



GITGUD CHAMPIONSHIP

Season 4 OFFICIAL RULEBOOK

Table of Contents

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	5
5.1 Solo Player Teams	5
5.2 Premade Teams	6
5.3 Player Graduation and Improvement	7
5.4 Team Managers	7
6. Roster Changes	7
6.1 Adding a Player (Bench/Substitutes)	7
6.2 Replacing a Player	8
6.3 Ringers	8
7. Regular Season Play	9
7.1 Group Stages	9
7.2 Playoffs	10
7.3 Playing a Match	10
7.3.1 Lobby Setup	10
7.3.2 Starting a Match	11
7.3.3 Selecting Maps	11
7.3.4 Pauses and Disputes	12
7.3.5 Ties and Indeterminate Scores	12
7.3.6 Match Chat	12
7.4 Reporting Score	13
8. Production	13
9. Community Standards	14

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 making exceptions to, or even changing, 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.

In short: **Don't be a dick.**

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

- Tournament Lead
- Regional Admins
- 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 October 4th** and will end no later than **Saturday November 2nd**. Teams will play one game on Friday and one game on Saturday in a Swiss format. The top teams of the Group Stage will move on to the **Playoffs** which will finish by **November 23rd**. All matches will be played on the following days and times for NA and EU respectively:

NA Friday 8PM EDT / Saturday 8PM EDT
EU Friday 8PM CEST / Saturday 8PM CEST

Schedule Overview

Monday, September 9th	Solo Signups Open
Sunday, September 15th	Solo Signups Close
Monday, September 16th	Premade Signups Open
Sunday, September 22nd	Premade Signups Close
Friday, October 4th	Group Stages Start
Saturday, November 2nd	Group Stages End (depending on division size)
Fri/Sat, November 8th/9th	Fight For Redemption
Saturday, November 23rd	Playoffs End (depending on division size)

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 14+ years of age
- 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** for the role they will be playing in the tournament
 - That account must be **above level 150** and have its player profile set to public
- 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 the role** they wish to compete in for the season in the current season of competitive*

*If the competitive season changes in 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 Solo Player Teams

Solo player signups will have their **current competitive season peak SR** taken into account and sorted into a division based on the **peak SR of the role they selected** during signup:

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

Solo player signups are not allowed or given special consideration to be placed with friends. Teams are created through an algorithm and we will not be able to honor special requests. Signing up will not guarantee you a spot on a team.

When signing up as a solo player, players will be asked for two choices: a primary preference of role and a secondary preference. We will do our best to accommodate these requests but the creation of teams will be limited to the role with the least signups in an SR division.

5.2 Premade Teams

Premade teams have similar guidelines but will be placed into divisions based on **average current season peak team SR** and their **top player's highest peak SR** for the current season:

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)

Teams must have a **minimum of 6** players (max of 9) signed up to be considered for a premade team slot. Teams with less than 6 players will not be considered. A team may have a maximum of 2 players between the division SR limit and the individual player SR limit. If a team has more than 1 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. Signing up as a team does not guarantee that you will be invited to participate.

A player on a premade team will be asked to lock into a primary role (i.e. tank, dps or support), but can also sign up to be able to play more roles. Only roles that are placed are eligible and cannot be a higher SR division than the primary role. After signups and teams have been invited to participate, players may apply to play additional roles which again have to be placed and must be either in the same SR division on that role or below that SR division.

5.3 Player Graduation and Improvement

Once the tournament begins, GitGud understands participants' SR may change. Because we're focused on improvement, players on both solo player teams and premade team 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.

5.4 Team Managers

Each team **must elect a Team Manager** that will be responsible for maintaining communication with their Division Head. Team Managers will also be responsible for reporting ringers, reporting score, 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 elect 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 [Roster Change form](#).

6. Roster Changes

Teams make a permanent Roster Change when they want to **add a player** to their roster, want to **replace a player** on their roster, want to **remove a player**, or want to **change the name** of a player on their roster.

Team Managers must request permanent roster changes by filling out the ["Roster and Name Changes" 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 a Player (Bench/Substitutes)

Roster Changes can be used to add a 7th, 8th or 9th player to your team after signups conclude. These additional players are usually considered substitutes for the team, only playing if the original

core 6 cannot make a match day, or are a specialist player for the team.

