

Qinling Intermediate

Rules and Information

March 30th–31st, 2019 w/ 6pm EST Start

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Section 1

Tournament Fundamentals

1.1 *Tournament Format*

The tournament will be broken up into two days. The first day of group stages will begin at 6pm EST, and will be a Swiss format to determine teams that will continue onto playoffs the next day, along with seeding. The second day will be playoffs, which will also start at 6est, will be a double elimination style bracket. The top 8 teams from the swiss rounds will be seeded into playoffs.

The Swiss group stages will be five rounds of best of three play. The bracket will be generated one round at a time, so that each team faces teams of similar record. After those five rounds, any ties will be broken through final rounds of just the tiebreakers, which will decide the seeding for the double elimination bracket and who will be moving on to the second day, if necessary.

1.2: *Participation Requirements*

For this tournament, we ask that all participating players meet these requirements:

- Play on North American Servers
- Maintain an SR between 2500sr and 3650sr (see 1.5)
- **Have profiles set to public**
- Properly state the highest SR on any account.

1.3: *Spectators*

1.3.1: *Coaches and Staff Members*

Coaches and Staff Members may spectate as long as both team captains and the referee agree. Coaches and managers that are approved are allowed to be in voice chat with their team, but are to mute their microphones during the match. They must also be locked in to only see their team's perspective. The only exception is VOD recorders, which must be approved by tournament staff members.

1.3.2: *Players*

Players that are waiting to come into the game are allowed to spectate and be in voice chat with their team, but are to mute their microphones while the game is in play. They must also be locked to see only their specific team.

1.3.3: *Other Spectators*

Spectators outside of coaches, staff members, players, and tournament staff are not allowed within the custom game lobby. Any person that is in the custom lobby that is not in the above categories will be banned from future tournaments and the team associated with the person in question will be disqualified from the tournament.

1.4: Team Responsibility

It is the team's responsibility to report any problems to tournament staff as they occur. If players allow a match to conclude and move on to the next official match before telling tournament staff about the problem, tournament staff can not intervene on problems reported. The only exception to this rule is smurfing allegations. Tournament staff will exercise their best judgement when dealing with match issues to keep matches fair, but also within the amount of time allotted for the tournament.

1.5: SR Requirements

Teams will be required to fill out a roster sheet before the matches start. The team roster sheet must be completed by Friday the 29th, so that the admin staff can approve of all players. Players must be below 3650sr, and the average SR of the team must be between 2500 and 3499sr. Any players that need to be added post-cutoff day have to be reported to a tournament admin for review.

Section 2

Tournament Procedures

2.1: Lobby Presets

- Competitive: On
- Kill Cam: Off
- Skins: Off

The team that has the higher seed on Challenge will make the lobby first. In a playoff match, the loser of the previous map will host the lobby if they wish to.

The team that does not host the lobby will pick if they want to attack or defend first in the group stage. For playoff matches, the loser of the previous map will choose to attack or defend.

2.2: Map Pools and Schedule

Day One, Group Stages

- *Swiss Round One (Bo3) : 6est*
 - Lijiang Tower
 - Dorado
 - Horizon Lunar Colony
- *Swiss Round Two (Bo3) : ETA 6:45est*
 - Watchpoint: Gibraltar
 - Hanamura
 - Kings' Row
- *Swiss Round Three (Bo3) : ETA 7:30est*
 - Ilios
 - Volskaya Industries

- Numbani
- *Swiss Round Four (Bo3) : ETA 8:15est*
 - Rialto
 - Nepal
 - Temple of Anubis
- *Swiss Round Five (Bo3) : ETA 9est*
 - Junkertown
 - Eichenwalde
 - Oasis
- *Tiebreaker After Five Rounds, if needed (Bo1) : ETA 9:45est*
 - Busan

