

Apex Legends Global Series

Official Rules

1. OVERVIEW

VOID WHERE PROHIBITED BY LAW.

The Apex Legends Global Series (“ALGS”) is sponsored by Electronic Arts Inc. (“EA”), 209 Redwood Shores Parkway, Redwood City, CA 94065, United States and is governed by these Official Rules (“Official Rules”).

The ALGS is a series of video game competitions conducted using Apex Legends (“Game”) for the PC (“Supported Platform”). The ALGS is void where prohibited or restricted by law. All federal, state, provincial, and local laws and regulations apply.

Non-ALGS Game competitions are governed by separate terms and conditions for participation.

Players who meet the eligibility requirements in Section 2 (individually, a “Competitor”) compete in teams (each, a “Team”) to qualify through placement in certain online qualification tournaments (“Online Tournaments,” described in Section 4) for a chance to compete in tournaments that require in-person competition at a specific time and place (“Live Events”). Live Events include Majors, Premier Events, and Challenger Events (described in Section 4).

Competitors may qualify for a reserved spot in the Majors through Challenger Events or may qualify for a reserved spot and advanced seeding in the Majors through Online Tournaments or Premier Events. Additionally, for each Major, Competitors may receive an invite to register on a first-come first-serve basis during the invite-only registration period or register on a first-come first-serve basis during the open registration period. The ALGS concludes with the ALGS Championship.

Dates, times, registration periods, locations and other details for ALGS events will be posted at www.playapex.com/algs as they become available.

2. REGISTRATION AND ELIGIBILITY

2.1. REGISTRATION PROCESS

To register to be considered for eligibility for the ALGS, Competitors must:

1. Sign in or create a Battlefy account at <https://battlefy.com>;
2. Link their EA Account with their Battlefy Account; and
3. Create or join a team for the ALGS at <https://battlefy.com/leagues/algs> (“Registration Site”).

Online Tournaments have additional requirements; see APPENDIX C and event-specific rules for details.

Majors have additional registration requirements, including payment of a USD \$150 registration fee per Team, in order to participate; see APPENDIX D for details.

2.2. PLAYER ELIGIBILITY

Each player must meet the following eligibility requirements:

- Be the minimum age required to have a full (not underage) EA account in their territory of residence, and meet the following minimum age requirements as of the time of registration:
 - Competitors from Russian Federation and South Korea - at least 18 years old;
 - Competitors from Japan - at least 17 years old;
 - All other Competitors - at least 16 years old.
- For Competitors under the age of majority in their territory of residence, have a parent or legal guardian accompany them to any Live Events.
- Be a resident of one of the eligible countries listed in Appendix B.
- Have a valid EA account.
- Own or have access to the Game on the Supported Platform and have connected it to their valid EA Account.
- Agree to EA's Privacy and Cookie Policy located at privacy.ea.com ("Privacy and Cookie Policy") and User Agreement located at terms.ea.com ("User Agreement").
- Register their valid EA Account for eligibility and accept the Official Rules and any event-specific rules; for all Competitors under the age of majority in their territory of residence, a parent or legal guardian must review and consent to the Official Rules and any event-specific rules on their behalf.
- Have a valid Battlefy account (<https://battlefy.com/>) for Online Tournaments and Live Events.
- Have a valid Discord account (discord.com) for certain Online Tournaments.

2.3. ACCEPTANCE OF OFFICIAL RULES; CHANGES TO THE ALGS AND OFFICIAL RULES

Competitors must accept the Official Rules on the Registration Site to be considered for participation in the ALGS.

These Official Rules may be updated by EA without notice as necessary, including without limitation, to add further clarity, correct errors, comply with changes in applicable law, or address matters that arise after publication.

EA reserves the right to cancel, suspend and/or modify the ALGS, or any part of it, if any fraud, technical failures or any other factor impairs the integrity or proper operation of the ALGS, as determined by EA in its sole discretion. EA reserves the right to disqualify any Competitor or Team at any time for any reason, including but not limited to, tampering with the operation of the ALGS, or acting in violation of these Official Rules. Any attempt by any person to deliberately undermine the legitimate operation of the ALGS may be a violation of criminal and civil law, and, EA reserves the right to seek damages and other remedies (including attorneys' fees) from any such person to the fullest extent permitted by law.

By participating in the ALGS, Competitors agree to be bound by these Official Rules and the decisions of EA, ALGS officials and administrators.

2.4. PROOF OF RESIDENCY

Competitors will be required to provide proof of residency in an eligible country to determine their eligibility to compete in the ALGS. The sufficiency of any such proof or documentation will be determined by EA (or its agent) in EA's sole discretion.

Competitors invited to participate in a Live Event may be required to sign and return a Declaration of Eligibility to Travel, as well as to certify their residency by providing a government-issued identification, such as a passport, driver's license, identification card, or work visa with a name and physical address in an eligible country.

Competitors under the age of majority in their territory of residence may provide a school identification card if government-issued identification is not available and their parent or legal guardian must also provide government-issued identification.

2.5. EMPLOYEES AND CONFLICTS OF INTEREST

Employees of EA and its respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies, Battlefy, Inc., and the immediate family members or persons living in the same household of such employees are not eligible to participate in the ALGS.

2.6. REGISTRATION DATA AND LEADERBOARD

As part of the registration process, Competitors will be asked to provide information such as EA Account ID and Team name. This information may be used in any leaderboard data created as part of the ALGS. The leaderboard will be published within one (1) week following the conclusion of each points-awarding event and updated with Competitor point totals on a regular basis, as determined by EA in its sole discretion.

3. TEAM ELIGIBILITY AND COMPOSITION

3.1. ROSTERS & ROSTER LOCK

A Team includes three (3) Competitors. Starting with the ALGS Winter Circuit, a Team may also include one (1) additional registered Competitor on their roster as a substitute ("Substitute Player"). If a Substitute Player is allowed for an event, the process to designate this Competitor will be detailed in the event-specific rules. EA retains a right of approval over the roster submitted by each Team, and may reject any roster that does not comply with the Official Rules.

Competitors must register for every Online Tournament or Live Event with a Team. Competitors may not be a member of more than one (1) registered Team for the same event. In order to join a new Team for an event, a Competitor must first leave or be removed from the Team with whom they are currently registered for the event.

Competitors may change teams for an event at any time prior to the event's roster lock date ("Roster Lock Date"). The Roster Lock Date for Online Tournaments will be communicated in the event-specific rules. The Roster Lock Date for Majors is one (1) week prior to the first day of competition.

If a Team has qualified for a Premier Event or Major, the Team must maintain at least two (2) Competitors from the qualifying event roster in order to retain their reserved spot in the Premier Event or Major.

Players may leave a Team voluntarily or may be removed from the Team by the Team Captain.

3.2. TEAM CAPTAIN

The Competitor who creates the Team on the Registration Site during the registration process will be deemed the Team Captain. The Team Captain is responsible for managing the official roster for their Team on the Registration Site, for inviting new players to become Competitors on the Team, and for registering the Team for each Online Tournament or Major.

A Team Captain role assignment may be changed by two (2) Competitors on the Team, not including the Substitute Player, separately emailing ALGS League Operations at algsleagueops@ea.com from the email address associated with their EA Account ID with the Team Captain change request and with the same nomination for a new team captain. The new captain must be an existing Competitor on the Team. Change is subject to confirmation by ALGS administration.

3.3. TEAM NAME

During the registration process, the Team Captain must indicate an official Team name. The name must be unique from other Team names, is subject to approval by EA, and must comply with the requirements in APPENDIX A.

