



GITGUD
CHAMPIONSHIP

Season 4 
OFFICIAL RULEBOOK

Table of Contents

Table of Contents	1
1. Mission and Purpose	3
2. Staff Clause	3
3. Season Overview and Schedule	4
Schedule Overview	4
Divisions	4
4. Player Eligibility	5
5. Team Eligibility	6
5.1 Team Placements	6
5.2 Player Graduation and Improvement	6
5.3 Team Managers	7
6. Team Changes	7
6.1 Adding/Replacing/Removing a Player	7
6.2 Change Discord/Battlenet ID	8
6.3 Adding/Changing/Removing Manager/Coach	8
6.4 Team Info	8
6.5 Ringers	8
7. Regular Season Play	9
7.1 Group Stages	9
7.1.1 Reschedule	10
7.2 Playoffs	10
7.3 Playing a Match	11
7.3.1 Lobby Setup	11
7.3.2 Starting a Match	12

7.3.3 Selecting Maps	12
7.3.4 Pauses and Disputes	12
7.3.5 Ties and Scores	13
7.3.6 Match Chat	13
7.4 Reporting Score	14
8. Production	14
9. Community Standards	15

1. Mission and Purpose

GitGud exists to provide players with an environment to improve, have fun, and gain experience playing on a competitive team. To support this, we have the following GG Core Values:

1. Skills Improvement
2. Fun
3. Competitive Teamwork
4. Sportsmanship

This rulebook is the train track and these values are the railcars. Throughout the tournament, all decisions and actions should reflect these values - this may lead us to make exceptions to, or even change, some of the rules. Along the same lines, any player/manager found to be abusing the rules or a loophole in the rules for any kind of advantage may be removed from the event.

2. Staff Clause

All staff decisions are final!

The Tournament Lead(s) and Admins reserve the right to change, add, remove, or amend any rules at any time. Interpretation of the rules and regulations within this rulebook lies with the Tournament Lead and designated Admins.

Official Tournament Staff maintains authority over the operations of the tournament. The following Staff roles are defined on the Elo Hell Tournaments Discord:

- Tournament Lead
- Regional Admin
- Division Head
- GitGud Staff

These roles are considered Tournament Staff and are considered judges/referees for the duration of the tournament. Each division will have a Division Head that is the point of contact for everything concerning themselves and their division. The Admins will settle disputes and clarify rules as needed.

Team Managers are also defined on the Elo Hell Tournament Discord and are the primary point of contact for their team.

3. Season Overview and Schedule

Teams will begin regular season play in a **Group Stage** within their SR division. The Group Stage will start **Friday, February 14th** and will end no later than **Friday, March 6th**. Teams will play one game on Friday in a Swiss format. The top teams of the Group Stage will move on to the **Playoffs** which will finish by **Sunday, March 22nd**, depending on division. Standard match times for NA and EU are respectively:

NA Friday **8 PM EST** (for east coast brackets) / **8PM PST** (for west coast brackets)

EU Friday **8 PM CET**

To accommodate the time difference between east and west coast NA, we decided to split the divisions into two groups (you will be asked which ones you prefer in the signup form). This won't apply for divisions with less than 12 teams and the standard time of 8PM EST will apply.

Schedule Overview

Monday, January 27th	Signups Open
Sunday, February 2nd	Signups Close
Friday, February 14th	Group Stages Start
Friday, March 6th	Group Stages End
Friday, March 13th -	
Sunday, March 22nd	Playoffs (for exact dates and times, check 7.2 Playoffs)

Divisions

Beginner	2000-2499 SR
Rookie	2500-2999 SR
Intermediate	3000-3499 SR
Advanced	3500-3999 SR
Expert	4000-4350 SR

4. Player Eligibility

In order to participate in GitGud all players must meet the following criteria:

- Be at least 13+ years of age, in accordance with Discord Terms of Service
- Join the [Elo Hell Tournament Discord](#) for the entire duration of the tournament
- Have no active bans on any Elo Hell Discord server
- Have an account in good standing with Blizzard and Overwatch Terms of Service
 - That account must be the player's **highest-ranked account** on any role
 - That account must be a **PC account above level 150** and have its player profile set to public during match time (Tournament Staff can ask to have the profile unlocked at any time during the tournament)
- For EU: live in Europe
- For NA: live in the United States, Canada, or Mexico
- Have a ping lower than 120 ms on your respective tournament server
 - High ping not only affects your teammates but also affects your opponent so we ask it is below 120 ms to ensure both sides have a good time
- Have read and agreed to the rules of the tournament as well as the Elo Hell Discord server
- Must be **placed in every role they want to play** in the current season of competitive*

*If the competitive season changes during the middle of the tournament, players will be given a grace period of 7 days to place in the current competitive season.