Day two, Double Elimination Playoffs

- *Opening Round (Bo3) : 6est*
 - Hollywood
 - Ilios
 - Hanamura
- *Winners' Semi-Finals / Losers' Round 1 (Bo3) : ETA 6:45est*
 - Oasis
 - Temple of Anubis
 - Kings Row
- *Losers' Round 2 (Bo3) : ETA 7:30est*
 - Nepal
 - Route 66
 - Horizon Lunar Colony
- *Winners' Finals / Losers' Semi-Finals (Bo3) : ETA 8:15est*
 - Watchpoint: Gibraltar
 - Volskaya Industries
 - Busan
- *Losers' Finals | The Challengers' Match (Bo3): 9est*
 - Eichenwalde
 - Ilios
 - Dorado
- *Grand Finals | The Back-foot Match (Bo3) : ETA 9:45est*
 - Lijiang Tower
 - Rialto
 - Blizzard World
- *Grand Finals | The Decider Match* (Bo5) : ETA 10:30est*
 - Busan
 - Junkertown
 - Hollywood
 - Horizon Lunar Colony
 - Dorado

***Grand Finals | The Decider Match will only occur should the team that came from the winners' bracket lose the first finals match, which is "The Back-foot Match."**

2.3: Pre-tournament Procedures

Players must be on Overwatch and ready to play fifteen minutes before the start of their first match. Any team that is not in lobby or actively getting in lobby at the start of the match will receive a minor penalty (see 5.1).

A team captain must contact a tournament representative five to fifteen minutes before the official match start time to notify the staff that they are ready for the match.

2.4: Forfeit Rules

Teams that forfeit their match must contact their tournament representative as soon as they are aware that they will be forfeiting.

2.4.1: Forfeits Relating to Disconnects

A team will be forced to forfeit a map if a player disconnects / leaves and there is no replacement in five minutes after the hosting team pauses. **Teams are allowed to substitute mid-map in the case of disconnects only. After you sub in a player, you can not re-sub the disconnected player in mid-map.** They may also continue to play as a 5v6 after five minutes if a substitute is not present, if they wish.

Teams are allowed to substitute players between maps.

The hosting team must pause if there is a "pause" indicated in match chat. If the match is in the playoffs, a match forfeit will be made if a team can not find a new player ten minutes after the disconnect.

2.4.2: Map Forfeits

If a team is forfeiting a single map, they must contact both their tournament representative and any staff on hand at the match (ie the referee, casters, etc). The opposing team will receive a map win for that map, regardless on if the map was already played and the forfeiting team won.

2.4.3: Match Forfeits

If a team is forfeiting their match, they must contact both their tournament representative and any staff on hand at the match (i.e. the referee, casters, etc) if the round has already started. The other team will receive a full match win (i.e. 0-2 in Swiss and playoff matches, or 0-3 in the rare case of a finals forfeit).

2.5: Pauses

The hosting team must pause if there is a "pause" indicated in match chat. Pauses can only be called outside of team fights. Each team is allowed five minutes of pause time before the game must resume. This pause time is reset every map.

2.6: End of Match

At the end of the match, the captain of the winning team must report scores to a tournament representative through #tournament-scores. From there, the representative will communicate the next steps in the tournament to the team captains after all matches are complete.

Section 3

Tournament Rules

3.1: Win Conditions

Win conditions of this ExPandable Tournament are:

- To win enough swiss-formatted matches to qualify for Playoffs.
- Win enough playoff matches, which are best-of-three, to reach the finals.
- Win the finals, which is a best-of-three and then a best-of-five in a bracket reset.

3.2: Tie Breakers In Cases of A Draw

If a map tie should occur, **a single round on Oasis** will be played immediately to determine the winner of that map. This means that only one point will be acquired by the winner of the round. The whole map (Oasis) will not be played.

