - 6.14.7. Availability: Invite Only
  - 6.14.8. Unless agreed otherwise by both teams the Data Center Preference (under Lobby Settings) option must be set to "Australia", "Australia 2", "Australia 3", or another available "Australia" server
- 6.15. If a team forfeits a match three times in a row without rescheduling agreements, AOE may remove that team from the tournament.
- 6.16. If a team is disqualified from their match due to breaking any rules, they will receive a forfeit unless they receive written leave from the opposing Team Captain/Manager that the match can still be played.

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6.17. If applicable, each week AOE will announce the Hero Bans for the upcoming matches. AOE will provide Overwatch Lobby codes with the hero bans.

#### **6.18. Substitutions**

6.18.1. Between each map, teams may swap players, provided they are part of that team's Ascent roster.

6.18.2. If a player disconnects due to a network or hardware issue and is unable to re-join, the team can wait for ten minutes before the match is forfeit. They may play with fewer than six players if given leave by the opposing Team Captain/Manager.

#### **6.19. Pauses**

6.19.1. 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 a moderator decides a match should be paused.

6.19.2. Each team has ten minutes of pause time over an entire match. The pause time each team has may be extended providing the opposing team captain agrees.

6.19.2.1. Pauses may not be used until six eligible players have joined the match lobby. i.e. they may not be used to extend the initial fifteen minute wait time.

6.19.3. Between each map, teams may have a three minute break that does not count towards pause time. Further time spent counts towards pause time once one team is ready to restart play.

6.19.4. Pauses during a map may be used as each team sees fit providing they do not exceed the allotted 10 minutes over the entire match.

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- 6.19.5. If a moderator requests to pause a game it will not count towards either teams pause time progress and must be paused by the host immediately.

## **6.20. Streaming & Recording**

- 6.20.1. Any match may be streamed and/or recorded. Any streams of a match must have a stream delay of at least two minutes.
  - 6.20.1.1. No videos or streams (of anything related to AOE) that are found to be offensive can be made/produced.
- 6.20.2. Spectators must get permission from both teams to view or record any match.
- 6.20.3. Spectators that wish to record their team's communications may do so, but must be server muted on the discord server whilst they are in the team chat. This can be facilitated by an AOE moderator.

## **7.0 PLAYER CONDUCT**

- 7.1. All players must know and understand the rules of Ascent. Any form of cheating or interference with tournament operations will not be tolerated. Examples of cheating include but are not limited to:
  - 7.1.1. Actions to intentionally alter the true results of any match.
  - 7.1.2. Attempts to interfere with another player's connection.
  - 7.1.3. Players allowing others to play on their account in their stead.
  - 7.1.4. Scripts, add-ons or assistive programs of any kind.

- 7.2. Player account names may not be rude, crass or offensive in any way.
- 7.3. If any player believes an opponent has violated a rule during a match, the match should be paused with no penalty to pause time and an AOE moderator notified. If the match continues as normal instead, the issue should be raised with an AOE moderator immediately after the match.
- 7.4. All players and spectators must act in a respectful and sportsmanlike manner at all times, both inside and outside the game. Any threats, insults, abuse or unsportsmanlike behaviour will not be tolerated.
- 7.5. AOE reserves the right to punish rule violations in the way it sees fit.
- 7.6. Players with a Blizzard account in bad standing may be disallowed from AOE tournaments at AOE's discretion.

## 8.0 ZERO TOLERANCE POLICY

- 8.1.1. AOEsports has a **zero tolerance policy** towards discrimination of any kind, harassment, & bullying.
- 8.1.2. AOEsports will not tolerate discrimination, harassment or bullying towards any individual on our platforms, in-game, or on wider social media. This includes but is not limited to:
  - 8.1.2.1. Threatening and/or targeting users on our platforms.
  - 8.1.2.2. Threatening and/or targeting users on related platforms [EXAMPLE: SOCIAL MEDIA - TWITTER].



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- 8.1.2.3. Releasing personally identifiable information (i.e. name, address, email, phone number, ect.) without prior consent.
- 8.1.2.4. Expressed intent to harm another user.
- 8.1.2.5. Racial, sexual or any other form of discrimination and/or harassment is not tolerated.
- 8.1.2.6. Repeated unwanted and unsolicited contact towards any individual.
- 8.1.2.7. Engagement with ongoing attacks towards any individual.
- 8.2. Any reports of harassment will be treated seriously, with sensitivity & confidentiality, except insofar as notifying parties directly involved in the incident and appropriate AOEsports staff.
  - 8.2.1. AOEsports reserves the right to conduct due diligence regarding any report under the zero tolerance policy, including but not limited to:
    - 8.2.1.1. Screenshots;
    - 8.2.1.2. Video recordings;
    - 8.2.1.3. Social media posts; or
    - 8.2.1.4. Any form of external media.
- 8.3. AOEsports reserves the right to punish rule violations in the way it sees fit. Violation history will be recorded in accordance with our zero tolerance policy.
- 8.4. Potential punishments include but are not limited to:
  - 8.4.1. Temporary or permanent suspension from participation in all AOEsports tournaments (including as a substitute player.)
  - 8.4.2. Temporary or permanent suspension from AOEsports platforms such as Discord, Twitter, Twitch, ect.

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- 8.4.3. Temporary or permanent limiting of viewable channels in AOEsports Discord.
- 8.5. Individuals should contact AOEsports staff through ModMail or private messaging if they wish to discuss the topic of their punishment for player conduct violations.
- 8.6. Every case will be thoroughly reviewed & investigated. All punishment violations will be peer-reviewed, as to provide a transparent and nuanced verdict.

## 9.0 GENERAL RELEASE

- 9.1. As a condition to being allowed to participate in Ascent 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.
- 9.2. Entrants agree to be bound by the Official Rules and by AOE's decisions which are final and binding in all respects. AOE reserves the right to change these rules at its sole discretion, and to suspend or cancel Ascent or any team's participation in Ascent should the security, administration or proper play of Ascent be affected or AOE become incapable (determined at its sole discretion) of running Ascent.