5. Team Eligibility

5.1 Team Placements

Teams will be placed into divisions by calculating their **average team peak SR**, based on the **current season peak SR** (any role). In addition, up to **two players** can have a **peak SR** over the division limit (current and last two seasons are taken into account), but **no player** above the individual player limit, as shown below:

Beginner	Avg. 2000-2499	Max. 2 players 2500-2750	(no individuals over 2750 SR)
Rookie	Avg. 2500-2999	Max. 2 players 3000-3250	(no individuals over 3250 SR)
Intermediate	Avg. 3000-3499	Max. 2 players 3500-3650	(no individuals over 3650 SR)
Advanced	Avg. 3500-3999	Max. 2 players 4000-4050	(no individuals over 4050 SR)
Expert	Avg. 4000-4350		(no individuals over 4350 SR)

If a team has 1 or more player that has a peak SR over the individual SR limit then the entire team will be moved up a division regardless of average team SR.

Teams must have a **minimum of 6** players (max of 9) signed up to be considered for a slot. Teams with less than 6 players will not be considered. Signing up as a team does not guarantee that you will be invited to participate.

Players will be asked to have **all roles they want to play** during the tournament placed for the current season in order to be eligible. **Additional roles cannot be added after signup.**

5.2 Player Graduation and Improvement

Once the tournament begins, GitGud understands participants' SR may change. Because we're focused on improvement, players are allowed to gain one rank of SR. Once an application has been approved players may climb in SR. For example:

Player Alpha signed up for GitGud with a peak SR from the current season of 2300 which placed them in the Beginner Division. Week 1 of the Group Stages just kicked off and player Alpha has already climbed to 2600! This is allowed because player Alpha is allowed to climb one division before being asked to compete in a higher tier of play. Player Alpha, who started at 2300 SR (Beginner), can climb to 2999 SR before being asked to play in the Intermediate Division.

There is **no SR limit** to how far an **Expert Division** player may climb.

5.3 Team Managers

Each team **must have a Team Manager** (acting as the point of contact) that will be responsible for maintaining communication with their Division Head. Team Managers will also be responsible for reporting ringers, reporting scores, liaising with the opposing team manager, and communicating disputes and issues to the Division Head or member of GitGud Staff. A Team Manager may be a player or non-player.

Each team **must also have an Assistant Team Manager** that will do all the above in the Team Manager's absence. This may also be a player on the team or an outside figure. Team Managers can be added to the roster by using the [Change Form on our website](#).

One of the two managers needs to be a player on the team's roster.

6. Team Changes

During the season, teams can make changes to their team by filling out the [Change Form on our website](#). The form can be used to **add a player** to their roster, **replace a player** on their roster, **remove a player**, **change the name** of a player on their roster or for their team. In addition it can be used to **add & change managers/coaches**.

Only Team Managers are allowed to fill out the Change Form. Please **give requests up to 2 days** to be processed. A member of the GitGud Staff will contact you with either an acceptance or denial of the roster change.

6.1 Adding/Replacing/Removing a Player

After signups concluded, **Roster Changes** can be used to add players to your team, remove players from your team or replace a player with a new player.

New players cannot have a peak SR (for any role) higher than their division limit in the last 3 seasons:

Beginner	Player < 2499 SR
Rookie	Player < 2999 SR
Intermediate	Player < 3499 SR
Advanced	Player < 3999 SR
Expert	Player < 4350 SR

6.2 Change Discord/Battlenet ID

The **Name Changes** are available for managers to inform us about changes in a player's **Discord** or **Battlenet** account, which is important to always be up to date on the Roster Sheet.

If the **Battlenet** for a player changes, please make sure to have a screenshot from the **current season profile with the old name**, as well as the same **screenshot with the new name** ready, as these are needed for the Change Form.

