



RULES & REGULATIONS



UNITED ARAB EMIRATES & KINGDOM OF SAUDI ARABIA
DISCORD FOR TOURNAMENT COMMUNICATION
AGE ALLOWED: 13+

1. GENERAL RULES

Format: 6v6

Teams will play a Match of 1, Best of 3 maps match in this Overwatch Tournament

Maps

Each match will include the following game modes, in this order:
Control / Escort / Assault / Hybrid / Control

Available Map pool

The following maps can be selected:

- Control - Busan / Nepal
- Escort - Dorado / Route 66
- Assault - Hanamura / Volskaya Industries
- Hybrid - Blizzard World / Numbani

Draws

If any individual map ends in a draw, a tiebreaker map will be played immediately. The winning team from the previous map picks which side they play on.

- First tiebreaker map to be played, if needed: Ilios (best-of3- stages)
- Second tiebreaker map to be played, if needed: Oasis (best-of3- stages)

Map Bans

In an extreme case of a bug existing within the current patch of Overwatch, the tournament administrator may enforce a map ban for any duration of time.

Heroes

Available Hero Pool

- Only heroes that are enabled in the "Competitive Play" mode of Overwatch may be used.

Hero Bans

- In an extreme case of a bug existing within the current patch of Overwatch, the tournament administrator may enforce a hero ban for any duration of time.

1.1 Game Creation and Settings

Team Responsibilities

- Map selection, host, and side selection rules are listed above in “Available Map Pool.”
- Team captains will be responsible for inviting the remaining members of their team.
- Game lobbies for subsequent games in a match can be created by the team that lost the previous map if they choose.

Custom Match Settings

- Presets: Competitive
- Modes, All:
 - Kill Cam Disabled
 - Skins Disabled
 - Game Mode Start – Manual
- Lobby: Max Spectators - 0 (unless spectators have been permitted by Tournament administrators)
- “Invite Only” must be selected within the Custom Game Lobby.
- Failure for the hosting team to select “Invite Only” may result in forfeiture of map at the tournament administrators’ discretion.

Server Host

- Both teams can agree to play on another server if desired.
- Teams are permitted to use the following instructions to help select Game Server location:
 - Create a Custom Lobby with the “Custom Match Settings”
 - Click “Start.” The map will load and automatically connect to the server closest to the host.
- Invite all other players to the game.
- When both teams are ready, the host must select “Start Game Mode.”

1.2 In-game rules

Pauses

- Each team is allowed up to 10 minutes of emergency pause time per map for a total of two maps. (Control maps, e.g. Nepal, count as 1 map. Pause time is not reset between the various “stages.”)
- Pauses are only for emergencies such as player disconnects, hardware failure, and internet connection issues.
- Lobby Hosts must pause the game immediately after requested by any player in the server, within reason.
- Pauses used to contact tournament administrators for disputes will not be counted against the time bank.
- After the time bank is up, teams must forfeit or continue play, unless there is a dispute being sent to tournament administrators.
- Game Restart:
 - In case of a server crash or other unforeseen circumstances, a tournament administrator may assess a game restart, which will be communicated to each Team Captain.
 - Examples may include, but are not limited to:
 - Incorrect game settings.
 - Server crash

2. OTHER GENERAL RULES

- A team must consist of a minimum of 6 players and maximum 7 players (1 substitute).
- In case of any dispute regarding any issue, the final decision will be made by the admin.
 - Game Admin has the power to refute any rule depending on the situation at hand.

3. IMPORTANT RULES

- Team Captains of both teams should take a screenshot of the picks and bans, in case of a remake.
- If anything happens with the server, making it so the game can’t continue, the team Captains must contact the official tournament Admins right away.
- Team Captains are expected to read and understand all of the rules and inform their players about the rules.
- Show good sportsmanship (Gentleman’s Rules)
- Admins are above the rules and will have the last say in any issue that may occur.

4. REMAKES

- If an admin says the game should be remade, it will be remade.
 - If a remake occurs, the game settings will be Blind pick, and all the players must pick the same champions as were picked before the remake.
- The game will be remade if any of these issues should occur:
 - Game crashes
 - Game hangs
 - Server spikes
 - Stream goes offline
 - Technical issues
 - Medical issues

5. TEAMS

- All of the players participating, must be registered on the official homepage of the tournament
- Every sub-account and nickname change must be registered on the tournament's official home page if they are going to be used in the tournament.
- A player can't play for two(2) teams. If this occurs, both teams will be disqualified.

