



# Overwatch Match Rule Set

## Lobby Rules

- Skins must be turned off.
- Competitive rules are required to be turned on.
- Player substitutions are allowed.
- There will be 2 minutes of break between each map.
- Teams are allowed to have a maximum of 8 players.
- Role Lock must be enabled.

## Map Selection

- The first map will be selected by a coin toss.
- The next maps will be decided by the losing team.

## Map Rotations

1. Control Map
2. Assault Map
3. Escort Map
4. Hybrid Map



## Map Pool

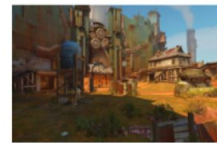
*Ilios*



*Lijiang Tower*



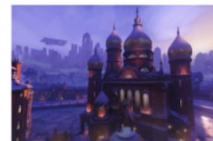
*Junkertown*



*Dorado*



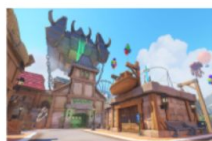
*Volskaya Industries*



*Hanamura*



*Blizzard World*



*King's Row*



## Tiebreaker

If both teams are tied up by the end of the fourth map, the other control map will be played to settle the match.