Additional players (7th/8th/9th players or subs) cannot have a peak SR higher than their division limit in the current season, following the same SR rules as solo player signups:

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

6.2 Replacing a Player

Replacing a player has different requirements than adding a substitute. When you have to replace any listed roster member, their current season peak SR can only be 250 SR higher than the player they replace. New members must also respect the individual player SR limit for their respective division:

Beginner	new player max. 250 SR higher	Cannot exceed 2750 SR
Rookie	new player max. 250 SR higher	Cannot exceed 3250 SR
Intermediate	new player max. 250 SR higher	Cannot exceed 3650 SR
Advanced	new player max. 250 SR higher	Cannot exceed 4050 SR
Expert	new player max. 250 SR higher	Cannot exceed 4350 SR

More importantly for solo player teams, members placed upon the team at signup and solo player team formation are not to be moved to a substitute role or permanently replaced unless they have personally requested it. While we understand that you want to improve your roster we also don't want players wrongfully being removed for a player with a higher SR. We are all here to GitGud.

6.3 Ringers

Ringers are not considered permanent roster change and are therefore handled differently than a permanent 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 otherwise pre-determined by the matchup parties.

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 must fall within their division's limit:

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.

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 will be two matches a week on a set day and time.

NA Friday **8PM** EST / Saturday **8PM** EST
EU Friday **8PM** CEST / Saturday **8PM** CEST

Group Stages start **Friday October 4th** and end at the latest **Saturday November 8th**. Group Stages will be played in a Swiss format. The exact number of rounds for each division will be determined after sign ups close, with 10 rounds of Swiss as the maximum.

The Group Stage format may change if there are less than 10 participating teams in a specific division (solo player teams and premades combined). Matches may be rescheduled with the consent of the other team, but due to the nature of Swiss format there are distinct windows in which these

matches may be rescheduled:

Friday games may be rescheduled between Wednesday anytime to Friday 8PM EST / CEST.

Saturday games may be rescheduled between Saturday anytime to Monday 10PM EST / CEST.

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 in a dark theme. The message is from a user named 'Nekkra' and is timestamped 'Today at 2:18 PM'. The message text is '[Rookie.2.12] Rescheduled to Sunday @ 3PM EDT @GreenArrow'. The text is white with some blue highlights for the user name and the mentioned user.

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

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

7.2 Playoffs

The exact number of teams advancing to the Playoffs and the Playoff schedule will be announced once participating teams are finalized. Advancing teams will be selected based on performance during the Group Stages by the following criteria, in order:

1. Number of match wins
2. Points differential (maps won vs maps lost)
3. Wins vs teams with the same number of match wins
4. Individual game/set wins

Teams that do not qualify for Playoffs based on the above criteria, fear not! You can play for a spot in the Playoffs during the **Fight For Redemption** on **Friday November 8th** and **Saturday November 9th**.

Playoffs will end no later than **Saturday November 23rd**. Playoff matches cannot be rescheduled unless given permission by an Admin.

7.3 Playing a Match

7.3.1 Lobby Setup

The highest seeded team is responsible for hosting their match lobbies (top team in the matchup on Toornament). Team Managers should communicate on match days for ringers. If the primary Team

Manager cannot be there then the Assistant Team Manager from the highest seeded team will fulfill those responsibilities.

Lobby Settings are as follows (Workshop Code: YQFDA):

- **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 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 are 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:** Lijiang / Nepal
- **Escort:** Havana / Watchpoint
- **Assault:** Hanamura / Temple of Anubis
- **Hybrid:** King’s Row / Hollywood

A third map choice for each type will be selected through a community vote during signups.

Highest seeded team (usually 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 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 2, 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.

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.

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 Indeterminate Scores

Each map win awards a team 1 point. First team to reach 3 points wins the set.

If a map results in a tie, the losing/trailing team will select the next map, and the leading team will select side if applicable.

If neither team reaches three wins after all five maps then teams will play the Control map not played as the sixth and final map. If that 6th map doesn't provide a winner, then the 7th map will be an Escort map not 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 in 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 Saturday, 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: #ge-report-score

EU: #gn-report-score

Example:

Division | Round.MatchNo | HighSeedTeam - LowSeedTeam | Score



Nekkra Today at 8:08 PM

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

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 0-3 loss while the other team that is not forfeiting receives a 3-0 win. A bye will reflect the same 3-0 win.

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. 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 as long as streams have at least a 3-minute delay.

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.