

# Vertigo Rulebook

## Initial Information

[ Team Name: ] Vertigo

Name changes can be discussed at this time. Please discuss.

[ Starting Roster: ] FirstKnightOfNi, Rauly, Space, Yecc, Zip the Bip, Doccaa(Coach)

Members of the roster that initially created this document. New members/tryouts will not be added to this.

[ Current Date: ] April 27 2019

Date of completion of the document

[ Captain: ] FirstKnightOfNi

Can be decided internally in whatever format you desire. (ex. rock paper scissors, widow 1v1, vote, volunteer, etc.)

[ Manager: ]

Leave blank if unknown or haven't been assigned yet

Please answer the following questions as a team. Feel free to write as little or as much as you wish, but it should be detailed enough to go off of, in case of any problems that occur. Remember that this is the guidelines that your team will follow.

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### **What is our goal as a team? What do we hope to accomplish/achieve together?**

As a team we want to provide a place where people are able to improve their skills and will be able to compete on a higher level than they normally would be able to in regular competitive gameplay. We hope to provide a stepping stone for people to be able to climb the ladder of Overwatch.

### **Who do we contact on the staff team/our team if we have questions or concerns about another player, coach and/or manager? (List your contacts for each)**

Player - FirstKnightOfNi

Coach - FirstKnightOfNi

Manager -

### **What is the required availability for all players? How many scrimms can a person miss without warning before consequences occur? What are those consequences, and how will they raise in severity?**

All members of the team are required to attend all scrimms and games to the best of their abilities. If something comes up that will prevent them from coming to a game or scrim they must give 24 hours notice of this change unless it is an emergency situation.

1 Scrim = 1st warning, 2nd Scrim = 2nd warning, 3rd Scrim = Removal from main roster for two weeks  
4th Scrim = Removal from main roster

**When should players start showing up to scrimms (how early? 15 minutes? right on time?) What happens if a player is repeatedly late to scrimms? What are the consequences there?**

All players should show up for scrimms 15 minutes prior to the start time and should get on at least 1 hour before start time for individual warm ups as needed. If a player is 10 minutes late to a scrim without the 24 hours notice they will be considered missing and will receive the same punishments as if they never showed up.

**How should our team act during scrimms? What is/isn't allowed?**

You are allowed to communicate and be friendly towards the other team. No bm is allowed. No teabagging or calling out that they're a bad player. Captains/Coaches/Managers are the only ones allowed to say that our team is ready, so we don't confuse the other team. Captains/Coaches/Managers are the only ones allowed to tell the other team of our teams map and side selections. If memeing gets out of hand the Captain/Coach/Manager may tell the team to stop and the team should listen to this request.

**(Optional) What will not be tolerated on this team? (ex. what jokes aren't allowed, etc.)**