



OVERWATCH 2 PLAYER GUIDE

NSE Winter 2024

CONTENTS

1. [Introduction](#)
2. [Before the tournament starts](#)
3. [Format](#)
4. [On The Night Information \(Tournament System, Contacting Admins\)](#)
5. [No Shows](#)
6. [Rules](#)
7. [Contact](#)

1.Introduction

Thank you for signing up for Overwatch NSE Winter. This document is a guide to playing in the tournament and working through it will help avoid on the night issues and ensure you get the best out of your tournament experience.

2. Before the tournament starts

Rank submission form

In order to seed teams for stage 1, teams are required to fill in the [Rank Submission form](#). New teams will be seeded based on their Matchmaking Rank and returning teams from NSE Spring will be seeded based on last term results. Teams who do not submit a response will be seeded in the bottom group.

Tournament Website

To find matches and submit results you will need to go to tournaments.nse.gg, this is a separate website to the main website (www.nse.gg) and will require you to re-login using your nse.gg account.

3. Format

The Overwatch NSE Winter will be split into 2 main phases, Stage 1 and Stage 2. Stage 1 will be used to determine starting positions for Stage 2.

Weeks 1-3

During stage 1 all matches are bo3 (Best-of-three).

SKILL GROUPS ARE APPROX AND EXACT GROUP SIZES WILL BE DECIDED BY FINAL CHECK IN NUMBERS

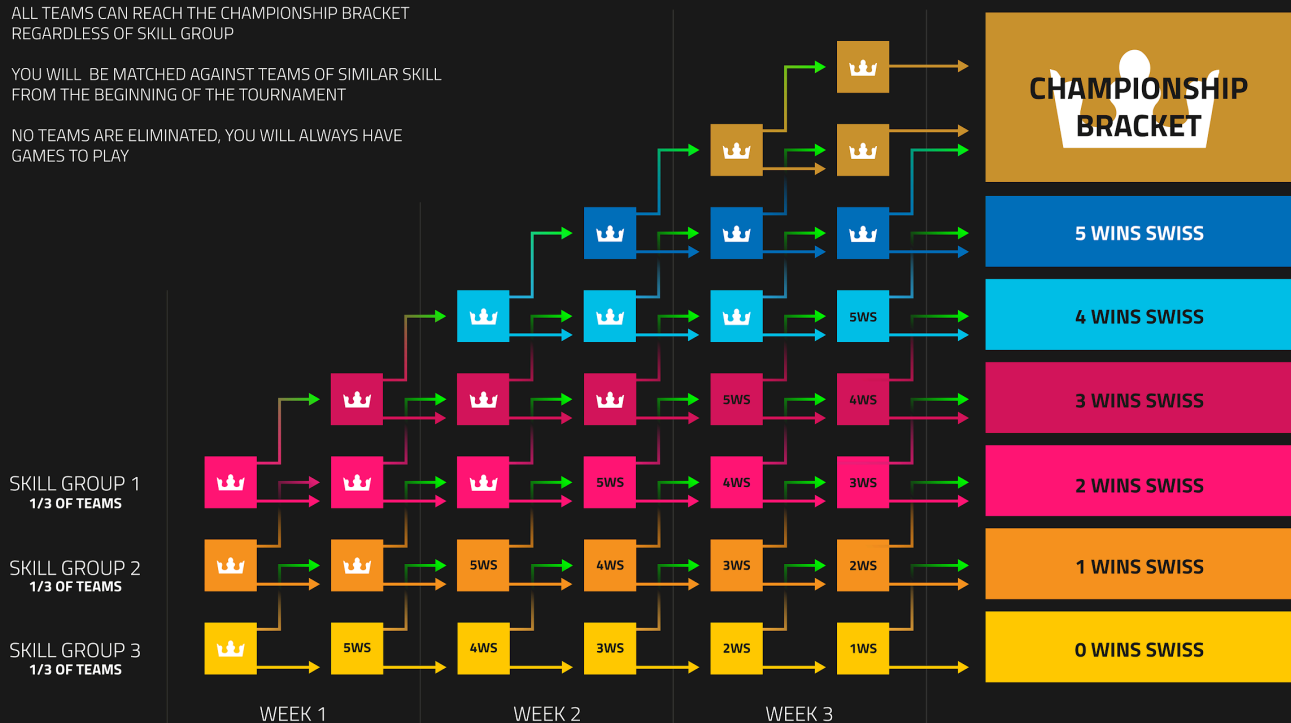
NSE / STAGE 1

YOUR TEAM WILL BE SEEDED INTO ONE OF THE THREE SKILL GROUPS BASED ON MATCHMAKING RANKING

ALL TEAMS CAN REACH THE CHAMPIONSHIP BRACKET REGARDLESS OF SKILL GROUP

YOU WILL BE MATCHED AGAINST TEAMS OF SIMILAR SKILL FROM THE BEGINNING OF THE TOURNAMENT

NO TEAMS ARE ELIMINATED, YOU WILL ALWAYS HAVE GAMES TO PLAY



