

FortCON 2017 - Overwatch (6v6) BYOT

Registration

Registration begins at the start of the LAN an hour before the tournament begins. All members will need to register which can be done via Sign-up posted on Discord. Each team member will need to sign-up using same team name as rest of team. PUG information found in Team Selection section

Match

Begins at 7 PM Saturday. Tournament staff will post brackets on Discord as soon as available. The top team in the bracket will create the custom game and invite the other team's captain. Please double-check that the rules below are configured. Both Teams are responsible for making sure that their team is present and that the map is configured before the game starts. Game starts 5 minutes later. After the match is over, captains will post on Discord the winning team's name from bracket.

Format

Match:

- Control maps are best of 3
 - You must win the entire map 2 times to win the match

Tournament: Double Elimination

Game settings:

- Competition ruleset with hero limit of 1.
- Hero switching is allowed
- Kill cams are ON

Top team in Bracket will always invite Bottom Team.

Map list:

Maps will rotate in this order between rounds. Once total number of teams are known, brackets and round maps will be posted:

Ilios (Control) - Game 1, 6 & 7

Lijiang Tower (Control) - Game 2 & 3, & 8
Nepal (Control) - Game 4 & 9 (if needed)
Oasis (Control) - Game 5

Prizes:

To Be Determined

General Rules:

Team selection

Teams should ensure all members sign up and use the exact same team name. PUG (Pick Up Group) players may choose team PUG, and will be sorted into teams using a first come first serve basis if uneven players sign up. Players are encouraged to use Facebook or Discord to form a team outside of the PUG Automatic process.

Behavior

No harassment, especially with respect to religion, sexual orientation, gender, race, or disability. This tournament is for FUN, please be friendly with your competitors

Cheating

No cheating. If we catch you cheating you will be immediately disqualified. Do not exploit bugs. This includes tool assists or any other means to gain an unfair advantage.

Format

All brackets will be determined by number of players entered. Brackets to be posted on Challenge. It's recommended that you sign-up to review and follow.

Notifications

Challenge brackets will be posted to Discord page. We will post on each event when brackets are updated.

Missing Players / Teams

If map or game allows, teams may play a person down. No substitutions are allowed once the tournament has begun. If an entire team is a no-show, they forfeit the match. Missing players in a 1v1 will forfeit.

Staff Review

All ruling made by Staff (Specifically the Tournament Director) will be final. If you have any issues, please communicate to Staff ASAP to allow for a quick and fair resolution.