

# Overwatch 6v6 Rules

## Tournaments Information

Date: 9/29-9/30

Console: PC

Max Teams: 16

Elimination Type: Single

### GENERAL

- Map Rotation: After A Mirror Match
- Map Order: Single Map
- **Return to Lobby: After a Mirror Match (Except for the maps Ilios, Lijiang Tower, and Nepal. For these maps use "After a Game")**

### HERO OPTIONS

- Hero Selection Limit: None
- Role Selection Limit: None
- Allow Hero Switching: On
- Respawn As Random Hero: Off

### GAMEPLAY OPTIONS

- Skirmish Only: Off
- Health Modifier: 100%
- Damage Modifier: 100%
- Healing Modifier: 100%
- Ultimate Charge Rate Modifier: 100%
- Respawn Time Modifier: 100%
- Ability Cooldown Modifier: 100%

### GAMEPLAY OPTIONS (CONTINUED)

- Disable Skins: Off
- Disable Health Bars: Off
- Disable Kill Cam: Off
- Disable Kill Feed: Off
- Headshots: Off