

OWCS: Midseason Championship at 2026 Esports World Cup - Rulebook

Blizzard Entertainment (“Blizzard”), ESL FACEIT Group (“EFG”), and their affiliates (collectively, the “Administration”) will be hosting the OWCS Midseason Championship taking place between July 29th. 2026 and August 2nd. 2026, at Esports World Cup 2026, located at Paris Expo Porte De Versailles, 1 Pl. de la Porte de Versailles (the “Tournament” or “Event”). The Tournament will be governed by the following: (i) these tournament rules (the “Tournament Rules”) and (ii) the OWCS 2026 [Official Rules](#) (the “Official Rules”). If there is an inconsistency between any of these documents, then these Tournament Rules shall control. Defined terms in these Tournament Rules shall have the meanings and definitions ascribed to them in the Official Rules, unless otherwise noted herein. By participating in the Tournament, each participant agrees to abide by the Official Rules, these Tournament Rules, the decisions of the Administration (which shall be final and binding in all respects) and to be contacted by the Administration or their agents by email, mail and/or telephone regarding the Tournament.

THE ADMINISTRATION RESERVES THE RIGHT TO CHANGE, UPDATE AND MODIFY THESE TOURNAMENT RULES AT ANY TIME, FOR ANY REASON. RULINGS MAY BE MADE OUTSIDE OF THE SCOPE OF THESE TOURNAMENT RULES IN ORDER TO PRESERVE FAIR PLAY AND TOURNAMENT INTEGRITY. PARTICIPATION IN THE TOURNAMENT CONSTITUTES YOUR FULL AND UNCONDITIONAL AGREEMENT TO THE TOURNAMENT RULES, THE OFFICIAL RULES, AND THE ADMINISTRATION’S DECISIONS, WHICH ARE FINAL AND BINDING IN ALL MATTERS AND IN ALL RESPECTS. THE ADMINISTRATION SHALL DECIDE ANY MATTERS NOT HEREIN EXPRESSLY PROVIDED FOR AND SUCH DECISIONS SHALL BE FINAL AND BINDING ON PARTICIPANTS. WINNING A PRIZE IS CONTINGENT UPON FULFILLING ALL REQUIREMENTS SET FORTH IN THE TOURNAMENT RULES AND THE OFFICIAL RULES.

1. Eligibility

- 1.1. Eligibility for the Tournament is as set forth in the Official Rules.
- 1.2. Key terms from the Official Rules used in these Tournament Rules that will retain the definitions prescribed to them in the Official Rules. These terms include, but are not limited to, Participant, Player, Coach, Team, Game, and Match.

2. Registration Information

- 2.1. Participation in the Tournament is on an invite-only basis. See Section 8 for the full list of qualification methods.
- 2.2. All Regions – Travel Stipulations
 - 2.2.1. All Teams are required to have their players travel to Midseason Championship live, in person and must compete physically at the event.
 - 2.2.2. All Team Members should have acquired their necessary travel documentation well in advance of the competition and confirm this with the Administration through official channels such as the Overwatch Esports Discord or Email.
- 2.3. All Regions - Roster Stipulations
 - 2.3.1. Unless otherwise stated, A Team must compete with their registered roster, as per the roster lock within their respective region during OWCS Stage 2. The Administration, at its sole discretion, may authorize emergency roster changes outside the given time period on an individual basis.

- 2.4. For the avoidance of doubt, Teams qualified to the Tournament are not permitted to make roster changes unless granted by the Administration detailed below in Section 2.5.
- 2.5. Roster substitutions that occur after the applicable Roster Lock (“Emergency Substitutions”) may be granted by the Administration, in their sole discretion.

2.6. Replacements

- 2.6.1. If a participant is, for any reason, unable to compete anymore in the event, a replacement will be called up. If this happens before the replacement deadline, the replacement will inherit any financial benefits like paid flights and hotels from the replaced participant.

Title Defender or Champions Clash winner will be replaced by the highest ranked, non-qualified team from Champions Clash.

For everything else, the highest ranked non-qualified team from the same qualifier or invite list will be called upon as the replacement. If no such team is available, the Administration will choose a new Replacement Team, at their sole discretion.

2.7. Multiple teams

- 2.7.1. Organizations cannot field multiple teams in the OWCS: Midseason Championship at the 2026 Esports World Cup tournament.

