

Overwatch 2 (5v5)

(Revised Summer 2024)

MATCH PROCEDURE

Players

- Overwatch 2 matches are 5v5
- Schools are allowed one 5-player team plus 2 substitutes.
- Playoffs and State: Each school will be allowed 1 team with 2 substitutes.
- Matches are best of 3.
- **Special Note:** During the summer of 2024, Blizzard announced that they were experimenting with changes to the 5v5 competitive format, with the possibility of switching the game back to Overwatch's original 6v6 format. In the event that Blizzard adjusts its competitive format back to 6v6, the NSESA board will reconvene and adjust the Overwatch 2 rules to accommodate changes to the live game. It is highly recommended that all teams prepare for this possible change by retaining enough players for the season to compete with a 6v6 squad.

Default Match Time

- The default time for all Matches during the Regular Season is Tuesdays at 4:15pm CST.
- Matches must be played at the default Match time unless both coaches agree to play at a different time and reschedule the match.
- JV leagues do not have a default match time and should be scheduled as soon as possible.

Game Creation and Lobby

- The "home" team will create the lobby and start on the "Blue" side.
 - The home team will be determined by the weekly schedule in LeagueOS. The team listed on the top of the scheduled match will be "home" and the team on the bottom will be "away."
- Log in to Overwatch
 - Click on "Play"
 - Click on "Custom Games"
 - Click on "Create"
 - Inside of the game lobby click on "Settings"
 - Click on import code

MAP 2	ESCORT	ESCORT	ESCORT	HYBRID	HYBRID	HYBRID
	LOSER OF MAP 1 PICKS MAP FROM POOL, WINNER OF MAP 1 CHOOSES SIDE FIRST					
MAP 3	HYBRID	HYBRID	HYBRID	ESCORT	ESCORT	ESCORT
	LOSER OF MAP 2 PICKS MAP FROM POOL, WINNER OF MAP 2 CHOOSES SIDE FIRST					
TIEBREAKER	PUSH	PUSH	PUSH	CONTROL	CONTROL	FLASHPOINT
	COLOSSEO	N. QUEEN ST.	ESPERANCA	BUSAN	ILIOS	SURAVASA

Tiebreakers

- A “draw” is technically possible in most game modes, though it is usually experienced only in the “Hybrid” game mode. If a draw occurs on a map, the teams will then immediately play the “Tiebreaker” map of the week. The winner of the “Tiebreaker” game will be considered the winner for the “draw” game.

Map Pool

- This list below is provided as a reference, but all maps available in competitive play are permitted for play in official matches. Please note that any reskinned/seasonal versions of these maps are prohibited from playing in official matches. This does not apply to day/night variants.

NSESA Eligible Regular Season Maps

CONTROL	ESCORT	PUSH	HYBRID	FLASHPOINT
Busan	Route 66	New Queen Street	Blizzard World	New Junk City
Nepal	Junkertown	Colosseo	King's Row	Suravasa
Lijiang Tower	Circuit Royal	Esperanca	Midtown	
Ilios	Dorado	Runasapi	Paraíso	
Oasis	Havana		Eichenwalde	
Antarctic Peninsula	Rialto		Hollywood	
Samoa	Shambali Monastery		Numbani	
	Watchpoint: Gibraltar			

Restrictions

- Any heroes, skins, sprays, voice lines, emotes, victory poses, highlight intros, or maps that are currently disabled by Blizzard Inc. in the competitive game mode are prohibited from use in official matches. 3rd party mods, or hacks, or anything that has been limited by Blizzard is Prohibited.
- Skins are turned off as part of the preset code and disabled to retain competitive integrity.
- NSESA will be utilizing custom games only at this time. No other game type is allowed.

JV League

- Schools are allowed One (1) Overwatch JV team. Each week you will be matched up against another school for matches, the coaches can decide how they want to play those matches. We will base divisions on how many schools sign up. There will be no records kept. Set match times do not apply so coaches are expected to schedule matches on their own. No postseason play for this division.

Stoppage of Play

- The game may only be paused for the following reasons:
 - Player drop
 - Player disconnect
 - Server crash
 - Technical issues beyond players control (power outage, etc.)
- Stoppage of play may be requested at any time for the above reasons.
 - The match host (person who created the match lobby and therefore has pausing privileges) must initiate a pause when a team requests it so long as the pause is not called during combat, while the objective is contested, or during overtime.
 - Each team will have 5 total minutes of pause time per match as a general rule. Players pause the game using the key combination (Ctrl + Shift + =).
 - Abuse of the auto-pause feature may result in disqualification for the team abusing it.

Player Count

- Both teams participating in a match must provide 5 players at the beginning of each game.
 - Teams may choose to play a “man down” if a 5th player is not available.
 - If a team is missing 2 or more players, the match may not be played and a forfeit will be issued.

Player Subs

- Coaches may substitute a player into a match after a map is completed. Subs must happen within the intermission between maps.
- Captains should note in match chat which players will be subbed for which players.

Profiles

- Any game profile that can be made public should be made so or a forfeit may be called.
 - Forfeits **MUST** be called before the match starts once an ineligible player has entered the lobby. Once a match has started, no forfeits may be called.

1-2-2 Role Lock

- Aligning with the Competitive Game Mode, a forced composition of one Tank, two DPS, and two Support heroes will be enforced during the season.

- A player who begins in a role (Tank, DPS, Support) may not switch to another role until that map is completed. Note: There are multiple rounds per map and multiple maps per match.
- Any team with a player not in the same role after a drop or disconnect will forfeit the current map in which the infraction occurred.

Spectators

- A total of twelve (12) spectator slots are available in each Game Lobby. Each team is permitted a maximum of six (6) spectators. Teams may give up their reserved spectator slots at their own discretion.
- Spectators may only spectate their own team. The custom lobby owner can enable this by right-clicking a spectator's name, then selecting which team they can spectate.

Streaming

- Players will be allowed to stream their matches during the Tournament from their player perspective.
- **COACHES ONLY** may stream from the top-down perspective if they have the permission of the other coach.