



RULEBOOK

Introduction	3
General Information	4
Rules	5
Tournament Information and Format	7
Questions / Feedback	13
Rulebook Credits	14

Lamesauce's Xbox Showcase

The Best Of Xbox Overwatch Presented By Elo Hell Esports

Introduction

Lamesauce's Xbox Showcase is a tournament endeavor produced by the Elo Hell Esports and casted to the world. The tournament will be held in the NA region for the 16 highest rated teams and held over the first week of March 2020.

This document acts as a comprehensive collection of everything pertaining to the rules, and how the event will be run.

Partnerships

Lamesauce's Xbox Showcase is presented by Elo Hell Esports in partnership with:

Lamesauce

Tensa

1. General Information

1.1. DATES

- Registration is open until **Thursday February 27th at 11:59PM EST**
- Qualifying Teams will be notified by **Friday, February 28th at 11:59PM EST**
- Rosters finalized **Saturday, February 29th at 11:59PM EST**
- Seeding released **Sunday, March 1st, by 11:59PM EST**
- March 4-6 Lamesauce's Xbox Showcase
 - **Night One - Main Rounds 1 and 2; Losers Bracket Round 1 (16 Games): March 4th, 8:00PM EST**
 - **Night Two - Main Round 3; Losers Bracket Rounds 2 and 3 (8 Games): March 5th, 8:00PM EST**
 - **Night Three - Losers Bracket Rounds 4, 5, 6; Semifinals and Finals (6 Games): March 6th, 8:00PM EST**

1.2. ENTRY:

- Registration is open until **Thursday February 27th at 11:59PM EST**
 - No team is guaranteed entry to the event. 4000 SR plus teams will be accepted.
- 16 Teams will be invited to the Showcase.
- In the event that teams decline to participate, additional teams will be invited.
 - Tournament size will be reduced if there is a lack of teams.

2. Rules

2.1. CONDUCT AND PARTICIPATION:

All Points of Contact (captains, managers, and/or coaches) must be a part of the Elo Hell Tournament server, have the proper roles, have read and agree to the rules listed on the Elo Hell Main server, including following all Blizzard TOS. *Breaking any conduct rules will result in your immediate disqualification from this event and any future Elo Hell Esports events.*

- Elo Hell Tournaments: <https://discordapp.com/invite/VB8M4jt>
 - Breaking these rules may subject a team or player from disqualification from the event at any time, at the Tournament Staff discretion.

Lamesauce's Xbox Showcase is a Closed Invitational and all participating teams are either approved, or directly invited to the event.

- All teams should submit an application found at <http://elohell.gg/lxs>
- If you have any questions please contact the Tournament Admin. Contact info found at the end of this document.
- The teams invited for each platform will be directly contacted by the Tournament Admin through Discord.
- Teams may only field players on the submitted roster for the event.
- Participation in this event gives EHE the right to use your teams logos for stream and content production.

2.2. ROSTERS:

Team captains and/or managers must submit their full team roster of up to 8 players by Thursday February 27th at 11:59 EST.

- ROSTERS WILL ONLY BE ACCEPTED UPON FIRST SUBMISSION. MULTIPLE SUBMISSIONS WILL BE IGNORED.
- Make sure roster is finalized and correct upon submission.

- Any player/coach is eligible as long as they are not currently signed on an OWL team, Academy team, or an otherwise sponsored Contenders team.
- **Players who are not on a team's submitted roster are ineligible to participate with no exceptions.**
- Players may only play for one team through the entire length of the Tournament.
- Players must have Overwatch Profiles set to **Public** from the end of registration until the end of the tournament.
- No smurf accounts may be used in the tournament.
 - This includes absolutely **no use of Mouse and Keyboard.**
- Accounts must match a player's social media brandings, and must be over account level 250.
- Exceptions may be granted to players at the request of the teams.

2.3. SUBSTITUTES:

Substitutes may only be made between maps and not between rounds. Games may not continue or start 5vs6, see below for rules on pauses/reconnects.

2.4. PRIZING: Starting pool is \$250, and will grow until the knockout stage begins.

- First Place: 50%
- Second Place: 30%
- Third Place: 20%

3. Tournament Information

3.1. TOURNAMENT FORMAT:

Lamesauce's Xbox Showcase is a Double-Elimination Tournament. Each match is competed in a Best of 3.

Tournament Bracket: <https://challonge.com/lamesauce>

3.1.1. Night One

Begins March 4th at 8:00PM EST (5:00PM PST)

- Main Round 1 - 8 games in tandem
 - 16 teams seeded based on a team's top 6 player's S19/S20 SR average
 - Winners move to Main Round 2, Losers move to Losers Round 1
- Main Round 2 - 4 games in tandem
 - Winners of Main Round 1 compete against each other.
 - Winners move on to Main Round 3, Losers move to Losers Round 2
- Losers Round 1 - 4 games in tandem
 - Losers of Main Round 1 compete against each other
 - Winners move to Losers Round 2, Losers are eliminated

3.1.2. Night Two

Begins March 5th at 8:00PM EST (5:00PM PST)

- Main Round 3 - 2 games
 - Winners of Round 2 compete against each other
 - Winners move to Round 4, Losers move to Losers Round 4
- Losers Round 2 - 4 games
 - Winners of Losers Round 1 compete against Losers of Main Round 2
 - Winners move to Losers Round 3, Losers are eliminated
- Losers Round 3 - 2 games
 - Winners of Losers Round 2 compete against each other
 - Winners move to Losers Round 4, Losers are eliminated

3.1.3. Night Three

Begins March 6th at 8:00PM EST (5:00PM PST)