3. General

- 3.1. Any violation of the rules set forth in the Official Rules, Code of Conduct, or in these Tournament Rules, including, without limitation, any form of cheating, may result in a forfeit of the Game/Match and/or disqualification from the Tournament.
- 3.2. A “Referee” or “Tournament Official” is defined as a member of the Administration team designated by the Administration to help facilitate the execution of general competition related tasks. The responsibilities of a Referee include but are not limited to the following:
 - Observing Matches to ensure fair play;
 - Assisting Players with equipment issues and general queries as required;
 - Reporting issues and feedback to the larger Administration team;
 - Maintaining an on-stage presence as the first point of escalation for any and all issues or questions during gameplay;
 - Managing and facilitating on-stage match procedures.
- 3.3. EWC Global Rulebook

The Tournament is under jurisdiction of the [EWC Global rulebook](#). The Administration holds final ruling on any disciplinary decisions.
- 3.4. By participating in the Tournament, Players and Team staff agree to comply with any and all instructions given by the Referee or Tournament Official. Failure to comply with the reasonable demands of the Referee or Administration may result in penalties as prescribed in the Code of Conduct.
- 3.5. The physical competition area designated for an individual match of tournament play is defined as the competition station (the “Station”). This Station will be designated as the “main stage”.

- 3.6. A Match's Scheduled Start Time is the official start time for a Match, and will be communicated by the Administration through visual displays, audio announcements, and/or directly to players by Tournament Official(s). Scheduled Start Times are subject to change, and the Administration's communication of a new Scheduled Start Time will replace any previously communicated Scheduled Start Time(s).
- 3.7. Teams must have a minimum of five (5) Players present (within the immediate physical proximity of their assigned Station) to start a Game. Failure to field the minimum required roster as previously indicated will result in a Match loss.
- 3.8. **Breaks During Matches.** Once a match begins, there will be an allotted player break after Map 3 and Map 5. Breaks will be on a 5-minute timer, and match procedure will still be conducted during the break. All other player breaks will be granted at the discretion of the Administration, and the Administration reserves the right to deny requests outside of these windows.
- 3.9. **Extended Breaks.** Extended breaks between matches will be given at the discretion of the Administration, such as between back-to-back matches. A Tournament Official will set a time frame by which the Teams competing must report to the competition area for their match. Teams may forfeit a Game(s) if they haven't reported to their upcoming Match's Station by the end of their Tournament Official's set time limit.
- 3.10. **Team Communications Between Matches.** Coaches and team staff may speak with their Players between Games. Coaches and team staff are not permitted inside the competition area and may not speak with their players during competitive play. For more details on Coach interactions with the team, please view Section 11.
- 3.11. **VOD Review During Matches.** Teams are only allowed to VOD review or watch replays with their players during the match procedure of an active match. Once match procedure is completed, or the maximum allocation of 210 seconds is passed, Teams must cease any VOD review and remaining discussion must be kept brief with players ready to enter the game when requested by the Administration. Infraction against this will be enforced through the penalties outlined in Section 13.
- 3.12. In order to dispute Game results, Players/Teams must notify their Referee that they would like to protest the Game before a new Game has begun. In order to dispute Match results, Players/Teams must notify their Referee that they would like to protest the Match within five (5) minutes of the completion of the Match. The Administration reserves the right to deny the dispute or otherwise decide in the best interest of the Tournament.
- 3.13. Teams may request that they be allowed to concede an Administration awarded victory of a Game. Teams may request that their opponent not receive a forfeit penalty, or a penalty associated with receiving a Technical Foul.
- 3.14. Language used in Team communication will be governed by the Code of Conduct.
- 3.15. Players/Teams are expected to put forth their best effort in all Games. The Administration reserves the right to forfeit Games/Matches and/or remove Players/Teams from the Tournament should this rule be violated.
- 3.16. Players and Coaches are expected to treat all members of the Administration with respect. Failure to abide by this stipulation may result in disciplinary action.
- 3.17. Players, Coaches, and all Team Members are required to fulfill and attend any obligations that are requested by Administration, including, but not limited to:
- (i) Media Day
 - All Teams will be required to participate in a Media day for promotional

content and live-to-tape content for the OWCS program or the event.

- (ii) Meet and Greets
 - All Teams will be requested for meet and greet with fans at the event.
- (iii) On or Off Broadcast interviews
 - All Players, Coaches, and Team Members may be asked to participate in interviews throughout the event.
- (iv) Showmatches
 - Administration, at our sole discretion, can request a Player, Coach, or Team Member to participate in showmatches within 48 hours notice. Times prior to competition start or after a team has been eliminated will be prioritized to minimize impacts to a Team's practice schedule.
- (v) Content Segments
 - Administration, at our sole discretion, can request a Player, Coach, or Team Member to participate in content segments within 48 hours notice.

