



COMMUNITY CLASH

Overview

Community Clash is a series of community tournaments offering casual players a chance to compete for fun and small prizes!

Upcoming tournaments

You can see upcoming tournaments at <https://communityclash.net/>

Rules

- All participants must join the **/r/Overwatch Discord** (<https://discord.gg/overwatch>) for tournament-related communication
- For tournaments with an SR limit (not open bracket):
 - All participants must have an account level of at least 100
 - All participants must have a **public Overwatch profile**
 - Teams are allowed to have **one** player above the bracket's SR limit, as long as said player is within **200 SR** of the limit and the team's average SR is still within the bracket's limit
 - All participants must register with their main account (no alts/smurfs allowed)
- If both teams are from the same region, the match is played on that region. Otherwise the match is played on the **Americas** server.
- Each team can have 1 coach spectating during a match. The coaches will be locked to spectating their own teams.
- Pauses:
 - The game is only paused if a player disconnects or becomes otherwise unable to play
 - Each team has 10 minutes of total pause time per match (not map!)
 - Once this has passed, the other team can request to continue the game even if the player hasn't returned
- All /r/Overwatch Discord rules apply

Penalties

- 10 minutes late to a match: other team gets 1 map lead
- 15 minutes late to a match: other team gets a default win
- If neither team shows up within 10 minutes of match start: match cancelled
- If the previous match ends early, the penalty timer for the next game will begin 45 minutes after the previous match started
 - The minimum time between a game ending and the penalty timer starting is 10 minutes
- If the previous match takes longer than expected (over 45 minutes), the penalty timer will start 10 minutes after the previous match ends

Registration

- Gather your team of 6 players
 - You are allowed up to 2 substitute players (subs)
 - Players, including subs, are only allowed to register for 1 team
- Join the tournament at <https://communityclash.net/>
- Await confirmation on your registration
- Once your registration has been accepted, the players will be given access to a private channel (**#tournament-players**) on the /r/Overwatch Discord. This channels should be used as the primary method of communicating with tournament admins and other teams.
- You will be assigned a tournament admin. This is the person you should contact in case of any questions or disputes.
- You can see the full bracket with your matches on it as soon as 16 teams have registered and been accepted

Tournament progress

1. The team captains will be pinged several times on Discord prior to the tournament starting as a reminder in **#tournament-players**
2. Check-in will start 30 minutes before the tournament begins
3. After the check-in, you will be pinged with your next game's information. The game lobby will be hosted by an impartial referee who will also spectate the match.
4. Play your match
5. If you didn't drop out of the losers bracket, wait for information on your next match

Result submission

Results will be submitted by the referee hosting the game. No action is required on the team's part.

Emergency subs

If a player in your team leaves mid-tournament and your team is left with less than 6 players, you are allowed to bring in an emergency substitute player. Emergency subs carry a **1 map penalty** and any time spent verifying the player by the tournament organizers will be counted towards late penalties. You can also choose to play with a partial team and not incur the map penalty.