- Losers Round 4 – 2 games in tandem
 - Winners of Losers Round 3 compete against losers of Main Round 3
 - Winners move to Losers Round 5, Losers are eliminated
- Losers Round 5 – 1 game
 - Winners of Losers round 5 compete against each other
 - Winner moves to Losers Round 6, Loser is eliminated
- Semifinals
 - Winners of Main Round 3 compete against each other
 - Winner moves to Finals, Loser move to Losers Round 6
- Losers Round 6 – 1 game
 - Winner of Losers Round 6 compete against Loser of Semi Finals
 - Winner goes to Finals, Loser is eliminated
- Finals
 - Winner of Semifinals competes against Winner of Losers Round 6

3.2. GAME SETTINGS:

3.2.1. Lobby Format

- Tournament Staff will create a lobby and invite Team Captains; captains will invite their teammates
- Tournament Staff will instruct players on when to play your next matches
- No Spectators slots besides tournament staff or casters
- No coaches or team staff are allowed to spectate
- Team subs are not to be in the lobby until subbed in
- Matches will be played on USA Central server

3.2.2. Custom Match Settings

- Live server patch, with all heroes enabled
- Role Lock (2/2/2) Enabled
- Competitive Preset
- USA Central Server Preference
- Skins are disabled

- Killcam disabled
- Invite Only

3.2.3. Map Selection

- Team that does not choose the map, chooses the side they wish to start on.
- If the series is tied after playing all matches, an additional tiebreaker round will be played.
- Ties will give both teams **0 points** in the series.
- In a **Best of Three**, the winner of the match is the first team to 2 points
- Tiebreaker round in the B03 is the unplayed Control Map, played as 1 Point Wins (BO1)

3.2.3.1. Best Of 3

- **First Map:**
 - Low Seed picks game mode (*2CP or Escort*)
 - High Seed picks map in chosen game mode
- **Second Map:**
 - Hybrid: Loser picks map
- **Third Map:**
 - Control: Best of 3
 - Loser picks map
- **Tiebreaker Map:**
 - Control: Best of 1
 - Loser picks unchosen Control Map

3.2.4. Map Pool

- Control – Nepal / Lijiang Tower
- Escort – Route 66 / Gibraltar
- Assault/2CP– Hanamura / Volskaya
- Hybrid – King’s Row / Eichenwalde / Hollywood

3.3. CONDUCTING THE MATCH

- Tournament staff will invite the team Captain/Manager of both teams to the lobby.
- Teams must be present in the match lobby, and ready to start at the scheduled time.
 - A team will be disqualified if they are not present **10 minutes after the start time listed in the bracket.**
- Matches **must start as 6vs6.**
 - Not having a full roster at any time, before or during a match, **will result in a disqualification.**
- Maps may only start when tournament staff is present as a spectator.
- Substitutes may only be put in **between maps. All substitutions may only be done in lobbies.**
- Once the teams state that they are ready, the map is counted as starting.
- No more than **5 minutes in lobby between maps, unless requested and granted by a Tournament Admin.**
- After 5 minutes if a team has not chosen a map the admins will randomly choose the map.
- If teams tie after playing all maps, **one control point round** will be played as tiebreaker.
- Control Map used in the one point round, **will be the map not chosen in the BO3. The specific point will be randomized.**
- Map restarts are only allowed, if both teams agree to it.
- If a player asks to "restart client" it will be counted as a disconnect.

3.4. PAUSES and DISCONNECTS

- Disconnects will pause the game after the **current team fight is over.**
- Teams will be allocated a maximum of **two pauses, per series.**
- During a match, these pauses cannot exceed a combined time of seven minutes.
- Disconnects will be accounted for in each team's pause time.
 - If you contact tournament staff, additional pause time may be allocated, but is not guaranteed. **(Note: DC's do not count against the pause count)**
- Disconnected players who cannot reconnect within 7 minutes, will force a loss on the current map for their team.
- A player may not substitute for a disconnected player mid-map.
 - Substitutes may only be brought in for the next map.
- The disconnected player is allowed to play in the next map, however three disconnects in one map will result in forfeiting the map.

- Teams only have five minutes in lobby between maps before they will be disqualified.

3.5. STREAMING/SPECTATORS

Players will be allowed to stream with a **three minute delay**. Anyone found streaming with no delay will receive a warning, and if repeated a player disqualification. No spectators are allowed for the matches besides Tournament staff, producers, and casters.

3.6. REPORTING WINS

Tournament Staff will handle reporting match scores, and will be posted on both Discord and Challonge.

3.7. DISPUTES and RULE BREAKING

Any disputes and/or rule breaking will be settled on a **case by case basis** by Tournament Staff. Tournament Officials withhold the right to make any changes necessary to the game settings in order to maintain fair gameplay for both teams.

3.8. SIGN-UPS and ELIGIBILITY

If you are interested in sponsoring Lamesauce's Xbox Showcase, or other Elo Hell Esports events, please contact **jimmyeppley#1337** or **Lamesauce#3677** on Discord.

Questions / Feedback

If there are any questions regarding the rules, feel free to contact any Tournament Official for clarification.

If you have any feedback about anything regarding the tournament at all, feel free to send in a form and we will make sure to look at it. Feedback is always appreciated.

Tournament Lead: jimmyeppley#1337

Rulebook Credits

Tournament Sponsored By: Lamesauce

Tournament Run By: Elo Hell Esports

Rules Writing: ShadowTigger and jimmyeppley

Graphics and Media: Saad, Paddington, Radio Skeleton, and RippinPippin