4. Equipment

- 4.1. The Administration encourages Players to bring their own peripherals for use in practice and in competition for the best competitive experience. The Administration will require the use of a specific headset peripheral for all competition matches. Administration requires the use of in-ear headphones underneath the competition headset. All Players and Teams are expected to bring their own in-ear headphones/IEMs as part of their peripherals. Administration will have basic in-ear headphones to provide as backups, but all Players are expected to possess their own.
- 4.2. Teams and Players cannot install any software on an official Administration provided PC without the supervision and/or approval of the Administration prior to installation.
- 4.3. Teams and Players cannot use or insert outside USB devices on an official Administration provided PC without the supervision and/or approval of the Administration.
- 4.4. Players are required to provide the following pieces of competition necessary equipment as follows:
 - Mouse
 - Keyboard
 - Mousepad
 - Under-ear Headphones (for use on Stage)
 - Over-ear Headset (for use in the PPA)
 - In the event a Player's peripheral breaks or is non-functional, Administration will be able to provide a basic replacement, but the Player and Team should look to replace the peripheral in question with their own provided equipment ASAP.
 - Administration has no obligation regarding the quality or performance of replacement peripherals provided because using this replacement is due to personal equipment failure. If used, any risks associated with the quality or performance of the basic peripheral provided by Administration is the responsibility of the Player and Team.
- 4.5. Where not provided, competitors are responsible for their personal hardware device, where personal hardware is permitted during the competition. Competitors are furthermore responsible to maintain a set of replacement hardware in the instance that their primary

device(s) fail.

- 4.6. The Administration will have a limited stock of the basic peripherals we are able to provide in PPA for Players upon request. Staff members will not have these peripherals provided upon request. This includes:

- Over-ear Headset
- Mouse
- Keyboard
- Mousepad

- 4.7. The Administration reserves the right to inspect and ultimately deny or not deny the use of any player provided equipment. Administration may employ, up to and including, the following methods to ensure the competitive integrity of the competition:

- Requiring competitors to physically submit equipment for screening by the Administration prior to the competition;
- Conduct inspections of peripherals at any time during a Live event;
- Mandating that competitors use only specified peripherals, typically delineated by model number;
- Physically storing and restricting access to player-provided equipment between competition days/phases to ensure competitive integrity; and/or
- Implementing or executing any additional processes or activities as deemed necessary.
- The Administration is committed to working with Participants to ensure a fair and reasonable inspection and approval process for player provided equipment. Inspection and approval processes will be thoroughly communicated to affected Participants prior to any competition where they will be employed.

- 4.8. Players must use any equipment provided by the Administration (i.e. desks, monitors, chairs, etc.). Players competing on either stage must use the headset provided by the Administration. If a Player finds that an issue has occurred with any of the Administration provided equipment, they should notify a Tournament Official immediately. If the Tournament Official can confirm that an issue has occurred, they will determine next steps, which may include a Game restart, Game win being awarded to a Team, continuation of play without action, or other action as deemed by the Tournament Official.
- 4.9. If a Game malfunction occurs and the cause can't immediately be identified, a Tournament Official may call for the Game to be paused and/or ended in order to investigate further.
- 4.10. All Player equipment is subject to approval. The Administration reserves the right to deny the use of anything suspected of providing an unfair competitive advantage.
- 4.11. Players may not use an input device with "turbo" or a button macro feature. A turbo feature allows Players to press a button that results in performing a set of actions that would normally require the Player to press the same button multiple times. A button macro feature allows Players to press a button that results in performing a set of actions that would normally require the Player to press multiple buttons.
- 4.12. Players may not use an input device that has been modified in such a way that it alters their abilities and/or in-game mechanics in such a way that the modification offers an unfair competitive advantage at the determination of the Administration. Players are permitted to make cosmetic changes to their input device.
- 4.13. Teams found to be in violation of any of these equipment rules may be subject to warnings or penalties in accordance with these Tournament Rules.

5. Gameplay

- 5.1. For all Matches each Player will be assigned a seat by the Administration.
- 5.2. Players will have five (5) minutes before the start of a Match and one minute in between each Game to adjust personal preferences, USB connected peripherals, device software and game settings, and ensure their headset is functioning properly. Five-minute time limits will begin at the Match's Scheduled Start Time. One-minute time limits will begin at the conclusion of the preceding Game.
- 5.3. No warm-up or practice Games are permitted on active competition stations once the Match's first Game has begun.
- 5.4. If a Player needs to request for a pause, they must inform a Tournament Official by either requesting for a pause in in-game chat and/or raise their hands to notify a Tournament Official on Stage. The Tournament Official will then pause the game and assess and resolve the issue. Once the Tournament Official has confirmed that the issue has been resolved and that gameplay is ready to resume, the Tournament Official will confirm with both competing teams that they are ready to resume and would then unpause the Game.
- 5.5. Players and Coaches may not look at an opposing Player's monitor or projected screen during a Game.
- 5.6. Players and Coaches may not intentionally manipulate a teammate's input device(s) during a Game. This includes but is not limited to a button, mouse, buttons on a keyboard, etc.
- 5.7. Players may not move their character outside of the normal boundaries of a map. Moving outside of the normal boundaries of a map includes but is not limited to part of the character's body passing through what should be a non-permeable surface or object or moving into any area from which your character registers shots on an opponent who is not able to register shots on your character.
- 5.8. Violation of rules found in this section may result in Game or Match forfeiture at the discretion of the Administration.
- 5.9. If a Game/Match is started without the approval of a Tournament Official, it may be restarted from the beginning.
- 5.10. If a Player, Tournament Official, or game observer fails to load into a Game/Match or loses their connection to the Game during or prior to the start of the Game/Match, the Game/Match may be restarted from the beginning.
- 5.11. If a Tournament Official or game observer disconnects from a Game after the Game/Match has begun, but all Players remain in the Game, the Game will continue.
- 5.12. Players are not permitted to voluntarily disconnect from a Game before it has ended without explicit permission from a Tournament Official. Voluntarily disconnecting from a Game without permission may result in penalties, including forfeit of the Game. Players who are involuntarily disconnected from a Game will be allowed to rejoin the Game.
- 5.13. Players who end a Game without a Tournament Official's permission may forfeit the Game/Match. If a Player disconnects after the Game/Match has begun, ending the Game without a Tournament Official's permission will result in a forfeit of the Game/Match.
- 5.14. Hero Skins will be "disabled" for official competition. Players and all Participants are not permitted to select anything other than the "default" skin for each Hero.

