ENCORE OVERWATCH

Encore Overwatch - Summer Showdown

About

Welcome to Encore Overwatch's Summer Showdown! Teams will have the opportunity to compete for a $100 grand prize in a single-elimination tournament on Saturday, July 8th.

Tournament support and announcements will take place in the [Encore Overwatch Discord](#) server. At least the team leader **MUST** be part of this Discord server in order for tournament administration to contact the team if needed. Players that are involved with lobby creation for matches must also be in the server to contact the opposing team.

Schedule

Signups Close: Thursday, July 6th @ 11:59pm EDT
Tournament Start: Saturday, July 8th @ 6pm EDT

League Format

Format: Single-Elimination Tournament
Duration: 1 Day

Prize Pool

1st: $100
- **NOTE:** All prize money will be given to the winning team's leader.

Team Rules

All teams must register using the [Team Registration Form](#).
No players may play on two different teams participating in the tournament.

Match Scheduling

Round #1 will begin at 6pm EDT on Saturday, July 8th.
- Following matches will be played as soon as the matchup in the Challonge bracket is determined.

Lobby Creation

The team that is on top in the Challonge bracket creates and hosts the lobby and may play the first map on the server closest to them. After a map is played, the losing team may request to switch servers for their map selection.

Rules & Information

All matches until Grand Finals are First-to-Two.

- Grand Finals are First-to-Three.

Lobby Code: P4E5C

- Preset: Competitive, Kill Cam & Skins: Disabled
- Pause Game on Player Disconnect: Yes
- Despite the code, players are always responsible for ensuring lobby settings are correct, even if the other team has ownership of the lobby.
- Spectators are allowed to be in lobbies only if both teams agree.

Teams have up to 15 minutes after their matchup has been confirmed to be in-lobby and ready to play. If your opponent is not ready within this time frame, you may mark them as a no-show by reporting a 2-0 win.

Maps

The starting map of each round is a predetermined control map, as shown below.

- Round #1: Busan
- Round #2: Ilios
- Round #3: Lijiang Tower

All starting maps following Round #3 will repeat through this list.

- Ex: Round #4: Busan, Round #5: Ilios, etc.

The second map and beyond will be chosen by the loser of the prior map. The winner of the prior map will select their starting side for the next map. The map order is shown below. If more than 3 maps need to be played, the map order is repeated.

- **NOTE:** No map may be played more than once during a single match.

Map #1 - Control
Map #2 - Escort **OR** Hybrid
Map #3 - Push
Map selection must be from the following pool:

- Control: Busan / Ilios / Lijiang Tower
- Escort **OR** Hybrid: Dorado / Route 66 / Eichenwalde / Midtown
- Push: Colosseo / Esperança / New Queen Street

Match Reporting

Match outcome is to be reported by any player from each match in the #score-submission Discord channel. The player must include the match score and opposing team in their message.

Ex: Blue Team 2-1 Red Team

Each team is responsible for making sure their scores are quickly and accurately reported in the #score-submission channel, regardless of whether they or their opponents post the results.

Match Rules
A team may request a pause only in the presence of a technical issue. Each team may request a maximum of 3 pauses per match, with each pause having a maximum duration of 5 minutes. If a team does not unpause before the time allotted for their pause is depleted, they will immediately use their next pause and add 5 minutes to the current pause timer. If a team has no pauses left and their pause timer runs out, the team that requested the pause will be forced to forfeit the current map.

All players are required to act in a respectful sportsmanlike manner at all times. Tournament organizers shall have sole discretion to determine if a player has violated standards of integrity and good sportsmanship if the situation arises. If there are any problems regarding this within your match, please create a ticket within our Discord server with any details.

Players will be allowed to stream their matches from their perspective. Although a three-minute delay isn't required, it is highly recommended for the sake of retaining game integrity. Tournament organizers reserve the right to make any final decisions regarding issues that may occur surrounding streaming matches.

If you have any questions, feel free to submit a ticket in the #create-ticket channel within our Discord server and staff will respond as soon as possible!