



Gamers for Giving 2018

Overwatch

1st Place: \$1500 + 10th Anniversary Trophy

2nd Place: \$800

The Gamers for Giving 2018 Overwatch tournament will be a 6 vs 6 double elimination tournament. There will be a double elimination bracket. The tournament will be open to all LAN attendees.

The Overwatch tournament will take place over the course of **both Saturday and Sunday** at Gamers for Giving. The first half of the tournament will be played on Saturday. The second half will be played on Sunday. Check-in for the Overwatch tournament will begin on Saturday, April 28th at 10:00 AM. The tournament will begin at 1:30 PM. Part two of the tournament will begin on Sunday, April 29th at 11:00 AM.

The Overwatch tournament is a BYOC event. Players will need to bring their own computers / laptops, as well as necessary peripherals to compete in the Overwatch tournament. Gamers Outreach will provide tables, chairs, 2 electrical outlets per person, networking equipment (you will need to bring your own Ethernet cable) and internet access to facilitate the tournament.

All registered teams will be seeded into the bracket upon checking into the event based on Skill Rating. Players will connect to Overwatch client and compete with their designated opponents in a custom game determined by the tournament organizer.

In the event of a technical failure such as a power outage, internet outage, or server connectivity malfunction beyond our control, the tournament shall be postponed or canceled at the discretion of tournament moderators.

Once checked in, players will be allowed to deploy their equipment in the LAN BYOC area. Players are welcome to warm-up once their equipment has been set up. Carts will be provided by Eastern Michigan University to assist players in loading / unloading their equipment.

Please reference the LAN Information Page for a checklist of things you'll need to bring to the LAN (<http://gamersforgiving.org/lan-party/>).

General Rules

Any settings not listed below should be left as default

- Game Mode: Custom Game
- Ruleset: Competitive
- Map Options
 - Map Rotation: After Mirror Match
 - Map Order: Single Map
 - Maps: Challenge Option
- Hero Options
 - Hero Selection Limit: None
 - Role Selection Limit: None
 - Allow Hero Switching: On
 - Respawn As Random Hero: Off
- Gameplay Options
 - Skirmish Only: Off
 - Health Modifier: 100%
 - Damage Modifier: 100%
 - Healing Modifier: 100%
 - Ultimate Charge Rate Modifier: 100%
 - Respawn Time Modifier: 100%
 - Ability Cooldown Modifier: 100%

+ 6 vs 6 Tournament

+ Double Elimination Bracket (best of three). The first team to win two games is deemed the winner of the round. The victor will move on through the winner's bracket, while the loser will be placed in the loser's bracket. Teams must lose twice to be eliminated.

+ Players must bring their own PC / laptop, as well as the necessary peripherals to compete in the Overwatch tournament (see equipment check-list below).

+ Players may not use 3rd party add-ons.

+ Any attempt to tamper with the tournament network in such a way that hinders the competition will result in disqualification and removal from the event.

+ Players are welcome to play warm-up games with other players during periods of down time.

+ The latest official patch will be used throughout the event.

+ Players may not pause a game without first stating so in /all chat. Pausing a game must be for a legitimate reason (Connection issues, hardware issues, etc). A team giving an unwarranted pause will be issued a warning. If a second unwarranted pause occurs, that team will be disqualified.

Questions / Feedback:

To submit a suggestion for the Overwatch tournament, email us via contact@gamersoutreach.org.