



**CALLING ALL HEROES
SUMMER STAGE**

OFFICIAL EVENT RULES

Version 1.0.0

Last updated 7/29/2025

1. INTRODUCTION

- 1.1. Blizzard Entertainment, Inc. ("**Blizzard**"), jointly with Raidiant (collectively shall be referred to herein as the "Administration" for such Tournaments) will host (i) the Overwatch Calling All Heroes Challengers Series Summer Stage and (ii) Overwatch Calling All Heroes Rising Series Summer Stage (each, a "**Tournament**", and together, the "**Tournaments**").
- 1.2. The Tournaments will be governed by the following: (i) the Overwatch Calling All Heroes Official Rules (the "**Official Rules**"), (ii) Blizzard's online privacy policy (as described in Section 12.6 of the Official Rules), and (iii) these Overwatch Calling All Heroes Summer Stage Official Rules (the "**Event Rules**"). These Event Rules establish the general rules of play for the Tournaments, including rules governing tournament structure, points structure, and prize awards. Each Participant is required to read, understand, and agree to these Event Rules prior to their participation in a Tournament. Participation in a Tournament will constitute acceptance of these Event Rules.
- 1.3. All terms and conditions of the Official Rules are incorporated into these Event Rules by reference. If there is an inconsistency between these Event Rules and the Official Rules, the Administration shall decide in its sole discretion which document controls. Defined terms used in these Event Rules shall have the meanings and definitions ascribed to them in the Official Rules, unless otherwise noted herein.
- 1.4. These Event Rules (along with the Official Rules) form a contract between Participants, on the one hand, and the Administration who are engaged in operating Calling All Heroes, on the other hand.
- 1.5. If a provision of these Event Rules is or becomes illegal, invalid, or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of these Event Rules or the validity or enforceability in other jurisdictions of any other provision of these Event Rules or the Official Rules.
- 1.6. The field of professional esports competitions is still relatively new and changing rapidly, and these Event Rules will evolve in real time to keep pace with those changes. Accordingly, in its sole discretion, the Administration (a) may update, amend, or supplement these Event Rules from time to time; and (b) may interpret or apply these Event Rules by releasing bulletins, notices, explanatory videos, online postings, e-mail and/or other electronic communications that provide instructions and guidance to Participants. The Administration reserves the right to make any decisions on cases not specifically covered by these Event Rules to preserve the spirit of fair competition and sportsmanship. The Administration's authority, responsibility, obligations, and consent rights as expressed herein will be exercised in The Administration's sole discretion.

Continued participation in a Tournament will constitute acceptance of such modified Event Rules.

2. ELIGIBILITY

2.1. **Eligibility.** To be able to compete as a “Player” in Calling All Heroes, a Participant must:

- 2.1.1. be in good standing with respect to any Battle.Net accounts registered in your name, with no undisclosed violations of the Blizzard End User License Agreement;
- 2.1.2. be over the age of thirteen prior to the date of the first day of competition in the region
- 2.1.3. if, prior to the date of the first day of competition in your Region, you are under the age of majority in your region of citizenship, you must have written permission from a parent or guardian;
- 2.1.4. reside in one of the following jurisdictions (each an “Eligible Jurisdiction”) and take whatever steps are necessary to comply with all laws of the jurisdiction in which they are a resident in order to participate in the Tournament:
 - **North America:** Canada, Mexico, and the United States;
 - **Europe, Middle East, and Africa:** Algeria, Austria, Bahrain, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Egypt, Estonia, Finland, France, Germany, Georgia, Greece, Hungary, Iceland, Ireland, Israel, Italy, Kazakhstan, Kuwait, Latvia, Lithuania, Luxembourg, Malta, Macedonia, Morocco, Netherlands, Pakistan, Poland, Portugal, Qatar, Republic of Moldova, Romania, Saudi Arabia, Serbia, Slovakia, Slovenia, South Africa, Spain, Sweden, Switzerland, Tunisia, Turkey, Ukraine, United Arab Emirates, and the United Kingdom;
 - **Asia Pacific:** Hong Kong, India, Indonesia, Japan, Macau, Malaysia, Philippines, Republic of Korea, Singapore, Taiwan, Thailand, and Vietnam;
 - **Australia / New Zealand:** Australia, and New Zealand;
 - **South America:** Argentina, Belize, Bolivia, Brazil, Chile, Colombia, Costa Rica, Cuba, Dominican Republic, El Salvador, Ecuador, Guatemala, Haiti, Honduras, Jamaica, Nicaragua, Norway, Oman, Paraguay, Panama, Peru, Uruguay, and

