



OVERWATCH®



**GITGUD
TOURNAMENT**

SEASON 6

OFFICIAL RULEBOOK





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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. Skill 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 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 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 is played in a Swiss format, and the top teams of the Group Stage will move on to the Playoffs.

PC: Teams will play 2 games a week, Fridays and Sundays, for **5 weeks**

Console: Teams will play 1 game a week, Saturdays, for **6 weeks**

Standard match times for NA and EU are respectively:

	PC	Console
NA	Friday/Sunday 8 PM EDT	Saturday 8 PM EDT
EU	Friday/Sunday 8 PM CET	Saturday 8 PM CET

Schedule Overview

	PC	Console
Solo Player Signups Open Solo Player Signups Close	Monday, Sep. 14th Sunday, Sep. 20th	
Tournament Signups Open Tournament Signups Close	Monday, Oct. 5th Sunday, Oct. 11th	
Group Stages Start Group Stages End	Friday, Oct. 23rd Sunday, Nov. 22nd	Saturday, Oct. 24th Saturday, Nov. 28th
Playoffs (depending on division)*	Friday, Nov. 27th - Sunday, Dec. 13th	Friday, Dec. 4th - Sunday, Dec. 13th

*for exact dates and times, check [6.2 Playoffs](#)

Divisions

Beginner	2000-2499 SR
Rookie	2500-2999 SR
Intermediate	3000-3499 SR
Advanced	3500-3899 SR
Expert	3900-4299 SR
Unlimited	4300+



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 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 **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)¹
- Have a **ping lower than 120 ms** on your **respective regional 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 competitive²

Console only:

- No use of Mouse and Keyboard!
- If there is a reasonable level of suspicion that a player is using a mouse/keyboard, they will be required to play with a hand cam. Only admins can require a player handcam and will help the player set this up. If the player is unable to meet this request, they will be suspended from play until they can. Players with xims must handcam every match.

¹ If the highest ranked account is not level 150, but your alternate account is above level 150, the highest ranked account will still be used. Screenshots for both profiles have to be added to the signup form and both accounts need to be linked to Discord in order to be eligible.

² Players can place roles throughout the tournament to get new roles automatically unlocked. 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 **highest peak SR** (any placed role) from the last 3 seasons.

In addition, up to **two players** can have a **peak SR** over the division limit, but **no player** can be 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. 3500-3899	Max. 2 players 3900-4000	(no individuals over 4000 SR)
Expert	Avg. 3900-4300		(no individuals over 4300 SR)
Unlimited	Avg. 4300+		


! If a team has 1 or more players that have a peak SR (last 3 seasons) over the individual SR limit, then the entire team will be moved up a division regardless of average team SR. The same is true if there are 3 or more players above the division limit.

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 does not guarantee you a spot.

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 can be “unlocked” any time during the tournament by placing the role and being within the division limit.

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 within one division above. Any role that is above the climbing limit (2 divisions above the one they play in) is not allowed anymore, but all other roles are still fine to be played. If all roles are above this limit, the player cannot play in their division anymore. There is **no SR limit** to how far an **Expert/Unlimited Division** player may climb.

 **Example:** Player A signed up for GitGud with a peak SR from the current season of 2300 (i.e. on tank), which placed them in the Beginner Division. Week 1 of the Group Stages just kicked off and player A has already climbed to 2600! This is allowed because player A, who started at 2300 SR (Beginner), can climb to 2999 SR before being disallowed to play a role. Player A can still play roles within the limit.



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 members 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. Regular Season Play

Each team will be placed into one of the 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 can be rescheduled, but Playoff matches may not be rescheduled unless given permission by an Admin.

6.1 Group Stages

Group Stages will be played in a **Swiss format**.

PC: five weeks, two matches per week

Console: six weeks, one match per week

Standard match times for NA and EU are respectively:

	PC	Console
NA	Friday/Sunday 8 PM EDT	Saturday 8 PM EDT
EU	Friday/Sunday 8 PM CET	Saturday 8 PM CET

Larger divisions will be split into multiple groups. The exact size and amount of groups depends on signups, the same goes for teams advancing to Playoffs.

If there are not enough signups for a specific division, teams will be moved to the next higher division (which will be communicated to the teams prior).

6.1.1 Reschedule

Reschedule rules are as follows (with the consent of the other team):

Friday games: Can be played any time from **Wednesday to Friday**
Scores need to be in by **Friday 11:59PM EDT/CET**

Saturday games: Can be played any time from **Wednesday to Monday**
Scores need to be in by **Monday 11:59PM EDT/CET**

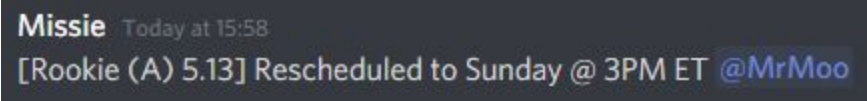
Sunday games: Can be played any time from **Saturday to Monday**
Scores need to be in by **Monday 11:59PM EDT/CET**



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

Example:

[Division (Group - if applicable) Round.MatchNo] Rescheduled to [day @ time] @[other manager]



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

6.2 Playoffs

The number of advancing teams as well as the exact schedule will be announced shortly after teams have been released. Broadcasted Playoff matches cannot be rescheduled!

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

1. The Teams Opponent's Match Win Percentage³
2. The Teams Game Win Percentage⁴
3. The Teams Oponent's Opponent's Match Win Percentage

Those tiebreakers are the default on Battlefy and can't be modified.

