

**Tryout Objective:**

UNT Esports is looking for talented and professional minded students who want to represent UNT and the esports program. These tryouts are designed to identify talented students, who will also represent the University with pride. Leadership, skill and sportsmanship are our primary deciding factors in who we want to compete and lead the UNT Overwatch team. UNT Esport Varsity Teams will be backed and supported by the UNT Recreational Sports Department.

**TO BE CONSIDERED AS A CANDIDATE FOR THE TRYOUT PROCESS YOU MUST:**

1. Sign up at [IMleagues.com](http://IMleagues.com).
2. Look for “OverwatchVarsity Tryouts” under the “Intramural” section.
3. Fill out the questionnaire that is linked on the IMleagues Hearthstone page, and finish it by Thursday April 19<sup>th</sup>.
4. Attend a **MANDATORY** tryout meeting Tuesday, April 17 or Wednesday, April 18<sup>th</sup> at 5pm in the Pohl Recreation Center, room 207.
5. Be enrolled in at least one (1) credit hour and anticipate being enrolled in at least twelve (12) credit hours for the fall 2018 semester.
6. Have at least a 2.5 GPA.
7. Be available for digital and in-person tryouts, April 20<sup>th</sup> from 4pm-10pm and 21<sup>th</sup> and 22<sup>nd</sup> from 1pm-6pm.

**Section 1: PLAYERS, EQUIPMENT, AND ROSTER**

1. **Student Status:** Each participant must present a current, **valid UNT student ID** in order to be eligible to participate.
2. **Education Level:** Undergraduate and graduate students are eligible to compete for UNT.
3. **Co-ed:** Overwatch tryouts and varsity teams are co-ed and open to UNT students that meet the required skill level or rank.
4. **Rank and Accounts:** In order to tryout, you must have a Blizzard account with an achieved rank Gold or higher in Overwatch.
5. **Computers:** Tryouts are held in the media library in Chilton Hall. PC’s are available for students to utilize in the tryout process. For library equipment, please be courteous and respectful of the equipment so people can use it later!
6. **Hero Ban list:** There are currently no restricted heroes in the Overwatch Spring 2018 Tryouts.

## Section 2: GAME FORMAT

### DAY 1

1. **Tryouts start** at 4pm on Friday, April 20<sup>th</sup> and will conclude around 10pm.
2. **Game Mode:** 6v6 Best of 5 (progressive map type)
3. Players will be placed on teams and will play three matches. If there are more than 24 players, games will be online and managed through UNT Esports Discord. If there are less than 24 players, games will take place in the Chilton Hall Media Library.
4. All players are expected to screenshot their endgame stats and send them to the Esports Coordinator's Discord: Dylan Wray#4913
5. Players will be assessed on their individual stats, not win /loss record.
6. The top 24 to 36 players will advance to Day 2.

### DAY 2

1. **Tryouts start** at 1pm on Saturday, April 21<sup>st</sup> and will conclude around 6pm.
2. **Game Mode:** 6v6 Best of 5 (progressive map type)
3. Players will be placed on teams and play three matches. Games will take place in the Chilton Hall Media Library.
4. All players are expected to screenshot their endgame stats and send them to the Esports Coordinator's Discord: Dylan Wray#4913.
5. Top 12-24 players will advance to Day 3.

### DAY 3

1. **Tryouts start** at 1pm on Sunday, April 22<sup>nd</sup> and will conclude around 6pm.
2. **Game Mode:** 6v6 Best of 5 (progressive map type).
3. A player meeting will be held in the Projector room in the Media Library at 1pm.
4. Players will be placed on teams and play three matches. Teams could change throughout the day.
5. Communication style, and similar play style among the remaining players are the primary factor for placement and cuts if necessary.
6. Players will be interviewed by the Esports Coordinator and the Associate Director.
7. Placement and final team roster will be announced on Discord. Players will be asked to attend a team meeting later in the semester.

## Section 4: BEHAVIOR

1. **Screen names:** You are being considered to join a team that represents UNT. Please do not show up to the tournament with an inappropriate screenname. If the UNT Esports Program finds your screen name inappropriate you may be disqualified from the tryout process.
2. Players will be evaluated and assessed on their behavior as well as how they do in the second day of the tournament. Players who harass or flame other players, will be asked to leave and be disqualified from trying out.

## **Section 5: COMMUNICATION**

1. UNT Esports will communicate to students via email, IMleagues, and the official Discord Server.
2. For questions and concerns during the tryout process, you can always reach the Esports Coordinator at [Dylan.Wray@unt.edu](mailto:Dylan.Wray@unt.edu)
3. Complaints about how the Esport Coordinator is handling the tryout process can be directed to the Associate Director of Recreational Sports: [Britton.Sherry@unt.edu](mailto:Britton.Sherry@unt.edu)
4. UNT's Discord server is moderated based off of UNT social media guidelines.
  - a. <https://discord.gg/QkcbxNY>
5. IMleagues is our primary method for pre tryout form and method for organizing tournaments for tryouts in Overwatch. If you don't have an account you can make one and join UNT's page here.
  - a. <http://www.imleagues.com/spa/intramural/KZ2xxcj9Q5t7r3rHk95K9QMM/home>
  - b. You can also search for UNT's page in [www.Imleagues.com](http://www.Imleagues.com)

## **Section 6: Selection Process and Roles.**

1. **Selection Process:** The top eight players will be selected at the discretion of the Esports Coordinator and the Associate Director of Recreational Sports. Additional input from other members of the Esports program may be sought. At the conclusion of the tryout process, roster spots will be based on, but not limited to the following criteria:
  - a. Attendance at one of the two mandatory players meeting
  - b. Performance during the tryout tournament
  - c. Communication style displayed throughout the tryout process
  - d. Behavior during the tryout process