

Overwatch 2.0 Esports Bear Cup 2023 - High School and Collegiate (only) Tournament presented by College Esports International (CESI)

The rules contained on this page are for "Bear Cup" 2023 Overwatch 2.0

**This competition is not affiliated with or sponsored by Blizzard Entertainment*

Tournament Schedule:

Coming Soon.

1. Anti-Cheat

No additional anti-cheat is required for official matches.

2. Match Procedure

***All players participating in the tournament must be high school or collegiate players from the state of CA. (Tournament Organizers will determine brackets based on skill level and known previous public competition records and results.**

Supported Platforms

- PC

2.1. Matches/Bracket

Matches are played as a best of 5 with winners advancing in bracket.

2.2. Game Lobby

The home team will create the lobby, the away team will determine which team starts as red/blue in the first game. (home and away team will be predetermined by tournament organizers in the creating of the brackets.

2.3. Best of Five

In a Best of Five, Game 1 will be played using a predetermined or agreed upon starting Control map.

2.3.1 Ties

In the event of a tie, another map must be played to determine the winner. If the tie occurs mid-series, the series will continue to the next game, and if necessary, another game shall be played at the end to determine the winner. The additional map shall be the final control map that has not been played.

2.4. Map Pool

The following maps are permitted for play in official matches. Please note that any reskinned/seasonal versions of these maps are prohibited from play in official matches.

- **Control Maps**
 - Nepal
 - Lijiang Tower
 - Oasis
 - Busan
- **Hybrid Maps**
 - Hollywood
 - Eichenwalde
 - King's Row
- **Escort Maps**
 - Watchpoint: Gibraltar
 - Dorado
 - Circuit Royal
- **Push Maps**
 - New Queen Street
 - Esperanca
 - Colosseo

2.4.2. Playoff/Finals Game 1 Map

The higher seed team will pick the map to be played for game one from the available Control Maps in the Map Pool

2.4.3. Game Rotation

Each match will have the following game modes in this order: Control / Hybrid / Escort /Push/ Control

2.5. Aim Assist

Aim Assist will automatically be disabled since the matches will be hosted in a PC Lobby.

2.6. Console Keyboard and Mouse

Console players are permitted to use a keyboard and mouse during official matches if they elect to.

3. Tournament Rules

3.1. Game Connections

Only one account connection is allowed per game, the use of alternate accounts is prohibited. All account connections are prohibited from being changed after the team has participated in its first match of the tournament.

3.1.1. Account Ownership

Game accounts used in the official tournament must belong to the player participating using that game connection. At no point in time may players share accounts with each other or use an account of another person, regardless of if they are in the tournament or not.

4. Restrictions

4.1. Disabled Content

Any heroes, sprays, voice lines, emotes, victory poses, highlight intros, or maps that are currently disabled in the competitive game mode are prohibited from use in official matches.

4.1.1. Currently Banned Heroes

Heroes listed as banned from use in official matches will be made known to all teams prior to competing.

4.3. Mid Game Role Swap

Players are prohibited from switching or changing roles during the side switch portion of the game. Players are required to play the same role through the entirety of the map.

4.4. Other Game Settings

The use of other game modes, lobby codes or manual edits to the lobby rules are prohibited. If the incorrect settings are used in a match, please contact a CESI administrator.

5. Stoppage of Play

The game may only be paused for the following reasons:

- Player drop
- Player disconnect.
- Server crash
- Technical issues

Stoppage of play may be requested at any time for the above reasons. The match host (person who created the match lobby and therefore has pausing privileges) must initiate a pause when a team requests it so long as the pause is not called during combat, while the objective is contested, or during overtime. Players may pause the game using the key combination Ctrl + Shift + =.

Each team will have 5 total minutes of pause time per map. After a team uses their 5 minutes of pause time during a map, the next pause from the team will result in a forfeiture of the map. Abuse of the manual or auto-pause feature may result in punishment for the team abusing it.

5.1. Player Requirement

Both teams are required to have a full team (5 players) in game in order to participate in official matches. If at any time a team cannot field five players, please contact a CESI admin.

6. Team Rosters

Overwatch 2 team rosters need a minimum of 5 players and are limited to a maximum of 10 players (5 starting players, and 5 substitute players). Rosters that do not meet the minimum or exceed the maximum number of players will not be allowed to participate in official matches until their roster size meets the set requirements. Player substitutions may be made between maps.

Additional Information

By completing this form, registrant agrees to terms and rules of tournament organizers.

THE COMPETITION IS OPEN TO STUDENTS THAT ARE ENROLLED, OR PLAN TO BE ENROLLED, AT AN ACCREDITED (2-year/ 4-year) HIGHER LEARNING INSTITUTION (or A HIGH SCHOOL) WITH A PHYSICAL ADDRESS IN THE STATE OF CA.

CESI and the 2023 Esports Bear Cup Tournament Committee reserves the right to make additional changes to the rules for competition any time prior to the tournament start date based on extenuating circumstances. All teams/rosters will be given prior notices before tournament starts if additional rule changes are made.

For additional inquiries on game rules contact Tournament Committee Chair, Gordon Hinkle at: ghinkle@cesiesports.com