3.3: Ranking in Swiss System

Teams will be ranked as such after five rounds of Swiss play:

- Number of Match Wins (higher is better)
- Strength of Schedule w/ Strongest and Weakest Team's Record Dropped
- Head-to-Head (who won more matches against the other tied teams, applicable only if the tied team beats all other tied teams)
- Map Win Percentage
- Strength of Schedule w/ No Drops
- Opponents' Average Map Win Percentage

If teams are still tied after this:

- Non-Playoff Teams
 - If the tie is between eliminated teams from the playoff bracket, the tie will not be broken.
- Potential Playoff Teams — If They Win the Tiebreaker
 - A bracket concerning the tied teams will be played to determine teams that go to playoffs, with rules set by administrators. Each match will be a **best-of-one on Busan**.
- Locked in Playoff Spots
 - The tied seeds in contention will play a tiebreaker match for seeding.

3.4 No Show Rules

If a team is not able to fill a full team of six players to participate in the match at the designated time, they will be given five minutes to find a substitute that must meet all of the

requirements to participate (1.2). After five minutes, if the team cannot gather a team of six players, they will forfeit that match, but remain in the tournament. Late / no-shows are based off of the estimated schedule.

Teams that forfeit more than one match will be removed from the tournament altogether.

3.5: Streaming Rules

You may stream the match on your personal stream, so long as there is a three minute delay and the stream title includes an indication that you are streaming our tournament. Examples include “Qinling Intermediate”, “EXPQI”, “ExPandable’s Tournament”, etc. **By choosing to stream, you forfeit the right to accuse others of “stream sniping” during the match.**

3.6: Match Calling

If a match goes on for too long, a tournament representative or a referee has the right to declare a winner of the match. **This will only be used in extreme cases.** This will only be done in the interest of time, and teams will have notice of any consideration to call the match.

Section 4

Violations

4.1: Cheating

Use of 3rd party programs that are considered cheating by Blizzard are prohibited in any ExPandable match. If a player is found to be using such equipment and software, they will be banned from future ExPandable competitions and tournaments, and the Player’s team will receive a major infraction (see 5.2)

4.2 Unsportsmanlike Conduct

Unsportsmanlike conduct, IE ‘teabagging’, bad manners, and trash talking is prohibited. The first offense is a warning, the second offence is a minor infraction (see 5.1) to the player, after the second offense it is based on tournament staff’s judgement.

4.3 Proof of Conflict

If there is any sort of conflict that breaks any rules, it is encouraged by ExPandable staff for a screenshot to be taken so that conflict can be resolved. Most problems can not be solved without this evidence, so staff may be unable to solve any problems that does not have the proof of conflict.

4.4: Outside Assistance

Outside assistance is defined by ExPandable as any team that has a team representative sharing information on another team’s character picks, the way another team is set up on the map, or other in-game information to their team during the match. Any team caught doing this will receive a major infraction (see 5.2).

4.5: Smurfing

If a player enters a tournament without submitting their highest SR across all of their accounts, it will result in a major infraction (see 5.2)

4.6: Shared Players

A player cannot play on two teams in the tournament. A ringer that rings in for one team may only continue to ring in for that one team. To do so will result in a major infraction for both teams. (see 5.2)

Section 5 Punishments

5.1: Punishments for Minor Infractions

- Warnings
- Map Forfeits
- Player suspensions for a map or match

5.2: Punishment for Major Infractions

- Match Forfeits
- Temporary or permanent bans of players and/or teams

All punishments will be decided on a situational basis by tournament staff members and referees unless already outlined in the above ruleset. Tournament Staff have final say in all rule-infracting incidents, even in cases where the decision might violate parts of this rulebook for the spirit of the game, and are allowed to use their best judgement to apply any of these rules, or in special cases unmentioned punishments.

Section 6 Tournament Staff

Rookwood – Head Tournament Director

Halfiber – Assistant Tournament Organizer

MayLu – Assistant Tournament Organizer / Communications

Alexyoshi – Assistant Tournament Organizer / Brackets

Glo - Assistant Tournament Organizer

AbagailFlare - Assistant Tournament Organizer

SirDerpsAlot - Assistant Tournament Organizer

Noellalee - Assistant Tournament Organizer / Data

Last Updated March 30th, 2019