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The **Overwatch League**™ is the first major global professional esports league, with 12 city-based teams across Asia, Europe, and North America. Featuring the world's best Overwatch competitors; a stable, franchise-based team system; and an action-packed seasonal format, the league represents the pinnacle of Overwatch esports.

For its inaugural season, the Overwatch League consists of the following teams and team owners:

* Boston Uprising—Robert Kraft, chairman and CEO, Kraft Group; owner, New England Patriots
* Dallas Fuel—Mike Rufail, owner and CEO, Team Envy
* Houston Outlaws—Hector Rodriquez, CEO, OpTic Gaming
* London Spitfire—Jack Etienne, founder and CEO, Cloud9
* LA Gladiators—Stan Kroenke and Josh Kroenke, KSE Esports
* LA Valiant—Noah Whinston, CEO, Immortals
* Florida Mayhem—Ben Spoont, CEO and cofounder, Misfits Gaming
* New York Excelsior—Jeff Wilpon, cofounder and partner of Sterling.VC; COO, New York Mets
* Philadelphia Fusion—Dave Scott, President and CEO of Comcast Spectacor; Governor, Philadelphia Flyers
* San Francisco Shock— Andy Miller, chairman and founder, NRG Esports
* Seoul Dynasty—Kevin Chou, cofounder, Kabam
* Shanghai Dragons—Internet technology company NetEase

The **inaugural season** kicked off on **January 10, 2018,** and runs into June, with playoffs and finals scheduled for July.

For the inaugural season of the league, preseason and regular-season matches will be played at Blizzard Arena Los Angeles, a custom-renovated facility for Blizzard esports events in Burbank, California. (As teams establish similar venues in their home cities, subsequent seasons will feature a home-and-away format.)

The Overwatch League’s franchise system borrows from the best practices of traditional sports leagues and features a revenue-sharing structure that incentivizes team owners to invest in their local Overwatch esports communities. Highlights include:

* Teams will receive an equal share of league-wide net revenues from advertising, ticketing, and broadcast-rights deals.
* Teams will keep all local revenues generated through their home territory and venue up to a set amount each year, which is unprecedented in esports.
* Each team has a license to run up to five Overwatch esports events in their home territories each year.
* Teams will receive 50 percent of revenues from the sale of special league-affiliated in-game items.

The Overwatch League aims to provide its professional players with a stable and lucrative career to celebrate their passion, skill, and dedication. Players can expect certain benefits from their teams:

* Teams will sign players to one-year guaranteed contracts with the option to extend the contract for an additional year.
* The minimum salary for players is USD $50,000 per year.
* Teams will provide players with health insurance, a retirement savings plan, and housing/practice facilities during the season.
* Teams will distribute at least 50 percent of their team performance bonuses (i.e. money from winning playoffs and other league events) to their players directly.

For more information about the Overwatch League, head to [overwatchleague.com](http://www.overwatchleague.com) and our official channels on [Twitter](http://www.twitter.com/overwatchleague), [Facebook](http://www.facebook.com/overwatchleague), [YouTube](http://www.youtube.com/overwatchleague), and [Instagram](http://www.instagram.com/overwatchleague).