Introduction

Ember Series, organized by Copenhagen Flames, is a Rocket League tournament (3v3, PC/XB1/ Switch) that is part of Psyonix's EU Rocket League Renegade Cup. The tournament has four stages:

- Two **Open Qualifiers** out of which 32 teams (16 teams for each qualifier) will move on to Group Stages
- **Group Stage**: 32 teams in 8 pools with 4 teams each compete in a GSL group stage, top 2 of each pool move to Bracket Play
- **Bracket Play**: 16 teams in a double-elimination bracket

The rules in this document govern the tournament. Each player unconditionally agrees to abide by these rules and the decisions that Copenhagen Flames staff makes about the tournament. These rules are subject to change at the discretion of Copenhagen Flames.

1. Format

Open Qualifiers: teams will first enter the Open Qualifiers which is a Single-Elimination bracket. This means that a team will drop out of the tournament if they lose once. Seeding will be determined by Copenhagen Flames at their discretion.

The final 16 teams on both Qualifier Days will advance to Group Stage. All matches of the Open Qualifiers are BO5 (Best Of 5). The performance in the tournament will also determine the seeding of each team for Group Stage.

Group Stage: The 32 teams from the Open Qualifiers will enter 8 pools of 4 teams each and play a GSL Group Stage. This means that a team will drop out of the tournament as soon as they lose twice. The top 2 teams of each pool will move to Bracket Play. All matches are BO5. Seeding will be determined by Copenhagen Flames according to previous results.

Bracket Play: The 16 teams from Group Stage will enter a Double-Elimination Bracket. This means that a team will drop out of the tournament as soon as they lose twice. All matches are BO5, except the Grand Final which is BO7, with the team coming from upper bracket starts with a win. Seeding will be determined by Copenhagen Flames according to previous results.

Placements:

In order to determine the most precise ranking possible for the top 32 teams, we use the win-loss ratio of games played as a tie-breaker and to determine the exact placement of teams in tying places. If the ratio is tied between teams in tying place, tiebreakers will be as follows:
Goal difference, Total goals for, Biggest victory, Most goals in Biggest victory, Head to Head results, coin flip.

2. Schedule

December 28.+29.: Open qualifiers.

January 2.+3.+9.+10.: GSL Group Stage.

January 16.+17.: Top 16

January 32.+24.: Play-offs and Grand Final.

3. Registration and Rosters

Any team that signs up must have 3 to 5 players. Points and qualification status are given to the teams, not players. Teams may not adjust their roster at any point during the Ember Series.

A team that didn't achieve Top 16 in the first Open Qualifier may participate in the second Open Qualifier. An individual may not be a part of more than one roster simultaneously in the same stage of the tournament.

Players must be aged 15 by October 31st 2018 to participate. RLCS Season 6 players are not eligible to participate in the Ember Series. This also includes substitute players for RLCS teams.

4. Point Distribution

The Ember Series is part of the EU Renegade Cup. The winning team will qualify for the EU Renegade Cup Finals. The Ember Series will result in teams in the following finishing places with associated Renegade Cup points:

1st: Auto-Qualify	9th: 2400	17th: 1600	25th: 800
2nd: 3500	10th: 2300	18th: 1500	26th: 700
3rd: 3000	11th: 2200	19th: 1400	27th: 600
4th: 2900	12th: 2100	20th: 1300	28th: 500
5th: 2800	13th: 2000	21st: 1200	29th: 400
6th: 2700	14th: 1900	22nd: 1100	30th: 300
7th: 2600	15th: 1800	23rd: 1000	31st: 200
8th: 2500	16th: 1700	24th: 900	32nd: 100

The exact placement of tying places (5th-6th, 7th-8th, 9th-12th, 13th-16th, 17th-24th, 25th-32nd) will be determined by tiebreakers listed earlier.

5. Gameplay Rules

Settings: all standard arenas / 3v3 / No bots / Mutators: none / Match time: 5 minutes / Joinable by: name & pw / Platform: Steam, XB1 & Switch / Servers: Europe

Match procedure: teams are expected to follow the instructions on the smash.gg platform unless the game is broadcasted, in which case the teams are expected to follow the instructions of the admins that will contact them through the smash.gg platform.

Punctuality: all teams must have three players in the online match lobby by the match start time. Teams that do not have three players ready to play within 10 minutes of the match start time are subjected to a disqualification.

Disconnects: in the event of a disconnect, the shorthanded team will continue to play out the single game within the match series. The disconnected player may rejoin during the game that the disconnect occurred in or in between games of a match series but may not join in the middle of a following game in the series. After a disconnect, if a player cannot rejoin during the same game, the player will have 5 minutes to rejoin before the next game of the match series begin. If the disconnected player is unable to join the game prior to the next game in the series, the player's team may substitute another player from their roster.

No spectators are allowed (for streamed games, only Copenhagen Flames approved spectators are allowed).

6. Broadcasting

All stages of the Ember Series will be streamed live on Copenhagen Flames' Twitch channel (https://twitch.tv/FlamesTV). When warned by a tournament admin, players must follow the instructions and join the lobby according to the information given by the admin.

Players may only stream their POV when their match is not broadcasted.

Copenhagen Flames has the right to request player gamertag or team name change at their sole discretion. Players and teams that do not comply will be disqualified.

7. Prize

$5000 are awarded for the Ember Series as follows:

1st: $2000

2nd: $1000

3rd: $750

4th: $500

5th-6th: $250 each

7th-8th: $125 each

The total amount earned by each team will be sent to one point of contact provided by the team.

8. Disclaimer

Psyonix Inc. is not responsible for the administration, fulfillment, or execution of this Tournament. You agree that the inclusion of each team's Tournament results and allocation of points from the Tournament results into the Renegade Cup points qualification system are subject to the review and approval of Psyonix, at its sole and absolute discretion. Teams intending to earn points for the Renegade Cup points system must have 3-5 players. Teams cannot make any changes to their initial player list from their first Renegade Cup qualifying monthly tournament. Teams and players who have won a prior Renegade Cup qualifying monthly tournament are not eligible to play in this Tournament. Notwithstanding the foregoing, you agree that you are not entering into this Tournament in reliance that a Renegade Cup Final event will occur, and accordingly Psyonix has no

obligation to host and produce the Renegade Cup. YOU HEREBY RELEASE AND DISCHARGE PSYONIX INC. AND THEIR AGENTS OR REPRESENTATIVES, FROM ANY AND ALL LIABILITY IN CONNECTION WITH THE TOURNAMENT, INCLUDING, WITHOUT LIMITATION, LEGAL CLAIMS, COSTS, INJURIES, LOSS OR DAMAGES, DEMAND OR ACTIONS OF ANY KIND.

9. Support

Join the Ember Series Discord Server for help & support: https://discord.gg/eDSrfPR