Stage 2 Week 4-6

In Stage 2 the tournament splits into 2 sections, Playoffs and the Swiss league. The Division 1 bracket will begin in Week 4, the Division 2 bracket in Week 5 and Division 3 in Week 6.

Swiss League

After Stage 1 all teams who did not qualify for the Division 1 bracket will start on a number of wins based on their finish. Teams then play 2 matches a week against other teams with the same or a similar number of wins so far in the tournament.

Team	Wins
4 Guys 1 Techies	2
Arctic Foxes	4
Argonite	2
AXE AXE AXE	4
B R I Z B O Y S	5
Bangor Banan...	4
Barley Qualifi...	3
...	...
...	...
...	...
UoLei Dota 2	4
Warwick D Tea...	3
Warwick Dota ...	5
Warwick Team Z	3
ZHA GOD NB	4

After week 4 (week 1 of the Swiss league) teams are ranked on the total number of wins with the tie breaker of Opponent Match Win Percentage (OMWP). The top 12 teams qualify for the Division 2 bracket.

	Team Name	Wins	OMWP
1	ZHA GOD NB	8	72.50%
2	SHU	8	64.06%
3	Gaggle O geoses	8	57.29%
4	UoLei Dota 2 1st V	7	76.25%
5	University of Glasgow	7	75.24%
6	Treesside Uni	7	69.69%
7	Team EU	7	62.60%
8	Arctic Foxes	7	61.88%
9	NTU 1st Team	7	57.92%
10	Bangor Bananamancers	7	53.44%
11	UOB OG Memes	6	75.82%
12	F9 Gaming	6	74.06%
13	BCU Dota2	6	72.50%
14	Duck Duck Goose	6	71.88%
15	OXNOOBS	6	70.60%
16	B R I Z B O Y S	6	69.06%
17	AXE AXE AXE	6	65.00%
18	Warwick Team Z	6	63.21%
19	NoTinker	6	58.75%
20	PLEASE THROW GAMING	6	53.33%
21	more than 2 but less than 4	6	51.25%
22	Mid or mediocre	6	45.63%
23	University of Glasgow BTeam	6	45.10%
24	SPHERE	5	67.50%
25	Bath Team Blue	5	66.25%
26	DMU DOTA	5	60.00%
27	Swansea Storm clarity charity	5	59.69%
28	Nyx Nyx Nyxcastle	5	59.48%
29	The Yorkshire Puddings	5	56.46%