Teams with names that are the same or similar to companies or organizations may be required to provide proof that they are authorized representatives of that organization.

3.4. TEAM ELIGIBILITY

If a player on a team is found to be ineligible prior to the Roster Lock Date of the event the team is registered for and the team has designated a Substitute Player, the ineligible player will be automatically replaced with the Substitute Player. If there is more than one (1) ineligible player on the team, then the team will be required to replace the remaining ineligible players with eligible players.

If a player on a team is found to be ineligible after the Roster Lock Date of the event the team is registered for, the team may be allowed to replace the ineligible player with an eligible player, subject to ALGS administration approval.

If a player on a team is found to be ineligible after the start time of the event, the team will be removed from the event and forfeit all matches in the event.

Live Events may feature additional eligibility requirements. Please refer to the event-specific rules for more information.

3.5. REPRESENTING AN ORGANIZATION IN THE ALGS

Teams may represent an organization in the ALGS.

Prior to an event's Roster Lock Date, Team Captains must provide the following by emailing ALGS League Operations at algsleagueops@ea.com:

- Name of the organization the Team will be representing and authorization for use

- Organization logo and authorization for use
- Team Name and logo
- Contact information for an officer or representative of the Organization

EA will inform qualified Competitors of any other applicable deadlines and required information.

4. **COMPETITION STRUCTURE**

4.1. **GENERAL**

Competitors earn points through their performance in Online Tournaments and some Live Events (“ALGS Points”). More information regarding ALGS Points can be found in Appendix E.

4.2. **EVENT TYPES**

4.2.1. **Online Tournaments**

Each Live Event may have one (1) EA-operated Online Tournament per Region or Super Region (described in **Sections 4.2.1.1.** and **4.2.1.2.**) where Teams compete for a reserved spot(s) in a Live Event.

Online Tournaments will award ALGS Points as described in APPENDIX E. Some Online Tournaments will also award prizes as described in **Section 6 Prizes** and the event-specific rules. Teams must advance at least one (1) round in an Online Tournament in order to receive ALGS Points; this requirement does not apply to Online Tournaments with only one (1) round or Teams that compete in only the last round of an Online Tournament due to advanced starting placement. There will be a minimum of ten (10) total Online Tournaments per Region for the ALGS.

Some Online Tournaments will be administered by Battlefy (<https://battlefy.com/>) and will require a Battlefy account to participate. See APPENDIX C for match rules and guidelines for Online Tournaments.

Certain Online Tournaments will be grouped together as part of a series culminating in a playoff. These series include the ALGS Summer Circuit (“Summer Circuit”), the ALGS Autumn Circuit (“Autumn Circuit”), and the ALGS Winter Circuit (“Winter Circuit”). See APPENDIX N for details on the Summer Circuit, APPENDIX U for details on the Autumn Circuit, and APPENDIX AB for details on the Winter Circuit.

4.2.1.1. **Online Tournament Regions**

Online Tournaments will be separated by region. The regions (“Regions”) are:

- North America (NA)
- Europe (EU)
- South America (SA)
- South Korea (KR)
- Japan (JP)
- Greater Southeast Asia (GSEA)
- Australia & New Zealand (ANZ)

- Middle East & Africa (MEA)

See APPENDIX B for the list of countries in each Region.

4.2.1.2. Super Regions

Some Online Tournaments will group together Teams from different Regions. These combined Regions (“Super Regions”) may differ between tournaments.

The Super Regions for the Summer Circuit, Autumn Circuit, and Winter Circuit are:

- Americas

Includes:

- North America
- South America

- EMEA

Includes:

- Europe
- Middle East & Africa

- APAC North

Includes:

- Japan
- South Korea

- APAC South

Includes:

- Australia & New Zealand
- Greater Southeast Asia

4.2.1.3. Regional Restrictions and Requirements

Teams may only register for one (1) Region per Online Tournament.

For each Online Tournament, Teams are required to:

1. have all Competitors physically participate from an eligible country for the Region which the Team is registered; and
2. include at least one (1) Competitor on a Team, not the Substitute Player, that is a resident of an eligible country for the Region in which the Team is registered.

Example: Team A is registered to compete for an Online Tournament in the NA Region. All Competitors on Team A must physically participate from a country listed in the NA Region (Canada, Mexico, Puerto Rico, or the United States) AND at least one (1) Competitor on Team A must be a resident of a country listed in the NA Region (Canada, Mexico, Puerto Rico, or the United States).

4.2.2. EA Approved Events

EA Approved Events are online events (not Online Tournaments described in Section 4.2.1.) or Live Events that are sponsored by third parties where Competitors may earn ALGS Points or a reserved spot

in a future event. The rules for participation and methods of qualification will be determined by the sponsors of these events, which may be limited to a specific segment of players. Non-ALGS-registered players can compete in EA Approved Events, but they will not be able to earn ALGS Points. Points earned by non-registered players will be forfeited and cannot be transferred to other players.

4.2.2.1. Premier Events

Premier Events are EA Approved Live Events in which Competitors can earn ALGS Points and a reserved spot and advanced placement in a Major.

There will be a minimum of two (2) Premier Events, each with a minimum of twenty (20) participating Teams. Twenty (20) Teams will qualify for each Premier Event based on their placement in a specific Online Tournament.

The top eight (8) placing Teams at each Premier Event will qualify for that event's corresponding Major. If a top eight (8) placing Team(s) has already qualified for that event's corresponding Major, the qualified spot will pass to the next highest placing unqualified Team until 20th place. If the 20th place Team has already qualified for that event's corresponding Major, the qualified spot will pass to the Team with the most ALGS Points.

A team with two (2) non-ALGS-registered players is not eligible to qualify for that event's corresponding Major.

4.2.2.2. Challenger Events

Challenger Events are EA Approved Live Events in which Competitors can earn a reserved spot in a Major.

The top placing Team(s) at each Challenger Event will qualify for that event's corresponding Major. The number of available qualification spots will be announced when the Challenger Event is announced.

Non-ALGS-registered players can compete in Challenger Events, but a team with two (2) non-ALGS-registered players is not eligible to qualify for that event's corresponding Major.

4.2.3. Majors

The Majors are milestone tournaments that occur over the course of the ALGS, culminating in the ALGS Championship. Majors are operated by EA in collaboration with a third party.

The Majors will include Teams who have qualified directly from an Online Tournament (only for certain Majors), who have qualified from a Premier Event, Challenger Event, or previous ALGS Major, who have received an invitation to participate, or who have registered during the open registration phase for the Major.

See APPENDIX D for details on how to qualify for and compete in the Majors.

4.3. Apex Legends Global Series Points

Majors, Premier Events, and Online Tournaments will award ALGS Points to each Competitor on the top placing Teams. ALGS Points will accumulate throughout the duration of the ALGS.

Teams in Online Tournaments and Live Events will be seeded using each Team's cumulative ALGS Points as of the event's Roster Lock Date. Teams may also be awarded with a reserved spot in a Major based on their cumulative ALGS Points.

For more information about ALGS Points, see APPENDIX E.

4.4. Travel to Live Events

EA or third parties may provide travel accommodations for some invited or qualified Competitors to a Live Event at EA's or such third party's expense.

For Competitors with travel expenses paid by EA, the selection of any transportation carriers, hotels, and/or related transfers will be in EA's sole discretion. EA reserves the right to provide ground transportation instead of airfare based on a Competitor's travel distance from a Live Event. If a player requests special travel or accommodation plans, such as different travel dates, different carriers, or departure/arrival cities other than the designated city for the tournament, and if the cost of the special travel request exceeds that of the standard tournament travel plans, EA may require the Competitor to cover the difference in cost.

