



## The Finals: Frontier Cup - Cashout Tournament

**September 7th - 1pm EDT 2pm EDT (10am PDT / 7pm CEST)**

### Tournament Information

- Tournament will be hosted on NA servers
  - EU players are welcome to join if you are okay dealing with the ping
- Tournament [schedule and bracket can be found here](#)
- [Registration is found here](#)
  - Teams and players currently signed up can be found on the Teams and Rules page
- There will also be a Team Intro Drip Competition!

- Coordinated outfits and emotes are one of the best parts of queuing with friends. This is your chance to strut your stuff and even win some cash! Share a clip of your team's tournament outfits and intro and viewers will vote for the best!
- Hosted by [WaltzCasts](#)
  - [WaltzCasts](#) on Twitch
  - Co-hosted by:
    - [PhsycaI](#) on Youtube
    - [Saif on Youtube](#)
    - BurritahSupreme (statsman extraordinaire)
  - [WaltzCasts discord](#) will be used for tournament organization and info
- \$90 Prize Pool
  - \$30 and 3 Official Embark shirts for 1st Place (\$10 and a shirt for each winner)
  - \$30 for 2nd Place (\$10 each)
  - \$30 for the [Team Drip Competition winners](#) (\$10 each)

## Tournament Entry

- To enter the tournament please [fill out the attached form](#)
- Make sure you fill out all fields properly or your submission may be discarded
- Teams will be added to the bracket as they enter
  - You will be contacted by a TO within 24 hours of submission to confirm your team's registration
  - Any teams signing up after all 16 slots are full will be placed on the reserve list
    - See [No-Shows/Disqualifications](#) for info on team substitution
- Team Captains will be responsible for contact with TOs and having their team prepared
  - Further Info for captains [found below](#)

## Tournament Format

- [Bracket can be found here](#)
- Stage 1:
  - 16 Team Round Robin 4 team Cashout
  - Every team will play 4 games
    - Standard Cashout ruleset except for role restrictions (see below)
    - Points will be awarded for placement in Cashout rounds
      - 10 point for 1st
      - 7 points for 2nd
      - 5 points for 3rd
      - 4 points for 4th
      - 1 point for every 3 kills
  - Top 8 teams qualify to stage 2
    - Any tiebreakers will be determined by amount cashed out during rounds

- Stage 2:
  - 8 Team Single Elimination bracket of 2 team Quick Cash
    - Rounds will be Best of 3
    - No Loser's bracket
    - Quick Cash rule restrictions:
      - Players cannot change specializations or equipment during the match (this is currently allowed in private matches)
      - Role restriction (see below)

## Map Selection

- Kyoto will NOT be in the map pool
- Stage 1: Round Robin Map Selection
  - 4 Maps will randomly be selected from the remaining map pool
  - Each round will be on a different map
    - Every team plays each map once
- Stage 2: Playoff Map Selection
  - Each team will ban a single map
  - Each team will then pick a single map
  - The team with a higher seed from Stage 1 will begin picks/bans
  - The selected maps will be played in the order chosen
  - If the match goes to game 3, the unpicked map will be the decider

## Additional Rules

- Class limitations
  - No more than 1 heavy on your team at any point, no other restrictions on roles
  - No Glitch Traps allowed
    - No other gadget limitations
  - Switching Loadouts during Quick Cash games is NOT allowed
    - Currently custom quick cash allows this, teams changing their loadouts mid match will forfeit that game
- Substitutions are allowed before and during the tournament
  - If a substitute is needed please inform a TO immediately of the need for a sub
    - Provide the player to be replaced, and who is replacing him
  - If a substitute cannot be located teams may play with 2 players
    - If a team is down 2 players and cannot find a replacement, they will be replaced
- No exploits or ANY form of cheating. For further information:
  - <https://id.embark.games/support/faq/76-the-finals-fair-play-guidelines>
  - <https://id.embark.games/support/faq/44-anti-cheat-faq>
  - If a team is suspected of cheating please contact a TO

- Teams found abusing exploits or cheats will be disqualified

## Technical Issues

- Should a team experience issues with players disconnecting
  - If a player does not load into the match correctly, the match will be paused
    - The match will stay paused for a maximum of 2 minutes
    - If a player is completely unable to load or enter the match upon match start immediately inform a TO and the match can be restarted, once per round
      - Matches will not be remade once the game has begun
  - During cashout rounds there will be no pauses mid match for disconnections
  - During quick rounds matches will be paused after a disconnect if there is no teamfight happening.
    - Each team will have 2 minutes total of pause time for disconnects
    - This pause time includes disconnects or failures to load at the beginning of the game

## No-Shows/Disqualifications

- Teams not checked in on time prior to the tournament will be replaced
- In the event that a team no-shows or is disqualified during the round robin
  - they will be replaced by a substitute team.
  - Any points already accumulated by the leaving team will be granted to the substitute team
- If a team drops out before or during the bracket stage
  - The 9th place team from rounds will be selected to fill their spot, and so on for further missing teams
  - Teams that leave during the bracket stage will be replaced by the team they knocked out their previous game
- We reserve the right to disqualify teams at our discretion

## Team Intro Drip Competition

- Coordinated outfits and emotes are one of the best parts of queuing with friends. This is your chance to strut your stuff and even win some cash! Share a clip of your team's tournament outfits and intro and viewers will vote for the best!
- All participating teams are encouraged to participate in the Intro Drip competition
  - Submit a clip of your teams match intro
    - [Submit via the following form](#)

- Teams are encouraged (but not required) to use the intro they submitted during tournament games
- After rounds these clips will be played for all viewers, and a discord poll will be held
  - All clips will also be viewable on the [following page sorted by team](#)
- At the end of the tournament the most voted for team will take the prize!
  - In case of a tie a second shorter poll will be made for the tied team

## Captain Information

- Team Captain's are responsible for communication between the TOs and their team
- Captains will be contacted by a TO via Discord following sign up
- All teams will be provided with a voice channel with your team name
  - We encourage all teams to use their voice channels, as this will allow quick communication via voice if there are any issues
  - If you do not use discord, or your team is having technical issues with the voice channel contact a TO and we will allow alternatives
- Please have your team checked in 20 minutes before the tournament starts
  - Check-in is done via a private captain's channel in the [Discord](#)
    - Access to this channel will be provided after sign-up
    - **If your team is not checked in on-time we will begin looking for substitutions**
    - **If your team is still not checked in 5 minutes prior to game time we will officially replace your team**
- Lobby codes will be provided via private channels available only to captains
  - Teams will be verified by the host before the match begins
  - All lobbies will be hosted by a TO
- If a substitute is needed please inform a TO immediately of the need for a sub
  - Provide the player to be replaced, and who is replacing them