6. Dress Code

- 6.1. Players and Team staff that may appear on broadcast must abide by the following dress code during all competition matches and the media day during the event.
- 6.2. Players are required to wear their official team jersey/branded tops (e.g. team jersey, matching shirts), so that players are uniform across stage presence.
- 6.3. At the discretion of Administration, Teams will need to submit their official teams jersey/branded tops for approval, and Administration may request a mock-up of the design and list of associated sponsors that will be displayed.
- 6.4. At the discretion of Administration, Teams will need to submit their official teams jersey/branded tops for approval, and Administration may request a mock-up of the design and list of associated sponsors that will be displayed.
- 6.5. Players are required to wear solid color black, dark gray, or dark navy, long pants.
 - 6.5.1. Players are prohibited from wearing shorts of any kind.
 - 6.5.2. Teams must wear same-to-closely-similar color pants (e.g. all black, dark gray, or navy), so that players are uniform across stage presence.
- 6.6. Players are required to wear close-toed shoes at all times.
- 6.7. Players may wear unbranded hats.
- 6.8. Players are prohibited from wearing smart devices, fitness devices, or other devices with computing capabilities of any kind.
- 6.9. Teams are not permitted to display any country flags on their apparel, whether than be jerseys or other clothing.
- 6.10. Players may request the use of additional apparel under special circumstances only. The Administration will approve or decline any such requests on a case-by-case basis.
- 6.11. All Player and Coach apparel must be approved by the Administration. The Administration reserves the right to require the removal of unapproved apparel as well as the right to disqualify a Player or Team for wearing unapproved apparel.

7. Match Timings

- 7.1. All times listed below are projections only, Participants may be required to be present and ready to compete at any time before or after the listed projections. Competition will operate on an accelerated schedule. An Accelerated Schedule is defined as the process of Matches commencing as soon as feasible, which may not always align with the projected times listed below. The exact order of matches will be determined and announced at a later date.
- 7.2. Wednesday, July 29th
 - 7.2.1. Group Stage Match #1: **12:00 CEST**
 - 7.2.2. Group Stage Match #2: **13:15 CEST**
 - 7.2.3. Group Stage Match #3: **14:30 CEST**
 - 7.2.4. Group Stage Match #4: **15:45 CEST**
 - 7.2.5. Group Stage Match #5: **17:00 CEST**
 - 7.2.6. Group Stage Match #6: **18:15 CEST**
 - 7.2.7. Group Stage Match #7: **19:30 CEST**
 - 7.2.8. Group Stage Match #8: **20:45 CEST**
- 7.3. Thursday, July 30th
 - 7.3.1. Group Stage Match #9: **12:00 CEST**
 - 7.3.2. Group Stage Match #10: **13:15 CEST**
 - 7.3.3. Group Stage Match #11: **14:30 CEST**

- 7.3.4. Group Stage Match #12: **15:45 CEST**
- 7.3.5. Group Stage Match #13: **17:00 CEST**
- 7.3.6. Group Stage Match #14: **18:15 CEST**
- 7.4. Friday, July 31st
 - 7.4.1. Group Stage Match #15: **12:00 CEST**
 - 7.4.2. Group Stage Match #16: **13:15 CEST**
 - 7.4.3. Group Stage Match #17: **14:30 CEST**
 - 7.4.4. Group Stage Match #18: **15:45 CEST**
 - 7.4.5. Group Stage Match #19: **17:00 CEST**
 - 7.4.6. Group Stage Match #20: **18:15 CEST**
- 7.5. Saturday, August 2nd
 - 7.5.1. Quarterfinal: **12:00 CEST**
 - 7.5.2. Quarterfinal: **13:45 CEST**
 - 7.5.3. Quarterfinal: **15:30 CEST**
 - 7.5.4. Quarterfinal: **17:15 CEST**
- 7.6. Sunday, August 3rd
 - 7.6.1. Semifinal: 12:00 CEST
 - 7.6.2. Semifinal: 13:45 CEST
 - 7.6.3. 3rd place Match: 15:45 CEST
 - 7.6.4. Grand Final: 17:30 CEST