Competitors must sign a Declaration of Eligibility to Travel prior to accepting travel accommodations to Live Events. For Majors, the Declaration of Eligibility to Travel will be provided to Competitors via email to the email address used to register for the ALGS. If a Competitor does not complete the Declaration of Eligibility to Travel within seven (7) calendar days after attempted notification, fails to sign and/or return the Declaration of Eligibility to Travel within the required time period, refuses travel, is ineligible to accept travel, or is unavailable to travel on dates appropriate to the Live Events, the Competitor forfeits travel accommodations as well as their place in the Live Event.

If a Competitor is a minor in his or her territory of residence, the Competitor's parent or legal guardian will be required to sign all necessary documents to accept travel, and must accompany the Competitor to the Live Event. In these instances, travel accommodations will include additional airfare for one (1) parent or legal guardian. Competitor and parent/legal guardian must travel together on the same itinerary and will share hotel accommodations.

Receiving travel accommodations is contingent upon compliance with these Official Rules. If a Competitor is disqualified or travel is forfeited for any reason, EA may award that Competitor's travel and accommodations to an alternate Competitor.

Incidentals for travel, including, without limitation: telephone calls, facsimile charges, Internet charges, spa/beauty salon services, laundry, tours/excursions, gift shop purchases, hotel processing fees, airline service charges and any other expenses not mentioned in these Official Rules are the sole responsibility

of the Competitor and his or her companion, and the Competitor may be asked to account for any such incidental charges by providing the applicable hotel with a credit card. Hotel and airfare cannot be used separately. Travel and accommodations are subject to availability and certain restrictions. Any extra nights' stay and any additional costs associated with an extended stay are the sole responsibility of the Competitor and his or her companion. Valid passport and/or other travel documentation may be required, which is the responsibility of each Competitor. Additional restrictions may apply.

4.5. Enforcement

EA accounts and match data may be audited for items including but not limited to malicious behavior and cheating. Any Competitor may be disqualified immediately from the ALGS, at the discretion of EA or its agents, for any reason, including for any failure to comply with the User Agreement, Privacy & Cookie Policy, Code of Conduct (in Appendix A), which may include but is not limited to:

- using any cheats, hacks or other third party "helper" applications in playing matches;
- intentionally disconnecting from the Internet during any match;
- colluding with other teams in playing matches;
- taking advantage of known exploits in the game (it is the responsibility of players to understand and avoid all current illegal exploits); or
- Abusive or disorderly behavior, including any use of harassing, negative, or profane language online.

EA, in its sole discretion, reserves the right to disqualify any Competitor or Team at any time, for any reason, including but not limited to tampering with the entry process or the operation of the ALGS, or acting in violation of these Official Rules or in an unsportsmanlike or disruptive manner and reserves the right to void all associated entries. Disqualification of an individual Competitor may result in the disqualification of the Competitor's entire Team from an ALGS event or the entire ALGS. **Any attempt by any person to deliberately undermine the legitimate operation of the ALGS may be a violation of criminal and civil law, and, should such an attempt be made, EA reserves the right to seek damages and other remedies (including attorneys' fees) from any such person to the fullest extent permitted by law. EA's failure to enforce any term of these Official Rules shall not constitute a waiver of that provision.**

5. MATCH RULES AND TOURNAMENT FORMAT

See event-specific rules for rules, format, and gameplay settings.

6. PRIZES

6.1. Live Event Prizes

The following prizes for each Major will be distributed to Teams as stated below based on their finishing rank in each Major. All prizes listed below, except the Apex Predator prize, will be distributed equally among the three (3) Competitors on the Team who participated in the Major.

6.1.1. Majors 1-3 Prizes

Finishing Rank (Majors #1-3)	Prize Amount (all amounts in USD)
1 (Tournament Winners)	\$105,000
2	\$75,000
3	\$60,000
4	\$48,000
5	\$39,000
6	\$30,000
7	\$24,000
8	\$18,000
9	\$15,000
10	\$12,000
11	\$9,000
12	\$8,400
13	\$7,800
14	\$7,200
15	\$6,600
16	\$6,000
17	\$5,700
18	\$5,400
19	\$5,100
20	\$4,800

The Competitor who earns the highest cumulative number of kills across all Finals Matches (as described in APPENDIX D) in each Major will be awarded the Apex Predator prize of USD \$8,000. This Apex Predator prize is awarded at Major #1, Major #2, and Major #3. In the event multiple Competitors tie for the most Finals kills, all tied Competitors will evenly split the Apex Predator prize.

6.1.2. ALGS Championship Prizes

Finishing Rank (ALGS Championship)	Prize Amount (all amounts in USD)
1 (Tournament Winners)	\$210,000
2	\$150,000
3	\$120,000
4	\$96,000
5	\$78,000
6	\$60,000
7	\$48,000
8	\$36,000
9	\$30,000
10	\$24,000
11	\$18,000
12	\$16,800
13	\$15,600
14	\$14,400
15	\$13,200
16	\$12,000
17	\$11,400
18	\$10,800
19	\$10,200
20	\$9,600

The Competitor who earns the highest cumulative number of kills across all Finals Matches (as described in APPENDIX D) in the ALGS Championship will be awarded the Apex Predator prize of USD \$16,000. In the event multiple Competitors tie for the most Finals kills, all tied Competitors will evenly split the Apex Predator prize.

6.1.3. Premier and Challenger Events Prizes

The prize money distribution of Premier Events and Challenger Events will be determined by the sponsors of those Live Events.

6.2. Online Tournament (excluding Summer and Autumn Circuits) Prizes

Some Online Tournaments will award prizes. Please see event-specific rules and Appendices for details.

6.3. Summer Circuit Prizes

The following prizes for the Summer Circuit will be distributed to Teams as stated below based on their finishing rank in each stage of competition. All prizes listed below will be distributed equally among the three (3) Competitors on the Team who participated in the event or stage awarding the prize. All amounts are in USD.

SUPER REGIONAL STAGES - PRELIMINARY ONLINE TOURNAMENTS 1-4				
Finishing Rank	Americas	EMEA	APAC NORTH	APAC SOUTH
1st	\$6,000	\$6,000	\$2,000	\$2,000
2nd	\$3,000	\$3,000	\$1,000	\$1,000
3rd	\$1,500	\$1,500	\$500	\$500
PLAYOFFS				
Finishing Rank	Americas	EMEA	APAC NORTH	APAC SOUTH
1st	\$36,000	\$36,000	\$15,000	\$15,000
2nd	\$25,250	\$25,250	\$10,200	\$10,200
3rd	\$18,000	\$18,000	\$6,750	\$6,750
4th	\$12,600	\$12,600	\$4,725	\$4,725
5th	\$9,000	\$9,000	\$3,480	\$3,480
6th	\$7,200	\$7,200	\$2,700	\$2,700
7th	\$5,400	\$5,400	\$2,025	\$2,025
8th	\$3,600	\$3,600	\$1,350	\$1,350
9th	\$3,150	\$3,150	\$1,110	\$1,110
10th	\$2,700	\$2,700	\$960	\$960
11th	\$2,520	\$2,520	\$840	\$840
12th	\$2,340	\$2,340	\$780	\$780
13th	\$2,160	\$2,160	\$720	\$720

14th	\$1,980	\$1,980	\$660	\$660
15th	\$1,800	\$1,800	\$600	\$600
16th	\$1,620	\$1,620	\$540	\$540
17th	\$1,440	\$1,440	\$480	\$480
18th	\$1,260	\$1,260	\$420	\$420
19th	\$1,080	\$1,080	\$360	\$360
20th	\$900	\$900	\$300	\$300

6.4 Autumn Circuit Prizes

The following prizes for the Autumn Circuit will be distributed to Teams as stated below based on their finishing rank in each stage of competition. All prizes listed below will be distributed equally among the three (3) Competitors on the Team who participated in the event or stage awarding the prize. All amounts are in USD.