6.3 Adding/Changing/Removing Manager/Coach

Manager/Coach Changes can be used to let us know about changes in these roles, so they can be updated on the Roster Sheet, as well as on Discord (managers have roles so they can see their respective Division channels). These changes apply to managers, assistant managers as well as the coach.

6.4 Team Info

The **Team Info** can be used in case your team name changed or if you want to send as a new/updated logo (a different one than during signup).

6.5 Ringers

Ringers are not considered a permanent roster change and are therefore handled differently than a roster change. A Ringer is defined as any player that is not currently on the team's permanent roster but fills in for a rostered player that cannot make a given match. A team may have a maximum of 2 ringers per match unless more ringers have been agreed to with their opponent.

Ringers should only be used if your team cannot fill 2 tank players, 2 support players, or 2 damage players with their officially rostered members. For example, a team that does not have a support sub available would look for a ringer in this case.

Because finding ringers can be a last-minute activity, SR restrictions are simpler. The player's **current season peak SR** (for any role) **must fall within their division's limit** and they have to be placed on the role they are playing:

Beginner	Ringer < 2499 SR
Rookie	Ringer < 2999 SR
Intermediate	Ringer < 3499 SR
Advanced	Ringer < 3999 SR
Expert	Ringer < 4350 SR

Ringers should be relayed by the team manager of the opposing team in your division-specific manager chat using the following format:

Example:

`[Division.Round.MatchNo] Subbing [ringer bnet] for [roster player bnet] ROLE @[othermanager]`

Nekkra Today at 4:24 PM

`[Rookie.2.12] Subbing Ringer#1111 for Roster#22222 TANK @[GGEU] MrMoo`

The tagged manager must react to this message to **acknowledge** that their opponent wants to use a ringer. It is on the opposing team to vet these ringers before a competitive match starts. See [7.3.2 Starting a Match](#).

7. Regular Season Play

Each team will be placed into one of the five divisions outlined at the beginning of the rulebook. They will each play their own Group Stage with each other followed by division-specific Playoffs. Group Stage matches will be allowed to be rescheduled, but Playoff matches may not be rescheduled unless given permission by an Admin.

7.1 Group Stages

Group Stages start **Friday, February 14th** and end at the latest **Friday, March 6th**. Group Stages will be played in a Swiss format for four weeks, with one match per week. Standard match times for NA and EU are, respectively:

NA Friday **8 PM EST** (for east coast brackets) / **8PM PST** (for west coast brackets)

EU Friday **8 PM CET**

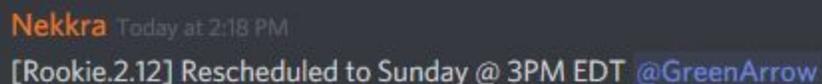
To accommodate the time difference between east and west coast NA, we decided to split the divisions into two groups (you will be asked which ones you prefer in the signup form). This won't apply for divisions with less than 12 teams and the standard time of 8PM EST will apply.

7.1.1 Reschedule

Matches may be rescheduled with the consent of the other team and should be **played by Monday, 10 PM EST/PST/CET**.

Game reschedules should be posted in your division-specific manager chat in the Tournament Discord using the following format:

Example:

A screenshot of a Discord message from a user named 'Nekkra' sent 'Today at 2:18 PM'. The message text is '[Rookie.2.12] Rescheduled to Sunday @ 3PM EDT @GreenArrow'. The text is white on a dark background, with the user name and time in orange and grey respectively.

[Division.Round.MatchNo] Rescheduled to [date @ time] @[other manager]

The tagged manager must react to this message to **confirm** the change.

7.2 Playoffs

Advancing teams	EU / NA
Beginner	4
Rookie	8
Intermediate	8
Advanced	8
Expert	8

Advancing teams will be selected based on performance during the Group Stages by the following criteria, in order:

1. Number of match wins
2. Wins vs Tied Participants (direct confrontation)
3. Median-Buchholz system¹ (strength of schedule)
4. Points difference (score)

Playoffs will be played from **Friday, March 13th to Sunday, March 22nd**, depending on division. Playoff matches cannot be rescheduled unless given permission by an Admin.