6. GAMES

- Admins decide when the games will be played
- Every team must meet up 30 minutes before the game is scheduled to start, and the game must be started before or at the starting time.
- If you are participating in the main tournament, you have to meet in the platform 30 minutes before game starts

6.1 ABUSE & EXPLOITATION

- Bug exploitation: Exploiting known or newly discovered bugs during the game will result in disqualification of the exploiting team.
- Definition of bugs:
 - Anything that will give one of the teams an unfair advantage
 - Anything that makes the game crash or stop

6.2 PUNISHMENT

- Warning: After one(1) warning has been given, the game will continue. If a team receives more than one(1) warning during a game, the team will be disqualified from the tournament
- Game loss: if a team receives any punishment for a minor offense, they will get a loss by default, no matter the result of the game.
- Disqualification: A team that gets disqualified will be thrown out of the tournament. They will not get to compete in any more tournament games.
- Point reduction: A team may get a reduction in points for minor offenses.

6.3 PURPOSELY DISCONNECTING

- Any player that has disconnected from the client without reconnecting, with the intention to get a remake of the game, will get his/her team a loss by default

6.4 GENTLEMAN RULES

- The gathering game crew advices everyone to follow these rules, even though it is not imposed.
- Disconnected players shall not be attacked
- No typing in all-chat, trash talking or unnecessary chat
- You must **NOT** be involved in any kind of intimidating behavior, either in or out of the game
- Be a good winner and a good loser.

IMPORTANT. PLEASE READ - GENERAL RELEASE AND LIMITATION ON LIABILITY

Each Player knowingly consents to participate in any or all League or Tournament activities by Gamers Hub Middle East (Gamers Hub ME LLC) under his or her own free will and without duress or undue influence of any third party.

BY ENTERING AND/OR OTHERWISE PARTICIPATING IN THE LEAGUE OR TOURNAMENT, EACH PLAYER, ON BEHALF OF HIMSELF OR HERSELF AND HIS OR HER HEIRS, HEREBY RELEASES, DISCHARGES AND HOLDS GAMERSHUB MIDDLE EAST (GHME) AND THE OTHER TOURNAMENT ENTITIES HARMLESS FROM AND AGAINST ANY AND ALL ACTUAL AND POTENTIAL, KNOWN OR UNKNOWN, SUSPECTED AND UNSUSPECTED CLAIMS, DEMANDS, CAUSES OF ACTION, COSTS, LOSSES, INJURIES, LIABILITIES AND DAMAGES OF ANY KIND OR NATURE, INCLUDING WITHOUT LIMITATION MENTAL AND/OR PHYSICAL INJURIES OR DEATH AND DAMAGES TO OR LOSS OF PERSONAL PROPERTY, DUE IN WHOLE OR IN PART, DIRECTLY OR INDIRECTLY, TO PARTICIPATING IN THE LEAGUE OR TOURNAMENT, ATTENDING OR PARTICIPATING IN ANY LEAGUE OR TOURNAMENT-RELATED EVENT OR ACTIVITY AND/OR THE USE OR MISUSE OF ANY PRIZE.

Tournament Organizers are not responsible for any incorrect or inaccurate Information or other materials, on, associated with or utilized as part of the Tournament Organizers Website(s), and Tournament Organizers assume no responsibility for any error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft, destruction, or unauthorized access to the Tournament Organizers Website or the League Website or the field of play in the Title Game. Although Tournament Organizers attempt to ensure the integrity of the tournament, Tournament Organizers are not responsible for the actions of players in connection with the Tournament, including a Player's attempt to circumvent the Official Rules or otherwise interfere with the administration, security, fairness, integrity, or proper conduct of the League or Tournament.

Without in any way limiting the generality of the foregoing, each Player agrees that Tournament Organizers and the other tournament entities shall not be responsible or liable for, and are hereby released from any and all claims, costs, injuries, losses or damages of any kind, relating to any of the following: Incomplete, lost, late, misdirected or illegible registrations or the failure to receive registrations due to any cause, including without limitation human or technical problems, failures, or malfunctions of any kind, whether originating with Player, Tournament Organizers, the Tournament Organizers, or otherwise, that may prevent or limit a Player's ability to participate in the League or Tournament or send or receive messages requiring action or response by such Player; any computer system, gaming console, phone line, hardware, software or program malfunctions, or other errors, failures, hacks, unauthorized access, delayed computer transmissions or network connections which may result in alteration of Game play or affect Game results; any problems or technical malfunction of any network or lines, servers or providers, equipment, or software, including any injury or damage to Player Equipment resulting from participation in the Tournament.