	PRELIMINARY ONLINE TOURNAMENTS 1-4					
Finishing Rank	North America	Europe	South America	Middle East & Africa	APAC NORTH	APAC SOUTH
1st	\$6,000	\$6,000	\$3,000	\$3,000	\$3,000	\$3,000
2nd	\$3,000	\$3,000	\$1,500	\$1,500	\$1,500	\$1,500
3rd	\$1,500	\$1,500	\$750	\$750	\$750	\$750
	PLAYOFFS					
Finishing Rank	North America	EMEA	South America	APAC SOUTH		
1st	\$45,000	\$45,000	\$45,000	\$18,000		
2nd	\$22,500	\$22,500	\$22,500	\$9,000		
3rd	\$15,000	\$15,000	\$15,000	\$6,000		
4th	\$10,620	\$10,620	\$10,620	\$4,080		
5th	\$7,820	\$7,820	\$7,820	\$3,000		
6th	\$5,760	\$5,760	\$5,760	\$2,220		
7th	\$4,320	\$4,320	\$4,320	\$1,650		
8th	\$3,300	\$3,300	\$3,300	\$1,260		
9th	\$2,580	\$2,580	\$2,580	\$990		
10th	\$2,100	\$2,100	\$2,100	\$800		

6.5 Winter Circuit Prizes

The following prizes for the Winter Circuit will be distributed to Teams as stated below based on their finishing rank in each stage of competition. All prizes listed below will be distributed equally among the three (3) Competitors on the Team who competed in the event awarding the prize, unless a Substitute Player competed in the event. If a Substitute Player competed in an event and replaced a Competitor mid-competition (after check-in for the event has occurred), then each of the two (2) Competitors who competed for the entire event will be awarded one-third ($\frac{1}{3}$) of the prize and the remaining one-third ($\frac{1}{3}$) of the prize will be split equally between the Substitute Player and the Competitor who was replaced. All amounts are in USD.

PRELIMINARY ONLINE TOURNAMENTS 1-4						
	North America	Europe	Middle East & Africa	South America	APAC South	APAC North
1st	\$6,000	\$6,000	\$3,000	\$3,000	\$4,500	\$4,500
2nd	\$3,000	\$3,000	\$1,500	\$1,500	\$2,250	\$2,250
3rd	\$1,500	\$1,500	\$750	\$750	\$1,125	\$1,125
4th	\$1,000	\$1,000			\$750	\$750
5th	\$1,000	\$1,000			\$750	\$750
6th	\$750	\$750				
7th	\$750	\$750				
8th	\$750	\$750				
9th	\$750	\$750				
10th	\$750	\$750				

PLAYOFFS					
	North America	EMEA	South America	APAC South	APAC North
1st	\$48,000	\$48,000	\$18,000	\$30,000	\$30,000
2nd	\$24,000	\$24,000	\$9,000	\$15,000	\$15,000
3rd	\$15,900	\$15,900	\$6,000	\$9,900	\$9,900
4th	\$10,800	\$10,800	\$4,080	\$6,720	\$6,720
5th	\$7,860	\$7,860	\$3,000	\$4,920	\$4,920
6th	\$5,790	\$5,790	\$2,220	\$3,630	\$3,630

7th	\$4,350	\$4,350	\$1,650	\$2,730	\$2,730
8th	\$3,360	\$3,360	\$1,260	\$2,100	\$2,100
9th	\$2,640	\$2,640	\$990	\$1,650	\$1,650
10th	\$2,130	\$2,130	\$800	\$1,320	\$1,320
11th	\$1,500	\$1,500	\$600	\$1,020	\$1,020
12th	\$1,500	\$1,500	\$600	\$1,020	\$1,020
13th	\$1,500	\$1,500	\$600	\$1,020	\$1,020
14th	\$1,500	\$1,500	\$600	\$1,020	\$1,020
15th	\$1,500	\$1,500	\$600	\$1,020	\$1,020
16th	\$1,200	\$1,200	\$480	\$780	\$780
17th	\$1,200	\$1,200	\$480	\$780	\$780
18th	\$1,200	\$1,200	\$480	\$780	\$780
19th	\$1,200	\$1,200	\$480	\$780	\$780
20th	\$1,200	\$1,200	\$480	\$780	\$780

6.6. Prize Terms and Conditions

Prizes are not transferable. No substitution of prizes for other goods and services is permitted, except that EA reserves the right to provide a substitute prize of approximately equal or greater value if the advertised prize is unavailable. For winners with a place of residence in Uruguay, prizes will be awarded in the form of gift card(s) instead of cash. All federal, state, provincial, and local taxes, and international tariffs, are the sole responsibility of the individual winner.

Prize winners will be required to complete and sign a Winner Declaration & Consent in order to claim a prize. If any prize winner fails to sign and/or return the Winner Declaration & Consent, refuses the prize, is ineligible to win the prize, or prize is returned as undeliverable, that prize winner forfeits the prize. Failure to communicate banking information and delivery method to prize distribution vendor in a timely manner may result in forfeiture. If a prize winner is considered a minor in his or her territory of residence, winner’s parent or legal guardian (as required by law) will be required to sign all necessary documents upon verification of ID. Receiving a prize is contingent upon compliance with these Official Rules; all prizes claimed in accordance with these Official Rules will be awarded. In the event that a prize winner is disqualified or the prize is forfeited for any reason, EA retains the discretion to donate the applicable prize to a charity of EA’s choosing. Potential winners may be required to provide a shipping address to claim prize. Allow up to three (3) months for delivery of prizes.

7. GENERAL TERMS

Nothing in these Official Rules shall be deemed to exclude or restrict any of a Competitor’s statutory rights as a consumer.

7.1. PERSONAL INFORMATION

By participating in the ALGS, Competitors consent to EA processing their personal information in accordance with EA's Privacy and Cookie Policy, available at <http://www.ea.com/privacy-policy>, for the purposes listed therein.

In addition, Competitors' personal information will be processed for the purposes of:

- Organizing, running and monitoring the ALGS and prize fulfillment, including for Competitors who win a prize, publishing Competitor information on the Winners List and online or in any other media in connection with the ALGS; and
- Any additional processing activities to which Competitors consent and/or acknowledge as applicable, including without limitation sharing personal information between EA and its designated ALGS operators and/or administrators.

Personal information will be processed in the United States or any other country in which EA, its subsidiaries, or third-party agents operate. By entering the ALGS, you consent that your personal information may be transferred to recipients in the United States and other countries that may not offer the same level of privacy protection as the laws in your country of residence or citizenship.

EA participates in the U.S.-Swiss Privacy Shield Framework for the collection, use, and retention of data from Switzerland. While EA relies on various mechanisms to effectuate cross-border transfers, we continue to adhere to the Privacy Shield Principles of notice, choice, onward transfer, security, data integrity, access, and enforcement. To learn more about the Privacy Shield program, and to view our certification, please visit <https://www.privacyshield.gov>.