Venezuela;

- and such other jurisdictions as may be permitted by the Administration;

2.1.5. be of under-represented gender-identity, which includes but is not limited to the following gender identities;

- Agender;
- Genderfluid;
- Intersex;
- Non-Binary;
- Transgender;
- Two-Spirit; and
- Woman

2.1.6. have completed the Calling All Heroes Discord Verification process. Additional information regarding this process can be found at [LINK](#).

2.1.7. not be a director, officer, or employee of The Administration, relative of a Blizzard employee, or any entity which controls, is controlled by, or is under common control with Blizzard unless Blizzard has been notified of and has expressly authorized such relationship in writing;

2.1.8. not be on the Roster of more than one Calling All Heroes Team at the same time;

2.1.9. agree to be bound by these Official Rules, Blizzard's End User License Agreement, and the decisions of Blizzard and the Administration;

2.1.10. ensure that your participation in Calling All Heroes is compliant with all laws of the jurisdiction in which you are resident, as well as the region you are competing, and represent and warrant that you will take all steps necessary to ensure such compliance. You must also obtain any necessary visa or other governmental authorization required for your participation in Calling All Heroes, whether online or in-person (including any travel required to or from any venue for the tournaments). The Administration does not take responsibility for your compliance with local laws and visa requirements;

2.1.11. if applicable, be formally invited by the Administration;

2.1.12. if applicable, meet certain additional eligibility and/or qualification requirements under certain Calling All Heroes events and set forth in the rules related thereto; and

2.1.13. if applicable, not otherwise be deemed ineligible by virtue of Participant's qualification or invitation to existing Calling All Heroes events.

2.2. General Eligibility. Administration shall have, in its sole and absolute discretion, the right to determine the eligibility of any and all Participants. Players acknowledge that the eligibility determination of Administration is final, and that the eligibility status of any Participant or player may change at any time.

3.0. TOURNAMENT STRUCTURE

3.1. Tournament Structure.

3.1.1. Stages. Each Tournament will be comprised of (i) a Swiss stage consisting of up to thirty two (32) participating teams (the "Swiss Stage"), where teams will play up to six (6) rounds of matches against teams of similar record, as determined by the Administration and (ii) a double-elimination stage consisting of the top eight (8) Teams from the Swiss Stage.

3.1.3. Swiss Stage Tiebreakers. After the Swiss Stage concludes, Teams will be ranked by Match record. In the event that two or more Teams have the same Match record at the end of the Swiss Stage, such Teams will be ranked according to the three sequential tie breakers listed below:

- **Tiebreaker A.** Tiebreaker A shall be used as the initial tiebreaker between tied Teams. The tied Teams will be ranked in accordance with their cumulative map score (total map wins minus total map losses), with higher scores resulting in a higher rank.
- **Tiebreaker B.** If two or more Teams are still tied following Tiebreaker A, Tiebreaker B shall be used as the initial tiebreaker between tied Teams. Tied Teams will be ranked in accordance with the number of Match wins each tied Team has secured in the Tournament against the other tied Team(s), with a higher number of wins resulting in a higher rank.
- **Tiebreaker C.** If two or more Teams are still tied following Tiebreaker A, and Tiebreaker B, the tied Teams will each play head-to-head matches in a format determined by the Administration to determine final standings.