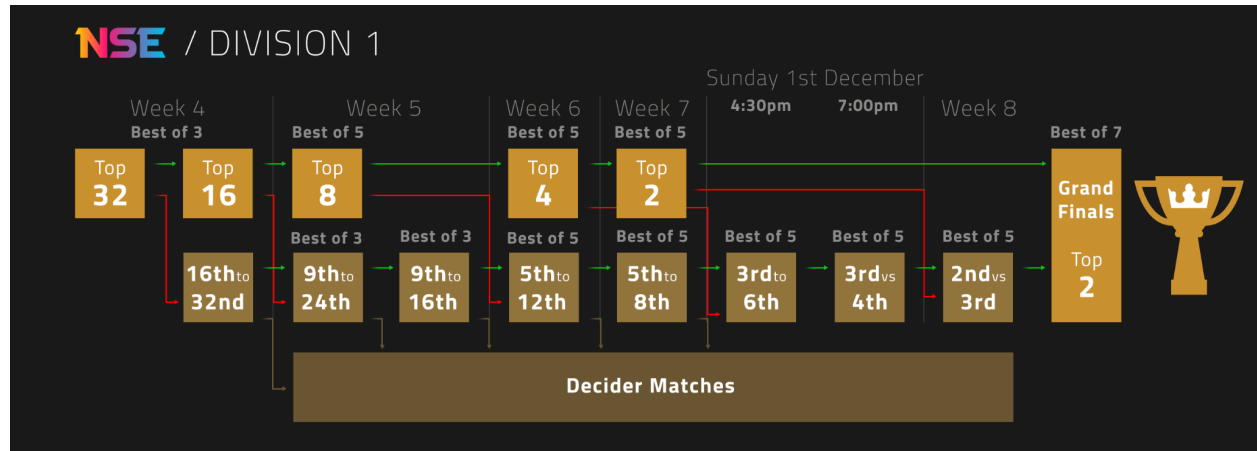
In this example (Dota 2 Spring) all teams with 7 or 8 wins qualified for the Division 2 bracket and the 2 teams with best tiebreaker and 6 wins also qualified.

This process is repeated in week 5 with the top 12 teams now qualifying for Division 3 playoffs. In weeks 6 and 7 teams who did not qualify for playoffs continue to play in swiss with games counting towards the final standings.

Playoffs

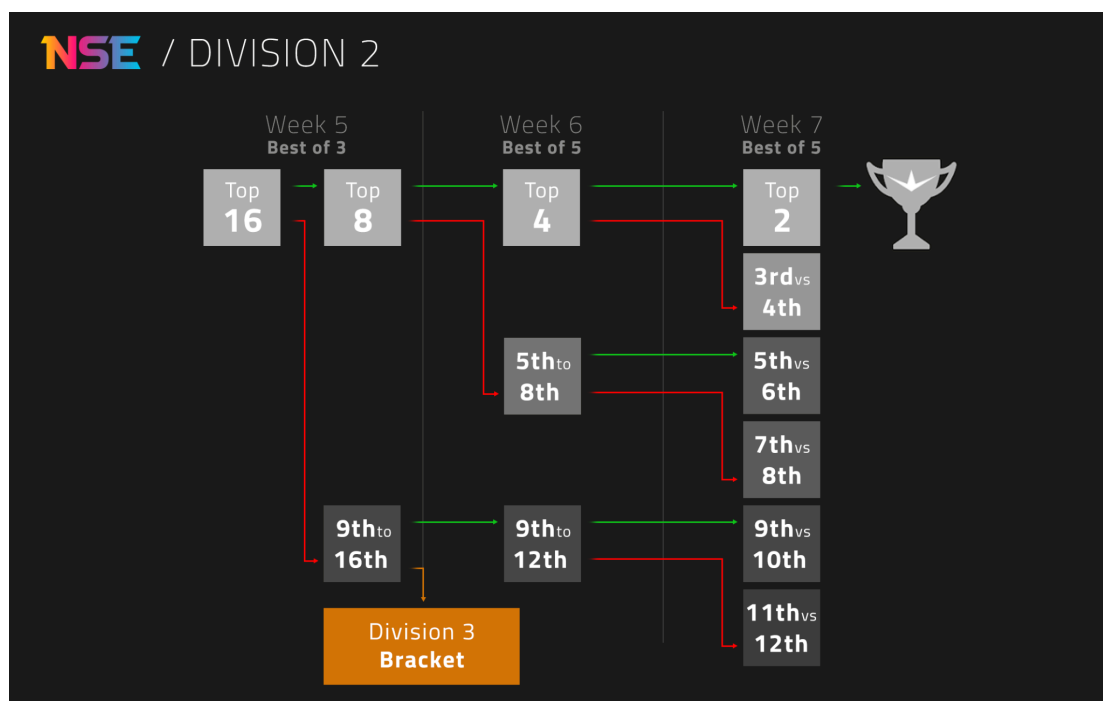
Division 1

Division 1 runs as a double elimination with 2 bo3 matches in the first week. And Best of 5 matches in the winners bracket and bo3 in the losers bracket for the remaining weeks. There will be an additional game day for teams still in the main bracket on Sunday 1st December.