Competitors have the right to access, withdraw, and correct their personal information. Competitors may request such action by contacting the appropriate Privacy Policy Administrator for your country listed at privacyadmin.ea.com. If your country is not listed, please contact the Privacy Policy Administrator in the United States at privacy_policy@ea.com.

For Residents of the European Union: The organizing entity shall be considered the data controller for the database containing this personal information and provides for an appropriate data protection level.

Applicability of EA User Agreement and Privacy and Cookie Policy: Your participation in the ALGS is also governed by the EA User Agreement found at www.ea.com. If there is any conflict between these Official Rules and the EA Privacy and Cookie Policy and User Agreement, then the EA Privacy Policy and User Agreement will take precedence to the extent of that conflict.

7.2. RELEASES; GOVERNING LAW

7.2.1. EA's decisions will be final and binding on all matters related to the ALGS.

7.2.2. EA has the right to publish and otherwise use your statistics and rankings in connection with the ALGS, and for other related purposes (such as for marketing and promotional purposes) without further consent from or payment to you.

7.2.3. By accepting a prize, Competitor grants EA the right to use Competitor's personal information, and any other information provided by Competitor, in the administration, marketing and promotion of the ALGS, EA and/or Apex Legends, without further consent or compensation to Competitor, unless otherwise noted below:

- Background info: Full name, country of residency, age, persona (EA Account ID)
- Social Media info: Twitter handle, Twitch account, Instagram username
- Photo: Taken onsite at the Event
- Other information for tournament administration only: Shirt size, dietary restrictions, mobile phone number

7.2.4. The ALGS is governed by the laws of the state of California and all claims must be resolved in the United States.

7.2.5. To the extent allowable under applicable law, each Competitor agrees to release and hold harmless EA and its agents from any and all liability or any injury, loss, damage, right, claim or action of any kind arising from or in connection with this ALGS or any ALGS-related activity or the receipt, possession, use or misuse of any prize won.

7.2.6. FOR RESIDENTS OF AUSTRIA, GERMANY, AND POLAND

Notwithstanding any other provision herein, nothing in these Official Rules shall have the effect to deprive you of the consumer protection rights granted to you by the laws of your residence that cannot be derogated from by agreement. In regard to the Prize and any other products or services given by EA and its affiliates free of charge, EA shall only be liable for intent and gross negligence.

In all other cases, EA shall only be liable to cases of intent and gross negligence. In case of slight negligence, however, EA is only liable for the breach of essential contractual obligations, such as delay or impossibility of performance, which the EA can be made responsible for. The liability in the event of breach of such an essential contractual obligation is limited to the typical contractual damage, whose occurrence could be expected by the EA upon conclusion of the contract on account of the circumstances known at that time. "Essential contractual obligations" as previously stated are those obligations whose fulfillment is essential to enable the proper implementation of the contract and the achievement of its purpose and whose observation you as an end consumer may rely upon. The foregoing limitations of liability shall not apply in the case of explicit guarantees by the EA, in cases of malice and injuries to life, body or health as well as in the case of mandatory statutory regulations.

7.2.7. FOR RESIDENTS OF THE UNITED KINGDOM AND FRANCE

Notwithstanding any other provision herein, to the extent allowable under applicable law, each Competitor agrees to release and hold harmless EA and its agents from any and all liability or any injury, loss, damage, right, claim or action of any kind arising from or in connection with this ALGS or any ALGS-related activity or the receipt, possession, use or misuse of any prize won, except with respect to claims resulting from death or personal injury arising from EA's negligence, and for residents of the United Kingdom with respect to claims resulting from the tort of deceit or any other liabilities that may not be excluded by law.

7.2.8. FOR RESIDENTS OF AUSTRALIA

Notwithstanding any other provision herein, to the extent allowable under applicable law and subject to and without excluding, restricting or modifying any rights or remedies to which the participant may be entitled as a consumer under the consumer guarantee provisions of the Australian Consumer Law in relation to the operation of the ALGS and any prize won, each Competitor agrees to release and hold harmless EA and its agents from any and all liability or any injury, loss, damage, right, claim or action of any kind arising from or in connection with this ALGS or any ALGS-related activity or the receipt, possession, use or misuse of any prize won.

8. WINNERS LIST

EA will post a winners list after all winners are determined and verified two (2) weeks after each Live Event and Online Tournament at <https://battlefy.com/leagues/algs>. This list will remain posted for three (3) months after the end of the ALGS.

9. COMMERCIAL RIGHTS

All commercial rights (including without limitation any and all marketing and media rights) relating to the ALGS are reserved by EA.

Competitor shall not associate themselves with ALGS and/or EA in any commercial manner, nor use any intellectual property rights of EA, nor shall they permit any third parties to do so, without the prior written consent of EA, which may be granted or withheld at EA's sole discretion.

Any Competitor or a Competitor's sponsor wishing to engage in any promotional or marketing activities with respect to ALGS, including at any ALGS tournament venue, will need prior written consent from EA, which may be granted or withheld at EA's sole discretion.

The recording and dissemination of images or footage of ALGS for commercial purposes by or on behalf of Competitor is strictly prohibited.

10. LIMITATION OF LIABILITY

EA is not responsible for: (1) inaccurate information, whether caused by entrants, typographical errors, or by equipment or programming associated with the tournament; (2) technical failures, including without limitation network malfunctions, interruptions, or disconnections; (3) unauthorized intervention in the entry process or the tournament; (4) technical or human error in the administration of the tournament or the processing of registrations; (5) late, lost, undeliverable, erroneous, damaged or stolen mail or electronic communications; (6) ineligibility for any reason, including entrant's misunderstanding of the Official Rules and requirements or the entry process.

APPENDIX A: CODE OF CONDUCT

This Code of Conduct applies to all Competitors at all levels of the ALGS unless otherwise specified. EA reserves the right to levy penalties, sanction or disqualify any Competitor in its sole discretion, from the ALGS at any level, any time, and for any reason.

A1. Competitor Behavior

Competitors are some of the best and highest profile players in the world and are therefore ambassadors of the ALGS and are held to a high standard by EA, the public and the media.

Competitors are required to conduct themselves in accordance with commonly accepted standards of decency, social conventions and morals, and to not commit any act or become involved in any situation or make any statement which brings disrepute, contempt, scandal, ridicule, or disdain to the Competitor, EA, the ALGS or to its Competitors and sponsors.

These requirements apply to live, offline, and online interactions, social media conduct and activity on live streams, past conduct, including allegations of. All Competitors are expected to adhere to these standards of sportsmanship and the EA Rules of Conduct, available at terms.ea.com at all times, including when not participating in EA sanctioned events.

Prohibited conduct includes, but is not limited to:

- Violating any law, rule or regulation, as determined by EA in its sole discretion;
- Using any software or program that damages, interferes with or disrupts the ALGS or another's computer or property;
- Interfering with or disrupting another player's participation in the ALGS;
- Harassing, threatening, bullying, repeatedly sending unwanted messages or making personal attacks or statements about race, sexual orientation, religion, heritage, etc.;
- Publishing, posting, uploading distributing content, or organizing/participating in any activity, group or guild that EA (acting reasonably and objectively) determines is inappropriate, abusive, hateful, harassing, profane, defamatory, threatening, hateful, obscene, sexually explicit, infringing, privacy-invasive, vulgar, offensive, indecent or unlawful;
- Using exploits, cheats, undocumented features, design errors or problems in the ALGS;
- Selling, buying, trading or otherwise transferring or offering to transfer an EA Account, or any EA Content associated with an EA Account, including EA virtual currency and other entitlements, either within an EA Service or on a third party website, or in connection with any out-of-game transaction, unless expressly authorized by EA;
- Causing or contributing to scandal, reputational harm or risk to ALGS, or disturbing the professional, fair and respectful gaming environment of the ALGS;
- Conduct that undermines the integrity and reputation of EA;
- Promoting, encouraging or taking part in any prohibited activity described above.

