

STARS AND STRIPES: DELEGATION DASH

A community tournament hosted by Dyrex

Organized by: Gatsbyy and Dyrex

Sponsors: TBA

Rulebook written by: Gatsbyy

Production: TBA

Tournament Discord: <https://discord.gg/DXM9ZNWHDE>

1.0 Tournament Administration Final Decision Clause

Tournament administration and staff reserves the right to add, remove, or alter the rules below at any point throughout the duration of the tournament(s). Lead staff ultimately have final say over all situations and issues that may occur before or during the tournament(s). Please respect all decisions made by staff members. Any staff-related issues can immediately be forwarded to any administration member at any time.

2.0 Sportsmanship Clause

Throughout the duration of all tournaments, we require all teams and individuals within their teams to treat all participants and staff members with respect. Any form of discrimination, sexism, racism or inappropriate behavior will be dealt with accordingly by administrative staff. The consequences and/or action that follows will be based on the severity of the action and at the discretion of the tournament administration team. This clause applies to in game, Discord, and Twitch chat.

3.0 Player Code of Conduct & Requirements

3.1 Player Guidelines

By entering this tournament, players confirm that they are 13 years of age or older in accordance with the Discord Terms of Service (found [here](#)) and provide an Overwatch account in good standing with Blizzard Entertainment. Players also confirm they have read and agreed to the rules presented in the official [Stars and Stripes tournament server](#).

3.2 Player limitations

Players are only allowed to be on one team at a time as an active player. This means that if a player leaves a roster and joins another during the tournament, that is allowed under roster lock guidelines and with administration approval.

- Team staff members (coaches, managers etc.) are allowed to be staff across multiple teams

3.3 Player Qualification

There are two ways a player can sign up for a delegation.

- Through the state of current residence (ex. A person currently residing in California can sign up for the West Coast Delegation
 - Players who have a student visa can participate as student visas fall under state of current residence (ex. Student visa for college in Ohio is able to compete on the Great Lakes Delegation even if they were born in the UK)
 - Players attending online college do not qualify for that state's residence (ex. Player physically living in Texas, (and was born in PA) but attending college full time online in Virginia cannot compete in the Appalachian Delegation, only in the Southern Delegation or the Great Lake Division)
- Through the state of birth (ex. A person born in Virginia but currently lives in TX can sign up for either the Southern delegation or the Appalachian Delegation)

The list of delegations and their states can be found in section 7.6

4.0 Team Code of Conduct, requirements, and construction

4.1 Team Code of Conduct

- Requirements of **Section 3.0** must be met
- Team will be required to designate two members of contact, Team Person of Contact, and Team Captain
 - Team Person of Contact will be responsible for being contacted by tournament admins when they ask for a person to be interviewed after a win
 - Team Captain will be responsible for reporting score in the division scoring hub channel in the discord and sending/receiving lobby invites
- Each team must have at least 5 players before roster lock, with the ability to have up to 8 players registered at once. Adding substitutes throughout the tournament adds to the total amount, so if you need to add a substitute and are at 8 players, you must remove one to continue.
- There is a limitation on T1 players. Rosters are allowed a **MAXIMUM** of 2 T1 players, which is defined as Top 4 OWCS, on their team. This is regardless of any playtime or position. Any individual that played in any prior season, but has not been signed for 2025, are welcomed to join any time with no limitations. Both T1 players on the roster can be on the field at the same time.

4.2 Team Construction

- Teams will be constructed by the managers of each delegation from the signups they have for said delegation

5.0 Registration

Registration Link: - this will be handled by managers

Roster Lock: August 8th at 6 pm EST

Bracket Released: August 9th at 6 pm EST

- Minimum required players on a team is 5
- Maximum players allowed on a team is 8
- This does not include staff members/coaches
- You may add, remove, substitute members of a team up until the roster lock date
 - If you do not have 5 eligible players by the roster lock, your spot will be forfeited

6.0 Schedule

The finalized schedule will be released along with a finalized bracket on the tournament FACEIT page, games will start at ? **PM EST EACH DAY.**

Please check #schedule in the tournament discord or on the official tournament FACEIT page for more information.

7.0 Tournament Format, Structure, Hero Bans, and Delegations

Stars and Stripes will take place on August 9th - 10th of 2025

7.1 Structure

Tournament format will be **double-elimination** for its entirety

- Matches up until Grand Finals will be best-of-three (FT3)
- Winner and Losers Finals and Grand Finals will be First-to-four (FT4)

7.2 Seeding

Seeding for the tourney (May 16th) will be based on a third party panel of judges.