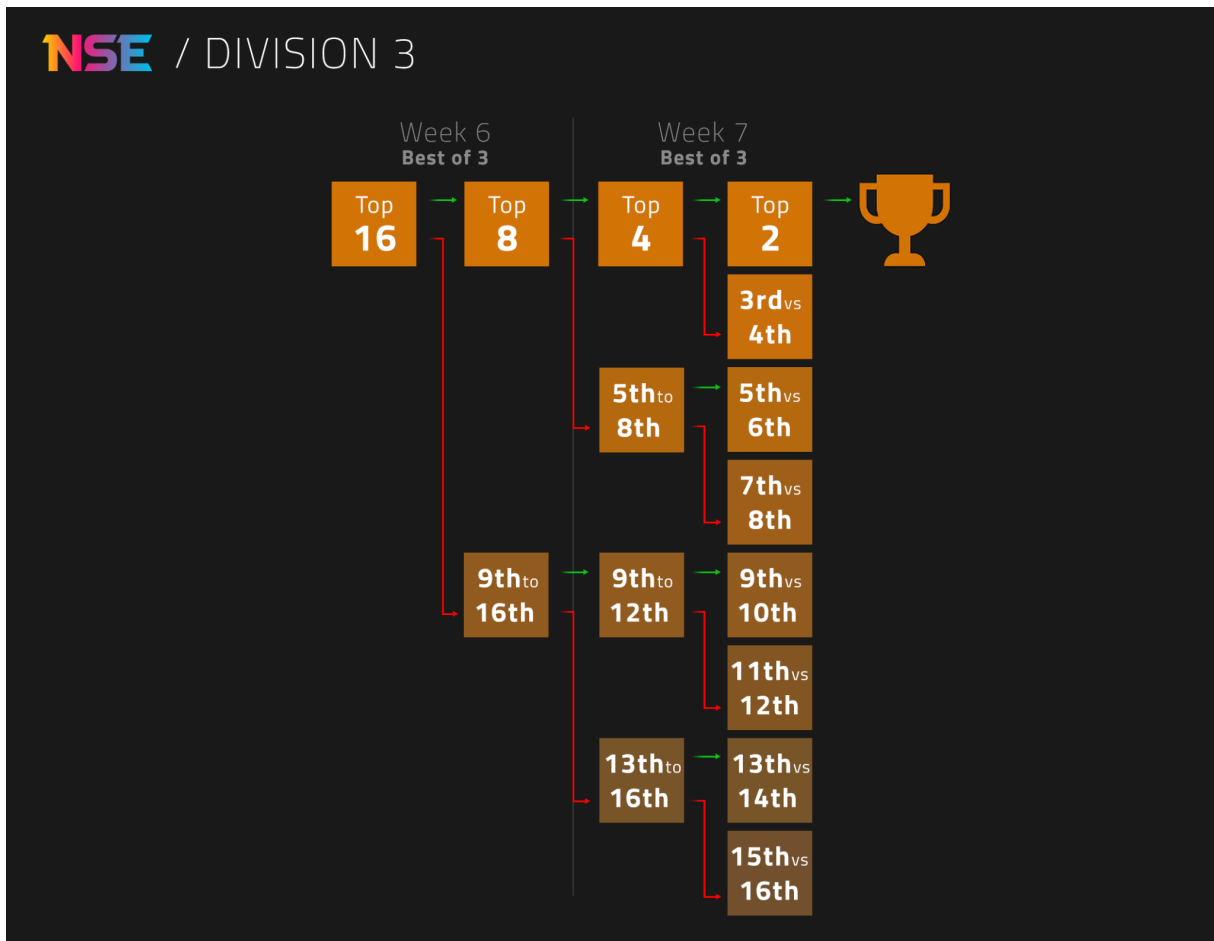
Division 2

Division 2 runs like a conventional elimination bracket with extra games for the final standings. Division 2 games will be bo3 in week 5 and bo5 in weeks 6 and 7. **GRAPHIC OUT OF DATE - There will be no demotion to Division 3, 13th-16th teams will have additional games in Week 6 and 7 similar to the division 3 bracket.**



Division 3

The Division 3 bracket will use the same format as Division 1 but games will be bo3.



