



Overwatch 2 Rules

1. OKSE Handbook

All non-game specific rules and regulations referenced here can be found in the [OKSE Middle School Rules Handbook](#)

2. OKSE Title Type

“Overwatch 2” is a Virtual game during the Fall 24’ Season of OKSE Middle School. Virtual games can be played from home. **Reference Section 3 “Types of Tournaments” in the handbook for additional information*

3. Match Procedure

- i. Matches must abide by the following requirements.
- ii. Teams must start at the declared time. There will be a 10 minute grace period after the declared start time, after that the other team may request a forfeit.
- iii. If the wrong settings, map types or game modes are loaded while going into a map set, that map set must be restarted entirely. If a team notices that the rules were wrong during previous map sets, this can not be undone or replayed. Please make sure you check the settings for the lobby before playing a match

**Reference Section 14 “Matches-Results/Communication/Disputes/Rules” in the handbook for additional information*

4. Series Length

All Matches will be played as a best of 3 series (First Team with 2 Wins)

- i. **Regular Season Matches are Best of 3**
- ii. **State Playoffs will be Best of 5**
- iii. State Championship will be Best of 5 (There will not be any bracket reset)
- iv. **Playoffs are Single Elimination.**
- v. **State Championship does not have bracket resets.**

**Reference Section 3 “Types of Tournaments” in the handbook for additional information*

5. Hosting

The team listed as the “Home” team will host the match.

6. Anti-Cheat

No additional anti-cheat is necessary.

7. Match Procedure

- a. Game Types: Control, Escort, Hybrid, Flashpoint, and Push (The order of the game types will be determined by OKSE before the season starts).
- b. Maps: The maps and map order will be determined by OKSE per season.
- c. Match: The first team to win 2 out of 3 map sets will win the match.
 - i. With the exception of state championship grand finals which is BO5
- d. If the wrong settings, map types or game modes are loaded while going into a map set, that map set must be restarted entirely. If a team notices that the rules were wrong during previous map sets, this can not be undone or replayed. Please make sure you check the settings for the lobby before playing a match.
- e. Any new maps and modes that get added during the season will be added to the rotation once they have been added to the in-game competitive pool and have been live for two weeks.

8. Game Lobby Settings

- a. Matches must abide by the following requirements.
 - i. Competitive ruleset is required
 - ii. Killcam: Off
 - iii. Swap teams after match: No
 - iv. Pause game on player disconnect: Yes
 - v. Skins are allowed
 - vi. You may only spectate your OWN team

9. Coach Requirements

- a. Coaches are required to be present during matches with their players under some sort of supervision. This way, if there is an issue/discrepancy, both coaches can communicate rather than the players.

- b. Coaches **must** be in the OKSE discord server in order to be eligible to have your team compete.
- c. Coaches **must** be a verified adult.

10. Player Skins / Emotes

- a. Player skins are allowed to be used during a match. Player emotes are allowed to be used during a match.

11. Stoppage of Play

- a. To pause a map set, the hosting player of the lobby must push **CTRL + SHIFT + =** or **click the pause button in settings**. The following criteria must be met to pause the game.
 - i. Player Drop
 - ii. Player Disconnect
 - iii. Server Crash
 - iv. Technical Issues w/ PC or PC Hardware (peripherals included / coach verified)
 - v. In order to pause a match, the team's coach must be immediately notified of the issue. The coach must be present and communicating with the other teams coach during the pause. This can be done via text chat in discord or voice chat. Stoppage of Play can last as long as the other team needs if the coaches are in communication.

12. Player Counts

- a. Each team has to have the following criteria.
 - i. Teams consist of 5 players.
 - ii. 5 Players must be present in order to play unless both coaches agree, in discord writing, that if a team is down a player they agree to play 4 versus

5. Teams can not have less than 4 players by any circumstance even if the coaches agree.

- iii. Players must follow the standard role selection process. There will be 1 tank, 2 DPS and 2 Support.