¹ The Median-Buchholz system is used to break ties in Swiss tournaments. The value it shows is the sum of a player's opponents' scores, with the best and worst scores discarded. For example, if a player's opponents scores are 1.5, 3, 3, 5, 9, the 1.5 and 9 get dropped from the calculation, so the player's tie break value is 11 (3+3+5). You can read more about the [Buchholz system on Wikipedia](#)

EU

	Beginner	Rookie	Intermediate	Advanced	Expert
Friday 13th				20:00 - 22:00 CET Quarter Finals	22:00 - 00:00 CET Quarter Finals
Saturday 14th		15:00 - 17:00 CET Quarter Finals	17:00 - 19:00 CET Quarter Finals		
Sunday 15th				15:00 - 17:00 CET Semi Finals	17:00 - 19:00 CET Semi Finals
Friday 20th		20:00 - 22:00 CET Semi Finals	22:00 - 00:00 CET Semi Finals		
Saturday 21st				17:00 - 19:00 CET Finals	19:00 - 21:00 CET Finals
Sunday 22nd		17:00 - 19:00 CET Finals	19:00 - 21:00 CET Finals		

NA

	Beginner	Rookie	Intermediate	Advanced	Expert
Friday 13th		Quarter Finals	8:00PM - 10:00PM EST Quarter Finals	Quarter Finals	10:00PM - 12:00AM EST Quarter Finals
Saturday 14th	8:00PM - 10:00PM EST Semi Finals				10:00PM - 12:00AM EST Semi Finals
Sunday 15th		8:00PM - 10:00PM EST Semi Finals		10:00PM - 12:00AM EST Semi Finals	
Friday 20th	8:00PM - 10:00PM EST Finals		10:00PM - 12:00AM EST Semi Finals		
Saturday 21st				8:00PM - 10:00PM EST Finals	10:00PM - 12:00AM EST Finals
Sunday 22nd		8:00PM - 10:00PM EST Finals	10:00PM - 12:00AM EST Finals		

Green matches will **not** be broadcasted and **can be rescheduled** (if the opponent agrees) to any day, up to one day before the next game for their division. All teams that are playing in a broadcasted Playoff match must use the provided Voice Channels in the Tournament Discord.

7.3 Playing a Match

7.3.1 Lobby Setup

The highest-seeded team is responsible for hosting their match lobbies (top team on Toornament). Team Managers should communicate on match days for ringers. If the primary Team Manager cannot be there then the Assistant Team Manager will fulfill those responsibilities.

Lobby Settings are as follows (the current workshop code can be found on our [Workshop website](#)):

- **Presets:** Competitive
- **Modes, All:** Kill Cam Off
- **Modes, All:** Skins Disabled
- **Pause on Disconnect:** Off
- **Lobby, Spectators:** None, Invite Only

Games are played on the **live server patch**. Heroes not present at the beginning of Group Stages play will not be playable for the duration of the season and should be disabled in tournament lobbies. Teams may have spectators (team locked) only if both teams agree.

7.3.2 Starting a Match

Matches must start within 15 minutes of the scheduled start time. This time should be used to check enemy team rosters and ringers. If a team is not ready then they must either forfeit the match or play with an incomplete roster.

Starting a match implies consent and agreement from both teams that the lobby settings are correct and that rostered players and ringers in the lobby are allowed. Do NOT start the match if your team has an issue with how the lobby is set up or with players (rostered or ringers) in the lobby. Contact available Tournament Staff to get help resolving the situation. The match start timer will stop when staff is first contacted, regardless of the answer or answer timeline. Any administrative decision regarding such issues is final.

7.3.3 Selecting Maps

Matches are determined by the first to reach three map wins (“First to Three”) and will include the following map types in this specific order:

Control / Escort / Assault / Hybrid / Control not played yet

The following maps from each category can be selected:

- **Control:** Illios / Busan / Oasis
- **Escort:** Rialto / Havana / Dorado
- **Assault:** Hanamura / Temple of Anubis / Volskaya Industries
- **Hybrid:** King’s Row / Numbani / Eichenwalde

The higher seeded team (the top team in the matchup on Tournament) will pick the first Control map to be played. For each subsequent map, the loser picks maps and the winner picks side for the next map.

7.3.4 Pauses and Disputes

In between maps teams may substitute players and receive coaching if applicable. Coaching may not happen during gameplay on a map or in between rounds. Coaching sessions shall last a maximum of 5 minutes.