7.3 Maps

Map Pool

Control: Ilios, Oasis, Lijiang Tower

Hybrid: King's Row, Midtown, Hollywood

PUSH: Colosseo, Esperanca

Escort: Circuit Royal, Shambali Monastery, Dorado

Flashpoint: Suravasa, New Junk City

7.4 Hero Bans (FACEIT INTEGRATION)

- The lower seed will ban at the beginning of the series
 - From there, the loser of the map will ban first
 - You cannot ban two heroes in the same role (ex. No double support ban)
 - You cannot ban the same hero again in the series (ex. Cannot ban lucio more than once the entire series)

7.5 Map Order

- Map order until Grand finals
 - Control, Hybrid, PUSH, Escort, Flashpoint (if necessary)
- Grand Final Map Order
 - Control, Hybrid, PUSH, Escort, Flashpoint, Control, Escort, PUSH
- Loser of previous map will choose the following map and will ban first
- Winner of Previous map will choose the side (attack or defense) and will ban second

7.6 Delegations

Stars and Stripes is a tournament centered around the competition between groups of US states. To achieve fair play and a wide pool of talent, we have grouped states into 'delegations' with roughly the same population which are listed below. Please refer to **Section 3.3** for player qualifications.

West Coast Delegation: California, Oregon, Washington State, Alaska, Hawaii

Mountain Delegation: Colorado, Utah, Wyoming, Nevada, Arizona, Montana, Idaho

Southern Delegation: Texas, Oklahoma, New Mexico, Arizona, Louisiana

Midwest Delegation: Illinois, Wisconsin, Minnesota, North Dakota, South Dakota, Nebraska, Kansas, Iowa, Missouri

Gulf Coast Delegation: Florida, Mississippi, Alabama, Georgia, South Carolina

Appalachian Delegation: Virginia, North Carolina, Tennessee, Delaware, Washington DC, Maryland

Great Lakes Delegation: Pennsylvania, Ohio, West Virginia, Michigan, Indiana, Kentucky

New England Delegation: New York, New Jersey, Vermont, New Hampshire, Maine, Connecticut, Rhode Island, Massachusetts

Please refer to the tournament [website](#) for signup materials.

8.0 Tournament Lobby and Match Process

8.1 Lobby Settings (This subsection will be revised once our application for *FACEIT INTEGRATION* is approved)

- Workshop Code: TPP1M
- Lobby Specifics:
 - Competitive
 - Kill Cam: Off
 - Pause on Disconnect: On
 - Region: US Central
 - Spectators: Seven Slots (can add more if necessary)
 - Invite Only
 - Heroes Disabled: None

8.2 Lobby Host

- Higher seed will host lobby
- If your match is going to be streamed, a tournament admin will contact the team person of contact

8.3 Lobby Region change

- If both teams consent, the lobby region can be changed to whatever is agreed upon between the two teams

8.4 Reporting Score

- Once the match has concluded, please have your team captain of the winning team report the score in #Scoring in the division hub of the Stars and Stripes discord using this format: **Team name 1 vs. Team Name 2 Score: *insert score* + Screenshot of replay codes**
- **If a team has violated the rules in any way, please submit the complaint to a tournament staff member along with the appropriate replay codes**

9.0 No-Shows, Disconnections, Breaks

- Teams are given 10 minutes after the start time to begin their match. If your opposing team is not fully in the lobby and ready to begin past the 10 minute mark, please contact an administration member.
- Any disconnect from the lobby will begin a 5 minute timer for that player to join back. The game will be paused for this duration of time. If you are unable to get your player back in time, you are allowed to play 4v5 or choose to forfeit that map.
- You are not allowed to sub players in mid-map. All player swaps must be done when the match is in the lobby, between maps.
- Teams are allowed to pause once every match for 10 minutes, for any reason. However, if a team goes over the allotted pause time, this may result in one or more map losses.

10.0 Spectators & Streaming

10.1 Spectators

- Only coaches are allowed to be in the lobby, and they must be locked to viewing their own team only.

- If your match is being streamed, and there are not enough spectator slots for production, some team staff will be asked to leave.
- Production and event staff members are allowed to freely join and leave lobbies as needed.

10.2 Streaming

- Streaming or recording gameplay and/or comms is allowed.
- Any individual streaming this tournament is highly advised to have an, at least, 90 seconds delay.

11.0 Team & Player Changes

11.1 Roster Lock

- Rosters are free to be changed after registration and before the set roster lock date, as long as they fit the player and team expectations as listed.
- Any roster additions after roster lock will be considered a ringer and must go through the ringer system before being added.
- If either of the team contact changes, please notify an administration member immediately

11.2 Ringers

- Ringers are defined as individuals added to the roster after the roster lock.
- Ringers are only allowed if approved by event staff. Please contact administration after roster lock to approve a ringer. Any event staff's decision over ringers is final.

- If requesting a ringer mid tournament, please have all information on hand for quicker response time. This information would be battletag and discord.

11.3 Withdrawing from tournament as a team

- If you wish to withdraw from the tournament as a whole team, both team contacts must verify with the administrative staff before it is accepted.

12.0 Prizing

12.1 Payment

Please allow for 2 weeks after tournament conclusion to receive payment, payment will be sent to one of the team representatives who will be notified ahead of time.

- The total prize pool is \$750 USD (subject to increase at any time before the tournament)

Stars and Stripes Tournament Prizing (as of 3/26/25)	
1st Place	\$ 500 USD
2nd Place	\$ 250 USD