8. Tournament Format

- 8.1. Qualification
 - 8.1.1. The Tournament will consist of the following Teams:
 - 8.1.1.1. #1 Tournament Seed: #1 in OWCS Champions Clash
 - 8.1.1.2. #2 Tournament Seed: #1 OWCS EMEA: Stage 2
 - 8.1.1.3. #3 Tournament Seed: #1 OWCS Asia - Korea: Stage 2
 - 8.1.1.4. #4 Tournament Seed: #1 OWCS NA: Stage 2
 - 8.1.1.5. #5 Tournament Seed: #1 OWCS China: Stage 2
 - 8.1.1.6. #6 Tournament Seed: #2 OWCS EMEA: Stage 2
 - 8.1.1.7. #7 Tournament Seed: #2 OWCS Asia - Korea: Stage 2
 - 8.1.1.8. #8 Tournament Seed: #2 OWCS NA: Stage 2
 - 8.1.1.9. #9 Tournament Seed: #2 OWCS China: Stage 2
 - 8.1.1.10. #10 Tournament Seed: #3 OWCS EMEA: Stage 2
 - 8.1.1.11. #11 Tournament Seed: #3 OWCS NA: Stage 2
 - 8.1.1.12. #12 Tournament Seed: #3 OWCS China: Stage 2
 - 8.1.1.13. #13 Tournament Seed: OWCS 2025: Midseason Championship (EWC) Title Defender
 - 8.1.1.14. #14 Tournament Seed: #1 OWCS Asia - Japan: Stage 2
 - 8.1.1.15. #15 Tournament Seed: #1 OWCS Asia - Asia-Pacific: Stage 2
 - 8.1.1.16. #16 Tournament Seed: #1 FACEIT League LATAM: Season 1
- 8.2. Format
 - 8.2.1. The Tournament will have two phases. Group Stage and Playoffs.

8.2.2. Group Draw Seeding & Group Draw Pools

8.2.2.1. Group Draw Seeding is based on Regional performance at recent international events, in order to reflect the most up-to-date skill level of each region as accurately as possible at the discretion of the Administration. Seeding for the Tournament will be arranged in the above order. In case the Title Defender team earns a higher seed due to their placements in the OWCS Asia - Korea: Stage 2 tournament, they get the higher starting seed and the #3 OWCS Asia - Korea: Stage 2 team inherits the Title Defender seed.

8.2.2.2. Draw Pool assignments are based on Group Draw Seeding. Draw Pools are arranged in the following order:

8.2.2.2.1. Pool 1: Seeds #1 - #4

8.2.2.2.2. Pool 2: Seeds #5 - #8

8.2.2.2.3. Pool 3: Seeds #9 - #12

8.2.2.2.4. Pool 4: Seeds #13 - #16

8.2.3. Group Stage

8.2.3.1. Group Stage consists of 2 Groups of 8 Teams each, and will serve as the means for qualifying Teams to the Playoffs.

8.2.3.2. Groups will be determined by a Group Draw, defined in section 8.2.4.

8.2.3.3. Each Group will participate in a Double Elimination Bracket (GSL) in which four teams will advance to Playoffs. Two from the winner of Upper Bracket and two from the Decider Match. Each Bracket will consist of four Opening Matches, two Upper Bracket, two Lower Bracket and two Decider Matches.

8.2.3.4. All Group Stage Matches will be First to 2.

8.2.3.5. The teams that advance out of the Upper Bracket are considered the higher seed and the Decider Match is considered the lower seed coming out of this group into Playoffs.

8.2.4. **Group Draw.** Groups are assigned based on the initial group draw seed, and teams are then divided into 4 separate pools as detailed in section 8.2.2.1. Once separated into pools, a random Group Draw is conducted within the Pools to determine the Group assignments. The rules below are the guidelines for the draw.

8.2.4.1. The draw will be conducted by placing Teams into 4 distinguished Pools, with each Pool being drawn separately from the other Pools and each individual team in a Pool is assigned to either Group A or B in order.

8.2.4.1.1. The first and third teams drawn in each pool will be placed in Group A, and the second and fourth teams in Group B. The only exceptions to this are outlined below in section 8.2.4.2.

8.2.4.2. A team cannot be assigned to a Group if half of the teams present in that group are from the same region as the team being assigned. If a team is drawn into a Group where they would be ineligible, they will be assigned the next group in the drawing order instead. During the Group Draw, the Title Defender and the OWCS Champions Clash winners will not represent their geographical region and will be placed into a "Winners Bucket".

8.2.4.2.1. Example #1: If a team from OWCS EMEA is drawn into Group A and two teams are already present from EMEA in Group A, then the team drawn would be assigned to Group B.

8.2.4.2.2. Example #2: If the Title Defender is drawn into Group A and the OWCS Champions Clash winner team is already in Group A, then the Title Defender would be assigned to Group B, regardless of their geographical region.