4. On the night information (Tournament system, contacting admins)

Schedule

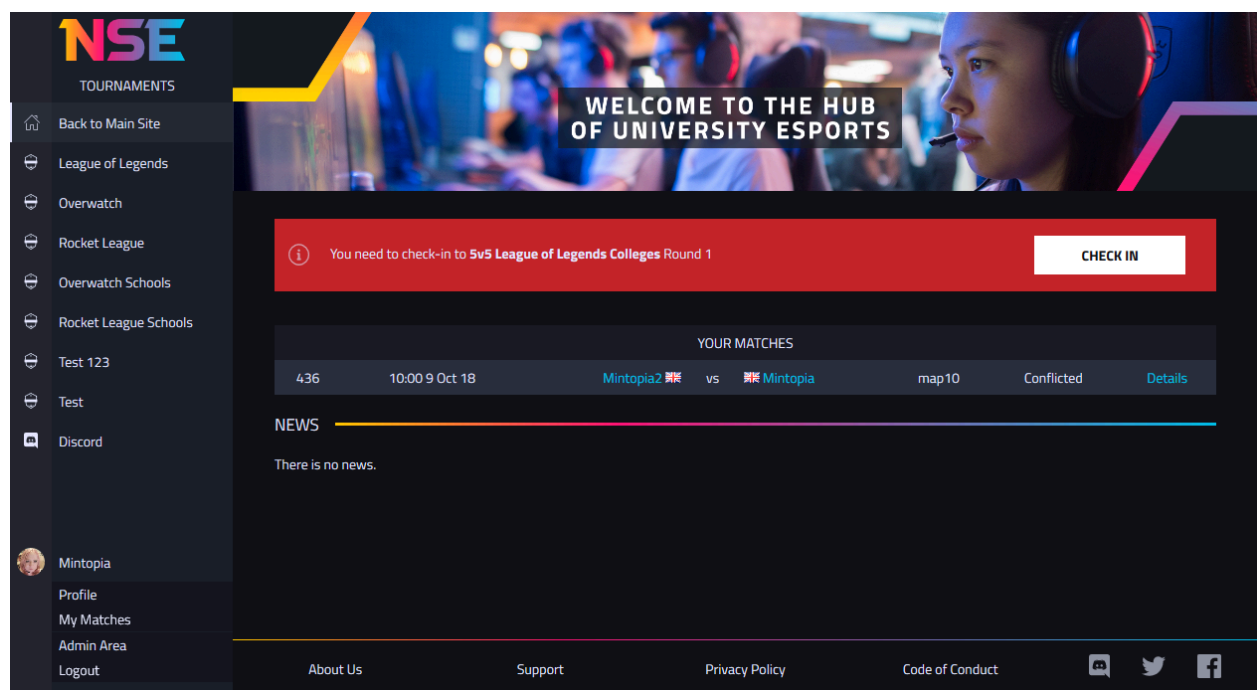
6:30pm	Check-in closes
~6:45pm	Round 1 fixtures published
7pm	Team Captains meeting
7.15pm	Round 1
8.15pm	Round 2

Logging in to the tournament site.

To login to the tournament site use the email and password you used to sign up for www.nse.gg.

How to check in

Before 6:30pm for the first week and each week for the Swiss league you will need to check in by clicking the "CHECK IN" button while on the tournament site. This lets us know you are here for games this week and minimizes the number of byes we have to give. Only 1 member of a team needs to check in for the whole team to be checked in.