If a player disconnects in the middle of a map, **play out the team fight** and then pause the game. Players are allowed 5 minutes to return to the game unless an admin has been called. If the 5-minute timer expires teams should finish out the map. Teams are allotted **two** 5-minute timers per match.

A player that cannot come back should be replaced with either a substitute on the team roster or a ringer after the current map is finished.

If a dispute arises between teams during a match, managers can request a referee by tagging the NA/EU Tournament Staff role (@GGEU Staff or @GGNA Staff) in your **division's manager chat**. Once a member of staff is contacted, pause timers will stop until a suitable solution is reached. As a reminder, any staff decisions are final.

Staff will make an effort to be present in the GG Questions For Staff Voice Channels, so you can have matters resolved more quickly.

We encourage you to be understanding about any issues your opponents might have, as some things are just out of anyone's control. Give the other team the benefit of the doubt, just like you'd want if the same situation was flipped.

7.3.5 Ties and Scores

Each map win awards the team 1 point. The first team to reach 3 points wins the set.

If a map results in a tie, the team that lost the previous map will select the next one, and the team that won will select the side if applicable. No points will be awarded for a tie.

If neither team reaches three wins after all five maps, then teams will play the Control map not played as the 6th and final map. If that 6th map should also not provide a winner, then the 7th map will be the last Control map not yet played in the set.

If you are unsure about what team should pick the next map or side then please contact a member of Staff.

7.3.6 Match Chat

Matches may be streamed! To keep things simple, match chat is reserved for team captains and should be kept clean and professional. Interactions within match chat are subject to the same rules as our Discord servers and engaging in unprofessional behavior may result in disciplinary action.

7.4 Reporting Score

Once a set has been completed, the winning team's manager shall report the score immediately so the Toornament bracket can be updated. Friday scores inform matchups for the next round, so late score reports may be subject to a warning or score nullification. Scores should be reported in the following Discord channels and formats respectively:

NA: #gn-report-score

EU: #ge-report-score

Example:

Division | Round.MatchNo | HighSeedTeam - LowSeedTeam | Score

Nekkra Today at 8:08 PM

Rookie | 2.12 | The Overwatch - Rocket Squad | 3-0

Due to the nature of Swiss format, once the next round has been announced the scores can not altered anymore, so please make sure you report the scores correctly.

A Tournament Staff member will verify and record the score in the Toornament bracket.

Teams may choose to forfeit one or multiple sets. In that instance, the team that forfeits will receive a loss while the other team that is not forfeiting receives a win. There won't be any map points awarded for non played matches. A bye will be handled the same way.

8. Production

By participating in the GitGud Tournament, teams give Elo Hell the right to stream any of their Group Stage or Playoff matches. Teams will generally be given advance notice the week before their matches on the weekend if they are going to be streamed by the Elo Hell Esports production crew.

The appropriate Division Head will be in touch to provide more details and instructions. Matches may be asked to start early or delayed for production purposes to get as many matches streamed as possible. Though staff will always make the greatest effort possible to notify ahead of time, the nature of online gaming and streaming means that some matches may be selected for streaming with little or no warning. Please work with the staff and be patient!

Teams must be on time if their match is getting streamed, assuming proper warning is given. Teams will not be allowed to play on stream without 6 players (unlike other Group Stage sets). No spectators are allowed, except for the production or tournament staff. If possible, streamed teams should use the voice channels provided in the Tournament Discord.

For production and social media purposes, teams are encouraged to create team logos. Please follow the guidelines on the [logo guide](#).

Players may stream their own perspective of the game and teams. We recommend a 2 minute delay to avoid stream sniping.

9. Community Standards

Players and teams participating in GitGud are held to a high social conduct standard. Anyone or any team found in violation of this code (which includes toxicity, sexual misconduct, bullying, smurfing, etc.) will receive punishment accordingly. This may range from a warning, forfeiting match wins, or being ejected/banned from the tournament. Community members are encouraged to report unacceptable behavior to the GitGud administrative team. The GitGud Staff and Elo Hell Esports employees who oversee it maintain the right to remove any member from the tournament for any reason at any time.

Internal investigations may not be handled right away - certain issues may take longer but staff will keep in communication and provide updates if necessary.