8.2.5. Playoffs

8.2.5.1. Playoffs consist of 8 Teams and will be using Single Elimination Bracket format with a Third Place Match. The Upper Bracket winners will be matched against the teams advancing from the Lower Brackets. These matchups will be determined by a random draw; however, teams from the same group are precluded from meeting in the Quarterfinals. If an invalid draw occurs, the most recently drawn Team shall be moved into the next eligible Match within the bracket.

8.2.5.2. The winner of the Grand Final is considered the Tournament champion.

8.2.5.3. All Playoffs Matches will be First to 3. Grand Finals will be First to 4.

8.3. Match Procedure – Losers’ Pick, roster submission, and Hero Bans

8.3.1. All Matches in this Tournament will utilize the “Loser’s Pick” Mode selection method. Subsequent Modes in a Match will be chosen by the Team who lost the previous Mode, along with the same Team’s choice of side. This Mode selection must be communicated to the opposing Team and the Tournament Administrator within a reasonable time following the conclusion of the previous Mode.

8.3.2. All matches in this Tournament will allow teams to make player substitution between games.

8.3.3. All matches in this Tournament will utilize Hero Bans, with each team being allotted one hero ban per game in a series. Additional stipulations are listed in the “Hero Bans” section below.

8.3.4. The process combining these selections each map will be henceforth referred to as the “Match Draft”

8.4. Match Draft

8.4.1. The Match Draft, containing (i) Map Selection, (ii) Roster Submission, and (iii) Hero Bans, will be conducted on the Main Stage by each Team’s Coach prior to the start of each map.

8.4.1.1. For the avoidance of doubt, Coaches will still be able to communicate to their team during this process, but must submit their selection(s) within the allotted time as set by Administration.

8.5. Match Draft - Priority

8.5.1. In each match, one team will be given “priority” which is defined as being the team who selects the following:

8.5.1.1. Map, Game Mode, and Side

8.5.1.2. First Hero Ban

8.5.2. In each series played, the priority for selection is determined the following ways:

8.5.2.1. For Map 1:

8.5.2.1.1. For Opening Matches during Group Stages, priority will be awarded to

the team with the highest Group Draw seed within the same group.

8.5.2.1.2. For Winner's Match and Loser's Match during Group Stages, priority will be awarded to the team with the highest Group Draw seed within the same group.

8.5.2.1.3. For Elimination Matches during Group Stages, priority will be awarded to the team who came from the winners match.

8.5.2.1.4. For all other matches during Playoffs Bracket, priority will be awarded in accordance with the following waterfall:

#1: Highest placement in Group stage

#2: Lowest average group strength, defined as the lower average number of all four seeds in an individual group when compared between tied teams, based on seeding as set forth in 8.2.2.1.

#3: The Team from the Group with the lowest Pool #1 seed allocated to their Group.

8.5.2.2. For Map 2 and onward, the team who lost the previous map in a series will have priority for the upcoming map.

8.5.2.3. In the case of maps that end in a draw, the same team who had priority for the map that ended in a draw will have priority for the upcoming map.

8.6. Match Draft – Restrictions

8.6.1. Throughout the Match Draft, elements of selection will be restricted based on the factors outlined below.

8.6.2. The Map, Mode, Side and first Hero Ban is determined by the team with the higher seed entering the tournament.

8.6.3. The Map, Mode, Side and first Hero Ban is determined by entering from the Upper Bracket.

8.6.4. Teams cannot pick a Mode that has already been played in the series unless no other modes are available for selection (ie: all five modes have already been played)

8.6.5. The same Map and Mode cannot be selected more than once during a Match.

8.6.6. No Mode can be selected more than twice in a Match, and no Mode can be selected more than once before Map 6.

8.6.7. No Map can appear more than once in a Match, and no Mode can appear more than twice in a Match.

8.6.8. Throughout Hero Bans in the Match Draft, the following restrictions will be in place:

8.6.8.1. An individual Role (DPS, Tank, or Support) cannot be banned twice in a map

8.6.8.2. For the avoidance of doubt, this means each team cannot ban a Hero of the same Role (Damage, Tank, Support), with the first ban determining the restricted Role

8.6.9. Selected Hero Bans apply to both teams in a map

8.7. Match Draft – Resets

8.7.1. Hero bans never reset in a series.

8.7.2. Map & Mode selection resets after Game 5, and if necessary would reset again after Game 10.

8.8. For the avoidance of doubt, this means that a mode may not be selected twice until all modes have been chosen at least once in a match.

