



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.

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. Escort Map
3. Assault Map
4. Hybrid Map



Map Pool

Ilios



Lijiang Tower



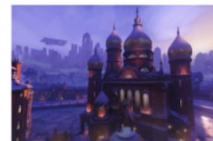
Junkertown



Dorado



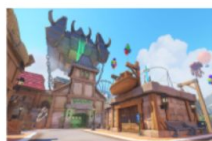
Volskaya Industries



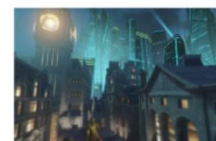
Hanamura



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.