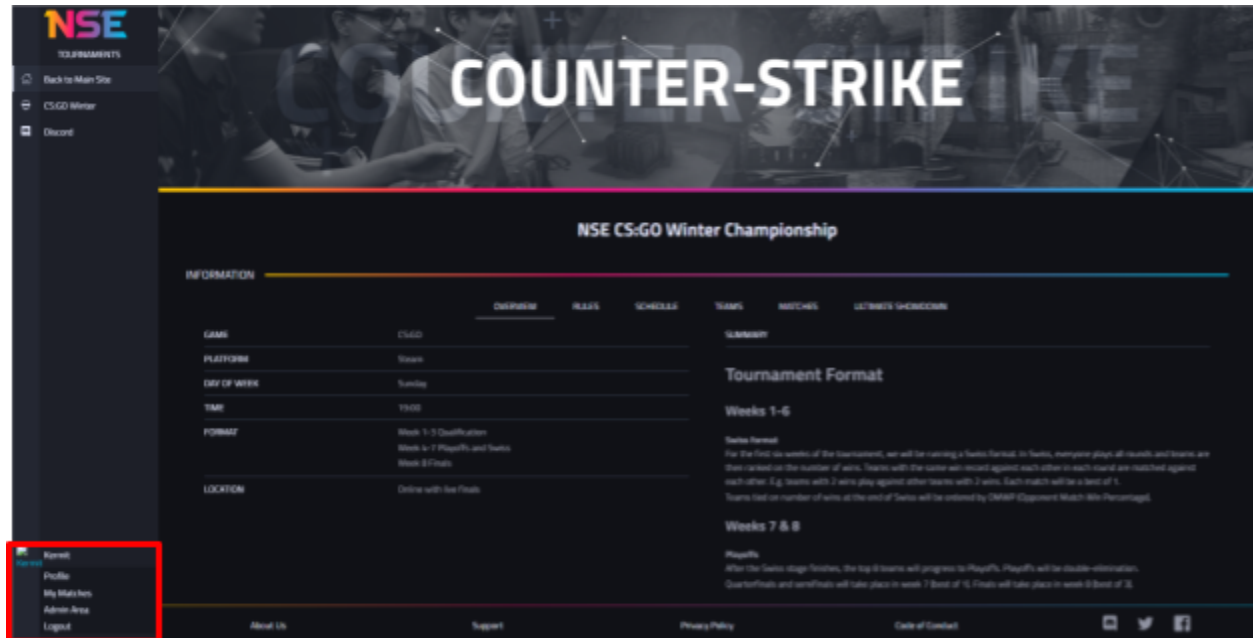
Captains Meeting

Every week we run a team captains meeting on Discord. During the captain's meeting admins will recap important information for that week's games, including any rules changes. To join the captain's meeting

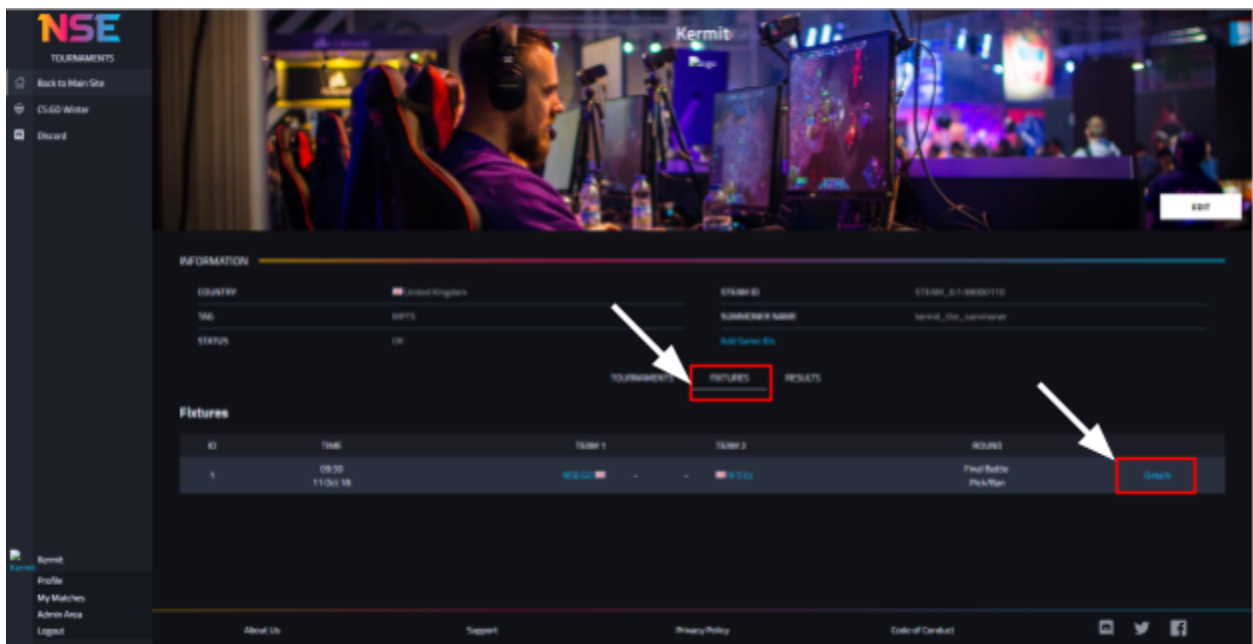
1. Join <https://discord.gg/jNqA9qG>
2. Click the Overwatch logo in the #get-role channel to get the Overwatch role
3. Join Captains meeting room

How to find fixtures and submit results.