8.9. Match Draft – Timings

8.9.1. Game 1

Step	Action	Timer (Seconds)
1	Higher Seed (Team A) for each map submits their Map 1 selections of: Map, Side, Starting Roster and choice to ban 1st or second.	2 hours prior to the first match of each day
2	Teams travel to Venue for competition prior to the match.	
3	Teams meet with Administration backstage at the Venue.	1 hour prior to the match, or at the start of Map 1 in the match prior
4	Administration reveals Team A's selections to the opposing team.	
5	Lower Seed (Team B) submits their Map 1 roster	60
6	Admin reveals both Rosters. Admin reveals selection of 1st/2nd Hero Ban to Team B.	10
7	Initial Hero Ban (Order based on decision of Team A or B)	60
8	Admin informs the opposing team of the initial ban.	10
9	Follow-up Hero Ban (Opposing team)	60
10	Lobby is configured and teams are ready to begin on Admin's call.	60

8.9.2. Game 2 through 5

Step	Action	Timer (Seconds)
0	Previous Map Ends (after showing victory/defeat)	
1	Teams to regroup and meet with referees.	90
2	Previous map losing team (Team A) submits: Map, Side, 1st/2nd Hero Ban selection	
3	Admin informs the previous map's winning team (Team B) of Team A's map and side selection.	10

4	Both teams submit their roster.	60
5	Admin reveals both Rosters. Admin reveals selection of 1st/2nd Hero Ban to the previous maps winning team.	10
8	Initial Hero Ban (Order based on losing team's decision)	60
9	Admin informs the opposing team of the initial ban.	10
10	Follow-up Hero Ban (Opposing team)	60
11	Lobby is configured and teams are ready to begin on Admin's call.	60

8.9.3. Game 6 through 10

Step	Action	Timer (Seconds)
0	Previous Map Ends (after showing victory/defeat)	
1	Teams to regroup.	90
2	Previous map losing team (Team A) submits: Map, Side, 1st/2nd Hero Ban selection. Cannot select a Map or Mode that has already been played in Maps 1 through 5.	
3	Admin informs the previous map's winning team (Team B) of Team A's map and side selection.	10
4	Both teams submit their roster	60
5	Admin reveals both Rosters. Admin reveals selection of 1st/2nd Hero Ban to the previous map winning team.	10
8	Initial Hero Ban (Order based on losing team's decision)	60
9	Admin informs the opposing team of the initial ban.	10
10	Follow-up Hero Ban (Opposing team)	60
11	Lobby is configured and teams are ready to begin on Admin's call.	60

8.9.4. Penalties for delays in submission

8.9.4.1. If a team fails to submit their required decisions within the designated time limits below

8.9.4.1.1. 1st Violation : Warning with an additional 30-second submission

window granted to complete the decision.

8.9.4.1.2. 2nd Violation : Loss of Hero Ban Selection rights for the current map (no hero will be banned for the team who is issued the Violation)

8.9.4.1.3. 3rd Violation : Loss of both Hero Ban and Map Selection rights (the upcoming map is randomized by Administration from the remaining available maps/modes)

8.9.4.2. If the violating team is the map winner, only Hero Ban Selection rights will be revoked—even on a third violation—since the losing team selects the next map by default.

8.9.4.3. Tournament Admin may adjust timing at their sole discretion if external factors (e.g., technical issues, communication delays) are deemed to have impacted the decision-making process.

9. Map & Mode Pool

9.1. The following Map Pool will be utilized for all matches across the tournament.

9.1.1. **Control:** Busan (Daytime), Nepal (Evening), Samoa (Default)

9.1.2. **Hybrid:** Eichenwalde (Morning), Paraiso (Daytime), Neon Junction (Night)

9.1.3. **Push:** Colosseo (Evening), Esperanca (Morning)

9.1.4. **Flashpoint:** Suravasa (Default), Aatlis (Default), New Junk City (Default)

9.1.5. **Escort:** Junkertown (Evening), Route 66 (Morning), Shambali Monastery (Night)

10. Prizing Information

- 1 \$400,000
- 2 \$180,000
- 3 \$100,000
- 4 \$60,000
- 5-8 \$35,000
- 5-8 \$35,000
- 5-8 \$35,000
- 5-8 \$35,000
- 9-12 \$20,000
- 9-12 \$20,000
- 9-12 \$20,000
- 9-12 \$20,000
- 13-16 \$10,000
- 13-16 \$10,000
- 13-16 \$10,000
- 13-16 \$10,000

11. Coach Conduct

- 11.1. One Coach from each team is permitted to be on Stage behind the players during gameplay as part of representing the team
- 11.2. Coaches are expected to follow the same conduct rules as Players, and act in a sportsmanlike and respectful manner to all parties (opposing teams, administration, et al)

