

Saints Gaming Live 2019

Overwatch Rule Set

Sportsmanship

- **All members** are required to uphold and observe a universal level of sportsmanship. Any unsportsmanlike action which can include, but is not limited to racism, profanity, rude/vulgar acts, abusive remarks, and disrespect of an official are not tolerated. Players who engage in unsportsmanlike conduct are subject to suspension, match forfeits, or any other punishment that SGL deems necessary.
- Any accusations of unsportsmanlike conduct should be submitted in the form of a dispute and will be investigated by SGL staff. **UNSPORTSMANLIKE CONDUCT DISPUTES WILL NOT RESULT IN ROUND OR SCORE CHANGES.**

Teams & Rosters

- **Team Captains** are in control of every aspect of the team. Team Captains have the right to edit team information, add or remove members on the team, schedule matches, report scores, and file disputes. Every team is required to have a Team Captain.
- **Team Names** and **Player Names** containing any of the following will not be tolerated: profanity, racism, sexism, drug use, or general vulgarity. Teams found with offensive names may be contacted by an official and asked to change their name to something more appropriate.
- **Team rosters** are established during the registration period prior to the start of an event. Changes to team rosters may only change before a first match is played. If a roster change is needed, SGL staff hold the right to review and approve the roster change at any time.

Cheating

- **Cheating in any form is considered a violation of the rules and will result in an immediate disqualification and a BAN from future CSGO events hosted by the organizer.**

Cheating is considered any manipulation of server configurations, client configurations, models, skins, weapons, graphics settings, or sounds to gain an unfair advantage in game. This can also include, but is not limited to, the use of any third party program not deemed legal by SGL. **SGL holds the right to investigate PC's adhered to any cheating, or suspicious activity.**

Match Structure

The tournament structure will be group stages into single elimination bracket. After a match is concluded, the victor must immediately report the score to the tournament organizer. The structure is subject to change at the discretion of the tournament organizer depending on turnout.

- Group Stages: 4 teams per group. Round robin best of 1. Top 2 teams advance.
- Bracket Stages: Single elimination, best of 3.

Match Settings

- **Ruleset:** Competitive
- **High bandwidth:** On
- **Map rotation:** Single map
- **Available maps:** King's Row, Numbani, Watchpoint: Gibraltar, Dorado, Hanamura, Temple of Anubis, Volskaya, Nepal, Lijiang Tower, Hollywood, Ilios, Route 66, Eichenwalde & Oasis (The higher seed starts the map veto)
- **Hero selection limit:** 1 per team. All heroes are currently allowed
- **Disable kill cam:** On

General Rules

- In case of a tie on Assault, Hybrid or Escort a pre-set Best of One Control map is to be played. The team that captures the first objective fully, on the first point of the control map will win the tied map.
- Recordings and/or screenshots from each match are mandatory.