A2. Live Event Conduct

Competitors must be respectful toward other Competitors, event staff, and ALGS Officials. Threatening or inappropriate behavior towards the referees and the other Competitors will not be tolerated. Incidents and punishment will be identified at the sole discretion of the ALGS Officials. Competitors must abide by the instructions made by the ALGS Officials at all times. All Competitors must follow EA's directions.

Examples of prohibited conduct includes, but is not limited to:

- Using vulgar or offensive language;
- Abusive behavior, including harassment and verbal threats;
- Physical abuse, fighting, or any other threatening action directed at any Competitor, spectator, official or any other person;
- Damage and/or abuse to game devices, hardware, and peripherals, tournament equipment, or the facility/venue;
- Interfering with gameplay, including purposely breaking a game station, interrupting a power supply, leaving a station before the conclusion of a match, refusing to play, and abuse of in-game pausing;
- Failure to cooperate with safety and security requirements, such as metal detectors and bag searches;
- Failure to follow instructions given by tournament sponsors, referees, and security personnel at all times;
- Gambling, including betting on the outcome of matches;
- Disclosing any confidential information provided by EA or any of its affiliates;
- Accepting or giving gifts, bribes, rewards, or compensation for services rendered in connection with competing in the ALGS (with an exception for Competitors with sponsors who pay based on performance);
- Logging in to the provided game devices with a personal account or playing any game other than the copy of the Game provided for use in the ALGS; and
- Failing to be available for any post-tournament awards ceremonies, interviews, and the entirety of a Live Event or Online Tournament, as well as any promotional activities reasonably requested by EA or other sponsor.

A3. Collusion and Match-fixing Policy

Any action or agreement to disadvantage one's own Team, to disadvantage other Teams in the ALGS, to predetermine the outcome of a match, to try to lose a match, or to limit efforts to win a match is prohibited. Any Competitors or Teams determined by EA at any phase of the ALGS to violate this rule may be removed from the ALGS, have prizes forfeited and accounts suspended.

Examples of prohibited conduct include, but are not limited to:

- Intentionally losing a match for any reason at any time during the ALGS;
- Playing on behalf of another Competitor, including using a secondary account, at any time during the ALGS;
- Any form of match-fixing;
- Soft play, defined as a Competitor or Team not taking reasonable and fair actions to gain advantages against their opponent(s) in a match;
- Agreeing to split prize money among two or more Teams; or
- Allowing an opponent to score more or less points than they normally would in order to impact the rankings.

A4. Live Event Drug & Alcohol Policy

- Competitor use of alcohol or drugs is prohibited on any Live Event premises, and Competitors may not be under the influence of drugs or alcohol while participating.
- Smoking, including the use of e-Cigarettes and vaporizers, is prohibited at any Live Event except in designated areas. Some event venues may ban smoking entirely.

A5. Live Event Dress Code

- Competitors must wear attire appropriate to the circumstances and location at which an event is taking place.
- Competitors shall not wear, carry or bear any items of a political nature, or which in EA's opinion cause controversy or reflect unfavorably upon EA, its partners, or the ALGS.
- Competitors shall not carry out any promotional activity or marketing of brands and services, in connection with the ALGS unless otherwise approved in writing by EA.

A6. Penalties

Violation of any part of these Official Rules may, at EA's discretion, result in penalties, disqualification, change match results, and forfeiture of prizes. All decisions and rulings of EA relating to the ALGS are final and binding. EA reserves the right to penalize any Competitor in the ALGS at any level, at any time for any reason. Penalties may include, in no particular order, the following:

- Warning;
- Reprimand;
- Forfeiture of single match;
- Forfeiture of all matches;
- Reduction in Match Score;
- Loss of awards (including prize money and paid travel expenses);
- Loss of ALGS Points;
- Suspension from the ALGS; and/or
- Disqualification from the ALGS and future competitions.

EA also has the right to publicly announce penalties that have been levied on Competitors. Competitors who have been penalized by EA hereby waive any right of legal action against EA, and/or any of its affiliates.

A7. Competitor Sponsorship

Competitor shall not associate themselves with ALGS and/or EA in any commercial manner, nor use any intellectual property rights of EA, nor shall they permit any third parties to do so, without the prior written consent of EA, which may be granted or withheld at EA's sole discretion.

Any Competitor or a Competitor's sponsor wishing to engage in any promotional or marketing activities with respect to ALGS, including at any ALGS tournament venue, will need prior written consent from EA, which may be granted or withheld at EA's sole discretion.

The following categories are prohibited in conjunction with or during the Apex Legends Global Series.

- Gambling
- Alcohol
- Tobacco
- Prescription Drugs
- Firearms or any type of weapons
- Pornographic or adult material
- Products or services from direct competitors of EA, its partners, and its other subsidiary brands
- Direct competitors of Apex Legends' official marketing partners
- Apex Coin promoting or selling websites or companies

EA reserves the right to update the above list at any time. EA reserves the right to prohibit any references to third parties at its sole discretion.

A8. Stage and Player Names

Names must not infringe on a third party's intellectual property rights, violate the law, EA's User Agreement or a third party's right of privacy or right of publicity.

APPENDIX B: ELIGIBLE REGIONS & COUNTRIES

To be eligible to participate in the ALGS, Competitors must be a legal resident of one of the countries listed below.

North America

- Canada
- Costa Rica
- Mexico
- Puerto Rico
- United States of America

Europe

- Austria
- Belarus
- Belgium
- Bulgaria
- Croatia
- Czech Republic
- Denmark
- Estonia
- Finland
- France
- Germany
- Greece
- Hungary
- Iceland
- Ireland
- Italy
- Luxembourg
- Malta
- Netherlands
- Norway
- Poland
- Portugal
- Romania
- Russian Federation
- Slovakia
- Spain
- Sweden
- Switzerland
- Ukraine
- United Kingdom

South America

- Argentina

- Bolivia
- Brazil
- Chile
- Colombia
- Peru
- Uruguay

Australia & New Zealand

- Australia
- New Zealand

Japan

- Japan

South Korea

- South Korea

Greater Southeast Asia

- India
- Indonesia
- Malaysia
- Philippines
- Singapore
- Thailand
- Vietnam
- Hong Kong, SAR, PR China
- Taiwan

Middle East & Africa

- Egypt
- Israel
- Kuwait
- Qatar
- Saudi Arabia
- South Africa
- Turkey
- United Arab Emirates

China

- China

APPENDIX C: ONLINE TOURNAMENT RULES, FORMAT & GAMEPLAY SETTINGS

C1. Overview

There will be a minimum of ten (10) Online Tournaments per Region in the ALGS, with specific Online Tournaments qualifying Teams into a Live Event. Within each Online Tournament, registered Teams' results after a set number of matches (individually, a "Match") will be compared to determine advancement within the Online Tournament, and ultimately, the winners.

C2. Additional Registration Requirements

The Team Captain is required to register their Team for each Online Tournament that a Team plans to compete in. Once registered, a Team must also check-in to the Online Tournament up to one (1) hour prior to the start of the tournament to confirm their attendance. Once checked-in, the Team will be seeded into the Online Tournament.