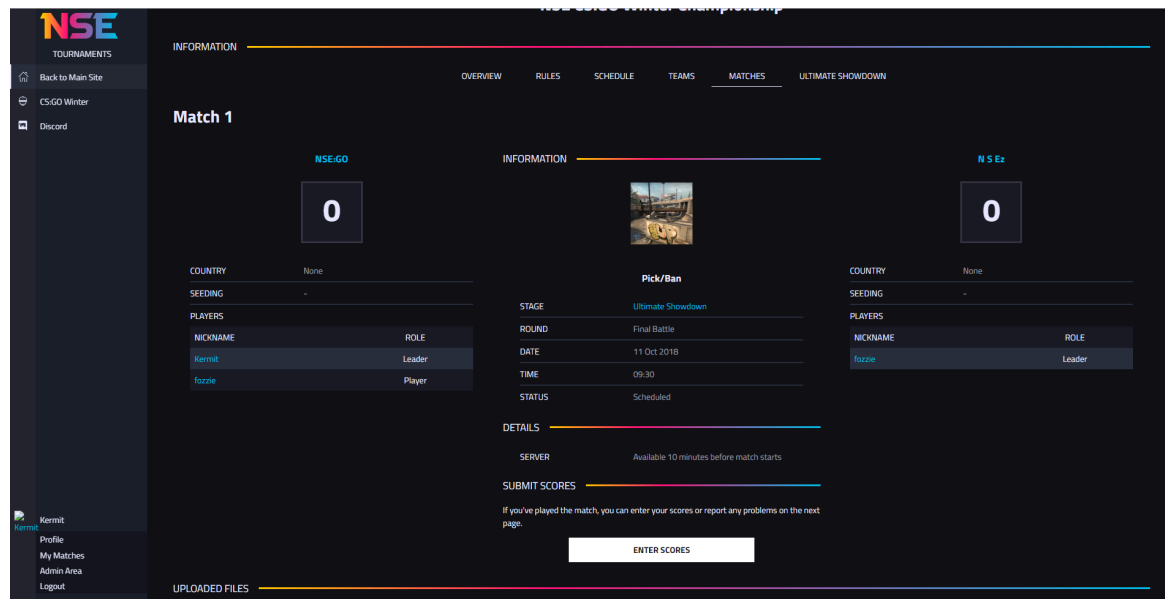
The quickest way to find you matches is to click my matches



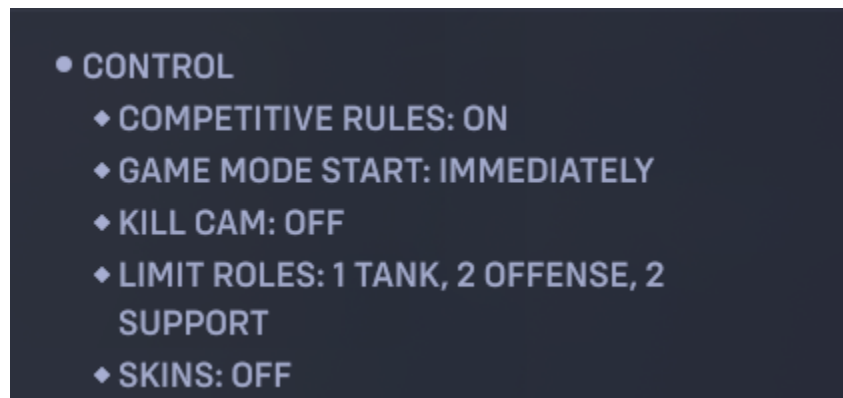
Once you open my matches, click fixtures to see current games. Then details to open match page



Once on the Match page you can see the opponents captain's user name and open profile to see battlenet, add them as a friend and proceed to set up a custom game in Overwatch.



