4.0 Overwatch 2 Ruleset

4.1 Game Settings

Game settings will be pre-determined with a workshop map code that the lobby host or home team will load for each match ensuring consistency between games. Workshop presets will apply all the competitive rulesets and allow for technical difficulties to be handled such as auto pausing the match when a player disconnects, and then restoring their Ultimate charge percentage when they rejoin. A workshop code will be tested and provided for regular match play and tiebreaker play at the start of the event. Perks will be enabled for all matches.

Match Code: 5EQ8V

4.2 New Heroes and Maps

If a new Hero or Map is released between July 6th and the start of NAFs, the Hero or Map will be disabled for the entirety of NAFs.

4.3 Map Pool

Control

- **Antarctic Peninsula**
- **Busan**
- **Ilios**
- **Lijiang Tower**
- **Nepal**
- **Oasis**
- **Samoa**

Hybrid

- **Paraiso**
- **Midtown**
- **King's Row**
- **Numbani**
- **Blizzard World**
- **Hollywood**
- **Eichenwalde**

Push

- **Colosseo**
- **New Queen Street**
- **Esperança**
- **Runasapi**

Escort

- **Circuit Royal**
- **Rialto**
- **Dorado**
- **Havana**
- **Junkertown**
- **Shambali Monastery**
- **Route 66**
- **Watchpoint: Gibraltar**

Flashpoint

- **New Junk City**
- **Suravasa**
- **Aatlis**

Clash

- **Hanaoka**
- **Throne of Anubis**

4.4 Mode Order and Map Selection

The game modes will be chosen via Map Pick. No map of a certain type may be played twice in a Match before each map of that type has been played at least once in the Match. The team with the higher seed will be determined to be the home team **until** the Grand Finals, where the team who won the Upper Bracket will be the Home Team, and will pick the first **two (2)** maps. The Grand Finals **will not** have a bracket reset enabled. The first match for each team will be **Best of 3**, and all other matches during the event will be **Best of 5**. The order of map picks will be:

Best of 3: Home > Away > Home

Best of 5: Home > Home > Away > Home > Away

The following order is the order in which the game modes will be selected:

Best of 3: Control > Hybrid > Escort

Best of 5: Control > Hybrid > (Flashpoint **or** Clash) > Push > Escort

4.5 Tie Breakers

A match cannot end in a tie. Tie breakers will be settled over a Best-of-One (Bo1) on Ilios for Best-of-Three (Bo3) matches and on Oasis for Best-of-Five (Bo5) matches.

Workshop Code for Tie-Breakers: **KRHYS**

4.6 Pausing Play

If a situation arises that requires a pause and is not auto paused within the workshop code presets, a pause can be initiated or requested until the situation causing the pause is resolved.

4.7 Scoring Match

The winning team must report the match score to the nearest Tournament Organizer

4.8 Spectating

Coaches may spectate, and coach in between matches with restrictions: Coaches spectating must only be allowed to spectate their team using the "Spectate Color Only" option.

4.9 Substitutions

Teams may make substitutions from their reserve roster during a match only between maps and at game breaks. Players who have been substituted out of a match may be substituted back into the match later.

Bots: All bots are allowed, Casual for silver, hard for gold and platinum. The only rule is that you cannot break the 2-2-1 role lock limit by using a bot to have 3 supports/tanks/etc. This includes using an AI to have 2 tanks.

If a roster fill cannot be made per above, the team must select a bot/AI per above substitution requirements or play short a player as required by the game.

4.10 Unsportsmanlike Conduct

Players must avoid all unsportsmanlike conduct, gestures, or comments during any XPL hosted event. Examples of unsportsmanlike conduct are as follows: offensive and demeaning behavior, foul language, or demeaning comments in chat, taunting opposing players after elimination, excessive actions after a victory (emoting, etc.).

Unsportsmanlike conduct can be categorized as minor and major infractions. Any infraction should be addressed immediately by the coach or league commissioner when the infraction occurs. If necessary, the game should be paused, and a timeout used to correct the behavior.

Communication should be used between the two coaches to determine the severity of the infraction. A minor infraction that is corrected and does not continue may not result in a penalty. If it is determined and agreed that the infraction warrants a penalty, the player conducting the infraction shall serve a 15-second penalty in the respawn area (Overwatch), buy phase (Valorant), or hold position (Rocket League). Continued conduct determined to be unsportsmanlike or major infractions can result in forfeiture of that round, of the match, player disqualification, and/or team disqualification. If an infraction occurs and the locations' coaches/managers/commissioners cannot agree on an appropriate course of action, it should be brought to the attention of League personnel.