C3. Match Rules and Format

Competitors on a Team will need to add each other as friends in the Origin client prior to playing.

Rules for Online Tournaments will be posted on the Battlefy webpages designated for each qualifier when registration for each Online Tournament opens, at least 14 days in advance of the qualifier. Online Tournaments are administered by Battlefy (<https://battlefy.com>) and require a Battlefy account.

C4. Live Event Invitations

The top team(s), as defined by finishing placement, from each Online Tournament will be invited to certain Live Events and awarded with Travel to the Live Event (as described in Section 4.4) according to each Online Tournament's Official Rules. EA reserves the right to modify the breakdown for each Online Tournament.

If an invited team fails to complete their registration for a Live Event by the deadline communicated in their invitation email, EA reserves the right to award the invitation to a new team at EA's discretion.

C5. Online Tournament Calendar & Qualification

Each Region will have an Online Tournament starting on the first date listed below. Select Online Tournaments will have a second day of competition, which will be on the second date listed below. The Online Tournaments with a 2 day schedule will be confirmed in the Online Tournament's rules made available at the start of the event's registration period.

- Online Tournament #1 = January 25 & 27 - Qualifies into Major #1
- Online Tournament #2 = March 21 & 23
- Online Tournament #3 = April 4 & 6
- Online Tournament #4 = April 18 & 20
- Online Tournament #5 = May 2 & 3
- Online Tournament #6 = May 30 & 31
- Online Tournament #7 = TBA & TBA

- Online Tournament #8 = TBA & TBA
- Online Tournament #9 = TBA & TBA
- Online Tournament #10 = TBA & TBA

C6. Additional Match Guidelines

C6.1. Gameplay Settings

- All settings in each Match will be the default settings of a Ranked Leagues match of Apex Legends.

C6.2. Map(s)

- Any map available in a public Playlist in Apex Legends may be played in an Online Tournament.
- The exact map or maps that will be played in an Online Tournament will be announced on the Battlefy webpage designated for qualifier when registration opens for the Online Tournament.

C6.3. General Rules

- Competitors that choose to stream their matches must utilize a minimum five (5) minute delay.
- Competitors may not quit out of a Match before it has ended and they have returned to the Game Lobby.
- Competitors may not intentionally delay the start of a Match.
- Competitors may not use any game-changing scripts or programs.
- Competitors may not exploit a game mechanic to enter and exit the 30-second “out-of-bounds” kill timer.
 - Examples of this include repeatedly using a zipline, grapple, portal, balloon, or other character ability to repeatedly enter the same area that activates the “out-of-bounds” timer.
- Competitors may not intentionally exploit one-sided textures on map geometry to block or avoid any incoming damage that would have otherwise connected without the exploited geometry.
- Competitors may not hide inside of map geometry.
- Competitors may not intentionally hide behind invisible walls on the map.
- Competitors may not fire their weapon while in the Downed state.
- Competitors may not fire their weapon while reviving another player.
- Competitors may not exploit a Legend’s ability in order to gain an unintended competitive advantage, including any exploit that may reduce the cooldown of a Legend’s Tactical or Ultimate abilities. Examples of these exploits include:
 - Using Mirage’s Vanishing Act to enter the Downed state with the ability to fire a weapon.
 - Using Wraith’s Dimensional Rift & Void in combination to reduce the cooldown of Void after respawned.
 - Using Wraith’s Dimensional Rift to portal inside map geometry.
 - Using any exploit, bug, and/or glitch to reduce the cooldown on a Legend’s ultimate or tactical abilities.
- Competitors may not exploit Weapon Inspect or Reload glitches in order to increase a weapon’s rate of fire. Examples of this rule are:
 - Using the Weapon Inspect feature to cancel weapon animations.

- Starting a weapon reload and quickly swapping weapons back to the original weapon.
- Competitors may not intentionally melee loot bins, supply drops, and/or respawn beacons in an effort to launch themselves or other players into the air.
- Competitors are responsible for their equipment and network connection throughout the tournament.
- Competitors and Teams may not receive coaching during a Match. Communication of any kind between a Competitor and anyone other than a Competitor on their Team may be construed as coaching.
- Competitors may not in any way communicate with other ALGS Competitors, with the exception of other Competitors on their own Team, during the tournament.
- Competitors may not utilize any third party applications or programs that may impact gameplay or give them an advantage over other Competitors.

C6.4. Glitches

- Any attempt to glitch the game is prohibited.
- In the event that EA determines that an action, kill, move or any other in-game action was caused by an unauthorized glitch, EA, in its sole discretion, will decide the next course of action, which may include, but is not limited to restarting the Match or penalizing the team according to the Section A6 (Penalties) in APPENDIX A.

APPENDIX D: MAJORS RULES AND DETAILS

D1. Overview

There will be four (4) Majors in the ALGS. The first three (3) Majors will have up to one hundred (100) Teams and the fourth Major, the ALGS Championship, will have up to sixty (60) Teams. Within each Major, registered Teams' results after a set number of matches (individually, a "Match") will be compared to determine advancement within the Major, and ultimately, the winners.

D2. Additional Registration Requirements

In addition to the registration requirements described in Section 2 of the Official Rules, participation in a Major will also require payment of a USD \$150 registration fee per Team per Major. This fee is paid during registration for the Major on the Registration Site.

Only one (1) registration fee payment will be accepted. Any allocation of, or reimbursement for, each Team member's respective shares of the registration fee is the responsibility of those Team members. No partial payments will be accepted, nor partial refunds given.

D3. Additional Rules

Additional rules for Majors will be posted on the Battlefy webpages designated for each Major when registration for each Major opens, at least 14 days in advance of the Major. Majors are administered by Battlefy (<https://battlefy.com>) and require a Battlefy account.

Information on Major 4's event structure, seeding, bracket movement, scoring, and tiebreakers will be included in Major's 4 event-specific rules that will be posted on the Battlefy webpage designated for Major 4 when registration for the Major opens.

D4. Attendance Process

1. Competitors will receive instructions via email regarding how to check in onsite at the event.
2. During onsite attendance at each Major, each registered Team will receive Apex Legends branded merchandise with a total approximate retail value of at least USD \$150.

These items are not transferable. No substitution of items for cash or other goods and services is permitted. In the event any item is unavailable, EA reserves the right to provide substitute items of equal or greater value. Specific items, such as t-shirt sizes, are within the sole discretion of EA and subject to availability.

D5. Event Structure (Majors 1-3 only)

Majors #1-3 will feature three stages: the Open Stage, Playoff Stage, and Finals. The Open Stage and Playoff Stage will each feature a double-elimination bracket with a Winners Bracket and a Losers Bracket. Open Stage rounds will consist of three (3) matches. Playoff Stage rounds will consist of four (4) matches. The Finals will utilize the Match Point mechanic (described in D.5.3.).

D.5.1. Open Stage

D.5.1.1. Open Stage Winners Bracket Round 1

Up to eighty (80) Teams begin the Major in Open Stage Winners Bracket Round 1.

Teams are separated into four (4) groups of up to twenty (20) Teams each.

The 10 Teams with the highest Round Score (described in Section D7) in each Open Stage Winners Bracket Round 1 group after all matches are completed (up to forty (40) total Teams) advance to Open Stage Winners Bracket Round 2 while the remaining teams (up to forty (40)) fall into Open Stage Losers Bracket Round 1.