All teams that are playing in a broadcasted Playoff match must use the provided Voice Channels in our Discord.

! All maps will be allowed once the Playoffs are starting!

³ A team's match-win percentage is that team's accumulated match points divided by the total match points possible in those rounds. If this number is lower than 0.33, use 0.33 instead. The minimum match-win percentage of 0.33 limits the effect low performances have when calculating and comparing opponents' match-win percentage.

⁴ Similar to the match-win percentage, a team's game-win percentage is the total number of game points they earned divided by the total game points possible (generally, 3 times the number of games played). Again, use 0.33 if the actual game-win percentage is lower than that.



7. Matchday

7.1 Lobby Setup

The **highest-seeded team** is responsible for **hosting their match lobbies** (left team per match on Battlefy).

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 Only⁵
- **Heroes, Hero Roster:** Disable banned heroes

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.

7.2 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 after 15 minutes, they must forfeit the match.

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.

⁵ Teams may have spectators (team locked) only if both teams agree.

7.3 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 / Hybrid / Assault / Control not played yet

The following maps from each category can be selected (**Group Stages only**):

- **Control:** Illios / Busan / Oasis
- **Escort:** Rialto / Gibraltar / Route 66
- **Hybrid:** Blizzard World / Hollywood / Numbani
- **Assault:** Hanamura / Temple of Anubis / Volskaya Industries

! **Playoffs will have all maps available** (besides Paris and Horizon).

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

7.4 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. Breaks between maps shall last a maximum of 5 minutes.

Teams are allotted **two 5-minute pause timers per match**. Those can be used in i.e. cases of technical issues or disconnects. 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. If the 5-minute timer expires, teams should finish out the map.

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 GitGud Staff role 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 also be present in the **GG/C 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.



7.5 Ties and Scores

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

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.

7.6 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.

7.7 Reporting Score

Once a set has been completed, the **winning team's manager shall report the score** immediately, so the Battlefy bracket can be updated. 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:

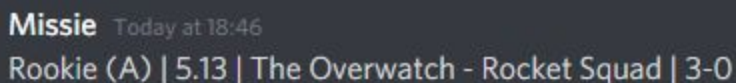
NA PC: #ggna-report-scores

EU PC: #ggeu-report-scores

Console: #ggc-report-scores

Example:

Division (Group - if applicable) | Round.MatchNo | HighSeedTeam - LowSeedTeam | Score



Missie Today at 18:46
Rookie (A) | 5.13 | The Overwatch - Rocket Squad | 3-0

Friday games: Scores need to be in by **Friday 11:59PM EDT/CET**

Saturday/Sunday games: Scores need to be in by **Monday 11:59PM EDT/CET**

! Due to the nature of Swiss, the next round match-up's relies on the correct scores, so please make sure you report the scores correctly.

Two Tournament Staff members will verify and record the score in the Battlefy bracket.



7.8 Forfeits and Byes

Teams may choose to forfeit their match. 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, it will be recorded as a win without any map points.

8. Team Changes

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

! Only Team Managers are allowed to fill out the Change Form. The timeframe for changes to be processed are at the discretion of the Division Head, but are guaranteed if they have been submitted **at least 48 hours before a match**. A member of the GitGud Staff will contact you with either an acceptance or denial of the roster change.

8.1 Adding/Replacing/Removing a Player

After signups concluded, **Roster Changes** can be used to add, remove or replace a player. **New players** cannot have a peak SR (for any role) higher than the division limit in the last 3 seasons:

Beginner	Player < 2499 SR
Rookie	Player < 2999 SR
Intermediate	Player < 3499 SR
Advanced	Player < 3899 SR
Expert	Player < 4299 SR
Unlimited	no limit

8.2 Change Discord/Battlenet ID/Gamertag

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

If the **Battlenet/Gamertag** 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.



8.3 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 and assistant managers, as well as the coach.

8.4 Team Info

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

8.5 Ringers

Ringers are not considered a permanent roster change and are therefore handled differently. 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. In addition, the same ringer **can only be used for 3 matches** before they need to be added to the roster.

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. Ringers also need to be **above level 150**.

Beginner	Ringer < 2499 SR
Rookie	Ringer < 2999 SR
Intermediate	Ringer < 3499 SR
Advanced	Ringer < 3899 SR
Expert	Ringer < 4299 SR
Unlimited	no limit

! Ringers should be relayed by the team manager of the opposing team in your division-specific manager chat using the following format. Please make sure to add:

- Ringer Discord ID
- Ringer Bnet/Gamer Tag
- Ringer current season screenshot



Example:

[Division (Group - if applicable) Round.MatchNo] Subbing [ringer Discord] [ringer bnet] for [roster player bnet] ROLE @[othermanager] <attach current season screenshot>



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 [7.2 Starting a Match](#).

9. Production

By participating in the GitGud Tournament, teams give Elo Hell the right to stream any of their Group Stage or Playoff matches. GitGud Staff will either ask in the division-specific manager channel if any teams want to be streamed or pick promising matchups at their own convenience. We will try our best to give teams as much advance notice as possible if they are going to be streamed.

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. During Playoffs, all broadcasted teams should use the voice channels provided in our 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. You are required to use a 2 minute delay to avoid stream sniping.

Please note, depending on OWL stream times, not all matches can be streamed live and might be broadcasted later.

10. 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.