



OVERWATCH



**GITGUD
TOURNAMENT**

SEASON 6

SOLO PLAYER SIGN-UPS GUIDE





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

To give players the opportunity to play in a team environment and experience teamwork outside of the usual ranked games, GitGud is here to help create full teams out of six single players.

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. Introduction and Schedule

Solo Player Signups is a team building service offered by EHE, in preparation for our GitGud tournament. Players who don't (yet) play on a team can sign up individually, and will be put into a team of 6.

! Please note: Being put on a team does not automatically sign you up for the GitGud tournament, teams will have to **sign up manually** in order to participate. Please see our [official rulebook](#) for more information about the tournament.

Please be aware, teams that want to participate in the tournament should scrim at least once a week and need play the following amount of games (plus potential two weeks of Playoffs after):

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**

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

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 Esports 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. Player Process

5.1 Player Signup

Players must place on **all roles they want to play** in the current season.

The **highest current season peak SR** (any placed role) over the last 3 seasons will be taken into account to determine a player's SR division.

Solo Players will not be 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 as this depends on the overall amount of roles available.

When signing up as a solo player, players will be asked to **choose a role they want to play** in their future team. There will be **six choices in total** (Main Tank, Off-Tank, Hitscan, Flex DPS, Main Support and Flex Support). We will do our best to accommodate these requests and go for your primary (and secondary) choice, but the creation of teams will be limited to the role(s) with the least signups in an SR division. If you only want to play one or two specific roles, make sure to only select the roles you really are comfortable playing.

5.2 Team Formation

Players will be placed into a team with one of each role as mentioned above. Teams can still change their mainly played roles around internally after the teams have been released. We just want to make sure that every team has the same roles available to begin with.

Where possible, we will make sure players on a team live in similar time zones and have a similar amount of time to invest. As always, this is no guarantee everything fits perfectly, so please be considerate of your new teammates, everyone is in a different situation.

The teams will be announced shortly after signups end in our #ggow-announcements channel on Discord, so make sure you have the correct roles to see those channels. Roles can be found in [#role-assignment](#).

5.3 Tournament Signup

Solo Teams might be asked to re-submit the screenshots from their last 3 seasons once again for signup to the tournament. Please keep the past 2 season screenshots from your Solo Signup at hand until the tournament starts, and make a new screenshot from the current season when registering, as peak SR might have changed by then.

Your division placement for the tournament as a team will then follow the rules as outlined in our [official rulebook](#). This might mean that you could be placed in a higher division as when being placed into a team.



Example: A player's highest peak was 3340, which would have placed them into a team of other diamond players. Signups for the tournament start a bit later and players of the team have ranked up to 3680 and are now above the individual player limit of 3650. This means the whole team would automatically be placed into the Advanced division (Masters).

5.4 Team Managers

Each Solo Team **must appoint 2 managers** (acting as the point of contact) who will be responsible for taking care of the team (handling roster changes and additions, looking for scrims) and most importantly signing them up for the tournament. Players will be asked during signup if they are interested in being a manager.

During the tournament they will in addition also maintain communication with their Division Head, being 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.

The second, or **Assistant Team Manager**, will be needed in case the team manager is not around and will handle the above mentioned tasks in his absence.



Please check out our [Manager Guide](#) which will help give you an insight about the tasks of a Team Manager.

6. 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 a player** to their roster, **replace a player** on their roster, **remove a player** from their roster, **change the name** of a player or the team. In addition it can be used to **add & change managers/coaches**.

! These will only be needed once the tournament has officially started.



7. 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.