Once you have created a custom lobby it should be set to the following settings. This can be done by using our lobby code: AWWF4



Pause-on-disconnect: ON

Graphic out of date: Skins are now enabled.

5. No Show

If a team does not have 5 members in the lobby 20 minutes after the game is scheduled or 20 minutes after their last game has ended (whichever is later). Please contact admin via discord.

6. Rules

RULES SUMMARY

This is a summary of rules that are the most common.

- All players must be current students from the same university.
- All games are on the European region.
- Teams must have at least 5 players.
- If teams are more than 20 minutes late they will forfeit a match.
- Check in deadline is 6:30pm. Teams who don't check in will not get games for that evening.
- Offensive player and team names are not allowed.
- Verbal abuse is not allowed. In particular any use of racist, sexist, homophobic or any other discriminatory language will be suspended for the remainder of the season (minimum of 3 weeks, carried over to the following season).

Players are expected to uphold the [NSE Code of Conduct](#) whilst competing in this tournament.

[Click here to download full rule book.](#)

In addition to NSE rules all players must comply with Overwatch 2 terms of service at all times including, but not limited to, any account sharing policies.

GAME SETTINGS

- Competitive Rules: On
- Kill cam: Disabled
- Skins: Enabled
- Lobby Code: AFW4
 - This code may change during the season, make sure to check discord for the most up to date code.
- Teams must use 2 DPS, 2 Support and 1 Tank
 - Once you have started the match, you are not allowed to swap roles
 - You can switch roles between modes.

MAP POOL

All maps picked must be picked from the following map pool.

Clash*: Hanaoka, Throne of Anubis

Control: Ilios, Lijiang Tower, Nepal

Escort: Junkertown, Rialto, Watchpoint: Gibraltar

Flashpoint*: New Junk City, Suravasa

Hybrid: Blizzard World, King's Row, Midtown

Push: Esperança, New Queen Street, Runasapi

BEST OF THREE

The home team can pick to be Team A or B for the first map.

- Team B picks the mode for the first map
- Team A picks the first map, Team B picks the starting side
- After each game, the loser of the previous map chooses the mode and map, with the winner choosing the side.
 - Each mode can only be played once per match
- In the case of a tie, a 4th game of flashpoint or clash map will be played.

**In Bo3 matches, teams may not select both Flashpoint and Clash, only one of these modes can be played during the best of three.*

BEST OF FIVE/SEVEN

The home team can pick to be Team A or B for the first map.

- Team A picks a control map, Team B picks the starting side
- After each game, the loser of the previous map chooses the mode and map
 - Each mode can only be played once per match
- The winner of the previous map chooses the starting side

PAUSE RULES

Teams are allowed to pause for technical or rule issues.

- Teams should request a pause using all chat, at which point the lobby leader should pause as soon as possible.
- Once a game is paused, the team that initiated the pause should make the other team aware of the reason for the pause and give an estimate of the length of the pause.
- If the pause is longer than 5 minutes, please contact an admin.
- Both teams should be notified before unpausing to check they are also ready.

SUBSTITUTION RULES

- Teams may add/remove players from the team between weeks.
- Teams may play with any players listed on their roster.
 - In bo3 and bo5 matches, teams may substitute players between games.
- Players may be added to teams at any point as long as it does not cause a delay to round starting.
- Players may not play for more than one team in a single tournament night.
- If a team does not have a match during a round, the students on that team are not allowed to compete on a different team.
 - For example, if the first team does not have a match but the second team does, no players who would normally represent the first team are eligible to play for the second team.

All decisions regarding the interpretation and enforcement of these rules are at the sole discretion of the NSE Admin Team, whose decisions are final.

These rules may be amended, changed or supplemented when required by the NSE Admin Team to ensure fair play and competitive integrity.

7. Contact

During week

To contact mid week or before the tournament begins email Tournaments@nse.gg or message us via [Discord](#). Make sure you go to the #get-role channel to get the Overwatch role to see Overwatch related channels.

On tournament nights

The tournament system has a built in ticketing system however the quickest way to contact an admin will normally be via Discord. To contact an admin, join the help waiting room channel or an empty help room and an admin will join you as soon as they are available.

NSE Staff

Dhillan "Kenny" Kumar

Discord - kennyv2

Admin

Rachel "cake" Horner

Discord - cakepls