3.1.4. Advancement. The top eight (8) Teams from each Tournament's Swiss Stage will advance to that Tournament's double-elimination bracket. Winning Teams will

continue to advance through the upper bracket of the double-elimination bracket (the “**Upper Bracket**”), while Teams that have lost a Match in the double-elimination bracket will compete in the lower bracket (the “**Lower Bracket**”). The final remaining Team in the Upper Bracket and the final remaining Team in the Lower Bracket will compete in the final Match of the Tournament, the “**Grand Finals**”, to determine final Tournament placement and prizing.

3.1.5. Roster Lock. Teams will not be permitted to change their Rosters during the duration of the Tournament unless permitted by the Administration.

3.1.6. Tournament Matches and Maps.

3.1.7. Swiss Stage Match Structure. Teams will compete in Matches where the first Team to win three (3) maps will be declared the winner of the Match.

3.1.8. Double-Elimination Stage Match Structure. Teams will compete in Matches where the first Team to win three (3) maps will be declared the winner of the Match.

3.1.9. Grand Finals Match Structure. Teams competing in the Grand Finals Match of the Tournament will compete in Matches where the first Team to win three (3) maps will be declared the winner of the Match. The Team entering the Grand Finals from the Upper Bracket will select the first map of the Grand Finals Match from the available Control maps in the map pool. There is no bracket reset.

3.1.10. Maps. During the Swiss stage of the Tournament, the Administration will select the first map for each Match. The second map and side beyond will be chosen by the loser of the prior map. During the double-elimination stage of the Tournament, the team with more upper bracket match wins will select the first map for each match, if both teams have an equal amount of upper bracket match wins, the higher seeded Team will select the first map for each Match. The second map and side beyond will be chosen by the losing Team of the prior map. No map may be played twice in any Match, and Teams may not select a second map of a certain game mode (such as Control, Push, Escort, etc) until the Teams have first played a map of all available game modes in the Map Pool.

3.1.10. Map Pools. Map pools will be determined by the Administration prior to the Tournament. The map pool for each Tournament will be communicated by the Administration to participating Teams prior to the start of each Tournament.

3.1.11. Draws. In the event of a draw on a given map that is not the final map of a Match, neither Team will be declared the winner. The next map will be determined by the Team who chose the map that ended in a draw, and the other Team will determine whether to attack or defend, if applicable.

3.1.12. Final Map Draws. In the event of a draw on the final map of a Match, neither Team will be declared the winner and the competing Teams will play a tiebreaker Match as determined by the Administration.

3.1.13. Tournament Schedule. The Administration shall provide Teams a schedule of Matches for the Tournament prior to the start of each Tournament. In the event that the schedule of Matches previously provided by the Administration is altered, the Administration will inform all Teams as soon as is practical.

3.1.14. Match Rescheduling. The Administration reserves sole discretion to reschedule Tournament Matches. Teams will not be permitted to reschedule their Matches without the prior consent of the Administration.

4. TOURNAMENT PRIZING

4.1. Prizing Eligibility. Challengers Teams and Players are eligible to earn prizing based on the Tournament they participated in and their Team's final placement in their respective Tournament in accordance with the below tables. There is no prizing for Rising Series Summer Stage.

Calling All Heroes Challenger Series, Summer Stage Prizing	
Placement	Team USD Winnings
1 st	\$3,500 USD
2 nd	\$2,000 USD
3 rd	\$1,500 USD
4 th	\$1,000 USD

4.2 Team Winnings Split. Each Challengers Player who plays in a Match for their Team during the Challengers Tournament will earn an equal share of their Team's USD prize award unless otherwise agreed in writing among the Team Owner and Player(s).

4.3 Calling All Heroes 2025 Championship Invitation. The top three (3) placement Challengers Teams from the Summer Stage will be invited to the 2025 Calling All Heroes Championship event. In order for teams to accept their invitation they must retain at least three (3) eligible players who participated on their Summer Stage Team Roster. In the event that a team does not accept their invitation, cannot field the required amount of eligible players, or is made ineligible for any other reason, the Administration may pass on the 2025 Calling All Heroes Championship event invite to the next top performing team that has not already been invited, rejected or

made ineligible. The Administration reserves sole discretion to determine how passed on invitations are distributed to next top performing teams.