FORCE MAJEURE

Tournament Organizers reserves the right to modify, suspend, extend or terminate a Tournament or any part thereof if it determines, in its sole discretion, that the Tournament is technically impaired or corrupted or that fraud or technical problems, failures, malfunctions or other causes have destroyed, corrupted or undermined the administration, security, fairness, integrity, proper play or feasibility of the League, a Tournament or any portion thereof as contemplated herein. In the event Tournament Organizers is prevented from continuing with the League or Tournament by any event beyond its control, including but not limited to fire, flood, epidemic, earthquake, explosion, labor dispute or strike, act of God or public enemy, satellite or equipment failure, riot or civil disturbance, terrorist threat or activity, war (declared or undeclared) or any federal state or local government law, order, or regulation, order of any court or jurisdiction, or other cause not reasonably within Tournament Organizers' or the Tournament Organizers' control (each a "Force Majeure" event or occurrence), Tournament Organizers shall have the right to modify, suspend, extend or terminate the League or Tournament.

Tournament Organizers, in their sole discretion, may require the replaying of any Game or Match, or declare any Game or Match or other phase of the League or Tournament null and void by reason of any of the foregoing. In the event Tournament Organizers determine, in their sole discretion that any individual Game or Match or other phase of the League or Tournament, has been tampered with or that the validity of any Game, Match or other phase of the League or Tournament has been compromised for any reason, it may eliminate that Game, Match or other phase of the League or Tournament, and may conduct the League or Tournament on the basis of the remaining Game, Match and/or other phases of the League or Tournament.

TRANSFER OF PLAYER INFORMATION

By registering for and/or otherwise participating in the League or Tournament, each Player consents and agrees to the collection, transfer, storage and processing of his or her information to and in the United Arab Emirates and/or to other countries outside the country of Player's country of residence. Such other countries may not have privacy laws and regulations that are similar to those of the country of Player's residence. A Player may request access, review, rectification or deletion of any personal data held by Tournament Organizers in connection with the League or Tournament by following the instructions provided in the Privacy Policy posted on the Tournament Organizers Website.

All rights to photos, videos and any other recordings taken of the tournament rests with Gamers Hub Middle East. Permission to post and distribute these photos/videos lie solely with Gamers Hub Middle East. This material will be used by GHME and it's partners for its own promotions, communication or in any other manner at their own discretion. By agreeing to this, you waive all rights and accept the use of your photos/videos as GHME sees fit.

No food or drink is allowed near the machines. Should you cause any damage to any machine or peripherals, you will be liable to pay the cost of the same at no more than the retail selling price of damaged product.

By agreeing to the Terms & Conditions, you agree to subscribe to Gamers Hub Middle East & 3rd party companies' newsletters and promotional emails. You can unsubscribe from the same by clicking on the unsubscribe button on the emails.

Timings are to be strictly followed by all Teams/Player(s) are given a 10 minute grace period to show up or else will be declared as a "no show" and disqualified (DQ'd) from the tournament. If a player(s) lags during a match, team(s) must pause the game and inform the game admin as soon as possible, if ignored for too long, admins will not be able to take remedial measures.

PUBLICITY

Gamershub Middle East (GHME) & Tournament organizer reserves the right to use the name, likeness, and/or PSN account ID of any Contestant, for publicity purposes prior to, during, or after the Contest end date, in any media, throughout the world, in perpetuity, but only in connection with publicising the Contest, without any compensation or prior review unless specifically prohibited by law. At any time before, during or after the Contest Period, Gamershub Middle East (GHME) & Tournament organizers may, in its discretion, choose to post Contestants' name and profile information online (including Facebook pages, Twitter feeds, YouTube channels, and third-party websites) for promotional and entertainment purposes only. Posting of this content will not mean that said Contestants are eligible to win or have been selected as winners. Contestants understand that users of these sites may share, comment on (including negatively), and repost such content. Any requests by Contestants to be removed from consideration will be accommodated to the extent practically possible.

PRIVACY

All collected information from Gamershub Middle East (GHME) & Tournament organizer & other 3rd party involved companies will be shared for promotional and social media purposes only. GHME reserves exclusive right to the coverage of GHME matches. This includes all forms of transmission. GHME can assign the coverage rights of a match or of several matches to a third party or to the actual players themselves. In this case, terms and conditions

would have to be arranged with the GHME management before the match. Should the game take place on a server that GHME administrators have no direct access to, it must be made sure that enough slots are available for the according clients. We may require the winners to participate in publicity or advertising. By entering this competition, you agree that we may use your name and/or image for these purposes and that you will not be paid.

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