13.Substitutions

- a. As a team starts their entire match, whatever roster the team starts with is that team's starting 5 players. Teams are only allowed to sub in, per map set, 1 sub per role. During a map set, teams are only allowed to sub in 3 player subs total.
- b. Example: You can sub in up to 1 DPS, 1 Tank, and/or 1 Support in one Map Set. You cannot sub in 2 Support players in one Map Set. If clarification is needed please message an Admin in the Community Discord.

14. Role Lock

- a. Once a player has picked a role for the start of a map set, which would be one map played (Example: control - Lijiang), that player is now role locked for the entirety of the map set.

15. Banned Heros

- a. Any new hero that comes out during the season will be banned from competitive play for two weeks after their release.
- b. If a hero becomes disabled in Ranked playlist for any reason by Blizzard- then the hero will also be disabled/ banned from competitive play until they return to the pool in the Ranked playlist.
- c. Should a new hero be released or added back into the Ranked playlist roster between playoffs and the state championship- then the hero will become available for play as long and 5.3.A and 5.3.B do not apply to the situation.

16. Disqualification

- a. The following items will disqualify your team from a match.
 - i. T-Bagging
 - ii. Foul Language of Any Kind
 - iii. Toxic Chat (Example: Disrespectful chat, taunting chat, negative criticism such as “you suck” “your team is garbage”)
 - iv. Hacking
 - v. Game Exploits

In order to be disqualified, the other team must provide proof of this happening, whether it be a screenshot or video (video preferred). Report issues to the executive board. All disqualification reports will be under review from the OKSE Executive Board.

17. Standings

- a. Standings each week will be determined using the following criteria:
 - i. Overall match record
 - ii. Head to Head result (if applicable)

18. Unforeseen Circumstances

- a. If your school is canceled for any reason (snow day, emergency, etc..) you need to find a time during the same week to reschedule your match. If you are unable to reschedule your match during the same week, your team will have to make up the match during the make up week. If you can not find a time during the make up week, your team will forfeit the match.

19. Maps

- a. **Maps are as listed**

i. Control:

1. Ilios, Lijiang, Oasis, Busan, Nepal, Samoa

ii. Escort:

1. Circuit Royal, Dorado, Route 66, Rialto, Junkertown, Shambali Monastery

iii. Hybrid:

1. Eichenwalde, King's Row, Midtown, Paraiso, Blizzard World

iv. Push:

1. Colloseo, New Queen Street, Esperanca

v. Flashpoint:

1. New Junkcity, Suravasa

20. Platform

a. Eligible platforms include:

- i. Playstation 4,
- ii. Playstation 5,
- iii. Xbox One,
- iv. Xbox Series X/S,
- v. PC

21. Input

- a. Input is determined by platform (controllers on console, controllers or mouse and keyboard on PC)

22. In-Person

- a. All in-person playoffs and state tournaments will be limited to PC only.

23.Match Sets and modes:

September 2024							
Match 1		Match 2		Match 3		Match 4	
<u>Mode</u>	<u>Map</u>	<u>Mode</u>	<u>Map</u>	<u>Mode</u>	<u>Map</u>	<u>Mode</u>	<u>Map</u>
Control	Lijiang Tower	Flashpoint	New Junk City	Control	Nepal	Hybrid	Blizzard World
Escort	Route 66	Push	Colesseo	Hybrid	Blizzard World	Flashpoint	New Junk City
Hybrid	Kings Row	Escort	Dorado	Push	New Queens Street	Escape	Dorado
October 2024							
Match 1		Match 2		Match 3		Match 4	
<u>Mode</u>	<u>Map</u>	<u>Mode</u>	<u>Map</u>	<u>Mode</u>	<u>Map</u>	<u>Mode</u>	<u>Map</u>
Control	Busan	Flashpoint	Suravasa	Control	Arctic Peninsula	Escort	Watch Point Gibraltar
Escort	Junkertown	Push	Esperanea	Hybrid	Midtown	Control	ILLIOS
Hybrid	Hollywood	Escort	Rialto	Push	Colesseo	Push	New Queen Street
November 2024							
Playoffs							
<u>Mode</u>	<u>Map</u>	<u>Mode</u>	<u>Map</u>	<u>Mode</u>	<u>Map</u>	<u>Mode</u>	<u>Map</u>