- 11.3. Coaches may not taunt, “trash talk”, or disparage Teams that are competing in a match.
- 11.4. Coaches may speak to players between or before games using the wireless headset provided by the Administration. Coaches are not permitted to speak to players during gameplay or pauses and must remain muted. Violations of this rule may result in penalties outlined in Section 13.
- 11.5. This also includes Coaches providing non-verbal gestures or non-verbal signals to their players during gameplay or pauses.
 - 11.5.1. Example 1: A Coach communicates to their team during a game pause through verbal communication (over headset or in-person).
 - 11.5.2. Example 2: A Coach nods their head or gives a thumbs up to a player in response to something the Players are speaking about over voice communication.
- 11.6. Coaches may not look at, or attempt to look at, an opposing Player’s monitor or projected screen during a game. Teams and Players are not permitted to enter the dugout or PPA of any other Team.
- 11.7. Coaches may not internationally manipulate a Player’s input device(s) or peripherals during a Game, this includes touching or helping solve any issues with the input device of a player during a Game. In the event of any issues with equipment or player input devices, the Administration should be notified on Stage and a team should call for a pause until the Administration is able to assist in resolving the issue.
- 11.8. Coaches may not interfere with the Administration’s ability to preside over a match or assist with issues on Stage.
- 11.9. Coaches may be made to move, leave the area, or be removed from the venue at any time, for any reason. If requested to move from an area by the Administration, they are expected to promptly comply with the request.
- 11.10. Coaches may only review VOD or replays with their players during an active match during the match procedure steps. Once match procedure completes, Teams must cease any VOD review and remaining discussion must be kept brief with players ready to enter the game when requested by the Administration.
 - 11.10.1. Team staff is allowed to review VOD or replays at any time, but cannot review live with players during a match outside the explicit window mentioned above.
- 11.11. Violations of any rules in this section may result in, and are not limited to, the penalties outlined in Section 13.
- 11.12.

12. Common Infractions

- 12.1. This section describes common infractions that are prohibited during the Tournament. The Administration reserves the right to act on the infractions listed in this section and in these Tournament Rules as a whole, in addition to the stipulations laid forth in the Official Rules. Participants found to be in violation of these rules, or any rule laid forth in these Tournament Rules may be subject to penalties.
- 12.2. Participants may not use an unapproved storage device or USB flash drive, unplug anything from a monitor, console, or audio equipment, or touch power units without a Tournament Official’s permission.
- 12.3. Participants may not move any Administration provided equipment without a Tournament Official’s permission.
- 12.4. Participants may not adjust monitor settings, other than volume, without a Tournament Official’s

permission.

- 12.5. Players may not communicate with a spectator, or a Player other than a teammate or an opponent(s) during Tournament play.
- 12.6. Participants may not use vulgar language in excess. The Administration reserves the right to determine what is considered excessive vulgar language.
- 12.7. Coaches may not taunt an opposing Player or Coach. Taunting of an opposing Player or Coach is defined as derogatory language or gestures, aimed at an opponent, which is audible and/or visible to the opponent.
- 12.8. Participants may not use a match's designated Station for warm-up games during, or prior to the start of, a Match without a Tournament Official's permission.
- 12.9. Participants may not stand on chairs, tables, or other Administration provided equipment.
- 12.10. Participants may not verbally abuse a Tournament Official. Verbal abuse of a Tournament Official includes, but is not limited to, the use of vulgar language directed at a Tournament Official, the use of insulting words or gestures directed at a Tournament Official, and excessive argument with a Tournament Official that results in a delay of a Match. The Administration reserves the right to determine what is considered excessive vulgar language.
- 12.11. Participants may not direct vulgar language towards Players, Coaches, or Spectators. The Administration reserves the right to determine what is considered direct vulgar language.
- 12.12. Participants may not display obscene gestures on the broadcast or at any point during the competition. What constitutes an obscene gesture is at the sole discretion of the Administration.
- 12.13. Participants may not incite Spectators into taunting a Player, Coach, or Spectator.
- 12.14. Participants may not engage in unsportsmanlike physical contact.
- 12.15. Participants may not throw anything in the direction of an opponent.
- 12.16. Participants may not throw anything into the audience that could cause injury.

13. Penalties

- 13.1. The Administration reserves the right to consider or enforce penalties on a case-by-case basis. The Administration will consider the totality of the infraction, including the severity, circumstances, history, consequences/impact, or other relevant factors of the infraction in order to decide or enforce a penalty in the best interest of the integrity of the Tournament.
- 13.2. The Administration reserves the right to enforce any of the following penalties against Participants found to be in violation of any rules or stipulations set forth in these Tournament Rules, the Official Rules, or the official code of conduct:
 - 13.2.1. Forfeiture of Game
 - 13.2.2. Forfeiture of Match
 - 13.2.3. Removal of Participant from Tournament (Disqualification)
 - 13.2.4. Forfeiture of prizing
 - 13.2.5. A ban from participation in the OWCS program
 - 13.2.6. Temporary or permanent suspension from: Battle.net, Overwatch 2 game platforms and services, and/or participation in an OWCS, Overwatch 2, and/or Blizzard online or live tournament or event
 - 13.2.7. Pursue prosecution with the law or authoritative bodies for any illegal activities.

14. Privacy and Data Protection

By participating in the Event, each Participant acknowledges that EWCF and/or the Tournament Organizer may process personal data as needed for the administration, operation, integrity, and enforcement of the Event and these Rules. Further information is set out in the applicable [Privacy Policy](#) made available on the EWC event website or otherwise provided to Participants.