D.5.1.2. Open Stage Winners Bracket Round 2

The Teams advancing from Open Stage Winners Bracket Round 1 are separated into two (2) groups of up to twenty (20) Teams each. The ten (10) Teams with the highest Round Score in each group after all matches are completed (up to twenty (20) total Teams) advance to Playoff Stage Winners Bracket Round 1 while the remaining teams (up to twenty (20)) fall into Open Stage Losers Bracket Round 2.

D.5.1.3. Open Stage Losers Bracket Round 1

The Teams are separated into two (2) groups of up to twenty (20) Teams each. The ten (10) Teams with the highest Round Score in each group after all matches are completed (up to twenty (20) total Teams) advance to Open Stage Losers Bracket Round 2 while the remaining Teams are eliminated from the Major.

D.5.1.4. Open Stage Losers Bracket Round 2

The Teams advancing from Open Stage Losers Bracket Round 1 and the Teams that fell from Open Stage Winners Bracket Round 2 are separated into two (2) groups of up to twenty (20) Teams each. The ten (10) Teams with the highest Round Score in each group after all matches are completed (up to twenty (20) total Teams) advance to Playoff Stage Losers Bracket Round 1 while the remaining Teams are eliminated from the Major.

D.5.2. Playoff Stage

D.5.2.1. Playoff Stage Winners Bracket Round 1

Twenty (20) Teams begin the Major in Playoff Stage Winners Bracket Round 1 and are separated into two (2) groups of ten (10) Teams where they are joined by the up to twenty (20) Teams advancing from Open Stage Winners Bracket Round 2.

The 10 Teams with the highest Round Score in each group after all matches are completed (up to twenty (20) total Teams) advance to Playoff Stage Winners Bracket Round 2 while the remaining Teams (up to twenty (20)) fall into Playoff Stage Losers Bracket Round 1 where they are joined by the Teams advancing from Open Stage Losers Bracket Round 2.

D.5.2.2. Playoff Stage Winners Bracket Round 2

The ten (10) Teams with the highest Round Score after all matches are completed advance to the Finals and the remaining Teams fall to Playoff Stage Losers Bracket Round 3.

D.5.2.3. Playoff Stage Losers Bracket Round 1

The Teams from Playoff Stage Winners Bracket Round 1 and the Teams advancing from Open Stage Losers Bracket Round 2 are separated into two (2) groups of up to twenty (20) Teams each.

The ten (10) Teams with the highest Round Score in each group after all matches are completed (up to twenty (20) total Teams) advance to Playoff Stage Losers Bracket Round 2 while the remaining Teams are eliminated from the Major.

D.5.2.4. Playoff Stage Losers Bracket Round 2

The ten (10) Teams with the highest Round Score after all matches are completed advance to Playoff Stage Losers Bracket Round 3 while the remaining Teams are eliminated from the Major.

D.5.2.5. Playoff Stage Losers Bracket Round 3

The Teams from Playoff Stage Winners Bracket Round 2 and the Teams advancing from Playoff Stage Losers Bracket Round 2 compete in one group of up to twenty (20) Teams. The ten (10) Teams with the highest Round Score after all matches are completed advance to the Finals while the remaining Teams are eliminated from the Major.

D.5.3. Finals

The twenty (20) Teams in the Finals will compete in matches until a tournament winner is declared.

- Teams advancing to the Finals from Playoff Stage Winners Bracket Round 2 will start the Finals with points based on their placement in that round as follows:

- 1st place = 10 points
- 2nd place = 9 points
- 3rd place = 8 points
- 4th place = 7 points
- 5th place = 6 points
- 6th place = 5 points
- 7th place = 4 points
- 8th place = 3 points
- 9th place = 2 points
- 10th place = 1 point

- Once a Team reaches fifty (50) points (as described in Section D7) in the Finals (“Match Point Threshold”), it is “Match Point Eligible.”

- Once a Team is Match Point Eligible, winning a Match (placing first) after the Match in which they reach the Match Point Threshold will result in them being declared winners of the Major.

- In the event all Teams in the Finals are Match Point Eligible, the Team that wins the next Match will be declared the winners of the Major.

- After a Team has been declared the winners of the Major, the remaining Finals Teams will be ranked 2nd-20th based on their total Finals points. Finals points ties are broken using the Tiebreakers described in Section D7.

D6. Seeding & Bracket Movement (Majors 1-3 only)

Teams will be seeded by their cumulative total ALGS Points. Ties will be broken randomly.

Teams will be distributed into Open Stage Winners Bracket Round 1 and Playoff Stage Winners Bracket Round 1 groups using a snake draft method from the highest seeded team to the lowest. An example of this method can be found in APPENDIX F.

In the Open Stage, Teams will be placed into one (1) of four (4) Winners Bracket Round 1 groups: groups A, B, C & D.

In the Playoff Stage, Teams will be placed into one (1) of two (2) Winners Bracket Round 1 groups: groups A & B.

Teams from each group that advance or fall to the next round of the Major will advance and fall together. Teams will not be re-seeded from one round to the next. For example: The top ten (10) teams from both Open Stage Winners Round 1 groups A & D advance to Open Stage Winners Round 2 and are grouped together into group A for the next round.

In rounds that feature more than two (2) groups, Teams from groups A & D and groups B & C will advance together.

D7. Scoring & Tiebreakers (Majors 1-3 only)

- At the end of each Match, Teams are awarded points for their placement and the Team's total number of kills ("Match Score"). The points awarded in each Match are:
 - Placement
 - 1st: 12
 - 2nd: 9
 - 3rd: 7
 - 4th: 5
 - 5th: 4
 - 6th, 7th: 3
 - 8th – 10th: 2
 - 11th – 15th: 1
 - 16th – 20th: 0
 - Kills
 - 1 for each kill
- At the end of each Round, a Team's total points will include the Team's Match Scores for all Matches in that Round ("Round Score").
- Round Score Tiebreakers

In the event two (2) or more Teams are tied in Round Score, the tie will be resolved by the following, in descending order of priority:

- Single Match Scores
 - Each tied Team's single highest Match Score is compared against all tied Teams' single highest Match Score. These may have been in the same or different Matches in the round for each tied Team. The Team that earned the highest single Match Score will win the tiebreaker. Example: Team 1 and Team 2 have tied Round Scores of 67. Team 1's highest single Match Score is 20 points in the first Match of the round and Team 2's highest single Match Score is 22 points in the second Match of the round. Team 2 would win the Single Match Score Tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional individual Match Scores are available. Example: Team 1's and Team 2's single highest Match Score is 20 points in Matches 1 & 3 respectively. Team 1's next highest single Match Score is 18 Points from Match 3, while Team 2's next highest single Match Score is 15 in Match 2. Team 1 would win the Single Match Score Tiebreaker. If two (2) or more teams are still tied after review of Single Match Scores, then ties will be resolved using Single Match Best Placement.
- Single Match Best Placement
 - Each tied Team's best placement in a single Match is compared against the best placement in a single match of all tied Teams. These best placements may have been in the same or different Matches for each tied Team. The Team with the best placement (lowest number) will win the tiebreaker. A 1st place finish in a single match is the best possible placement. This is repeated for all Matches played in the round until all ties are broken or no additional individual Matches are available. If two (2) or more teams are still tied after review of Single Match Scores and Single Match Best Placement, then ties will be resolved using Single Match Total Kills.
- Single Match Total Kills
 - Each tied Team's single highest total kills in a single Match is compared against all tied Teams' highest total kills in a single Match. The Team with the most kills in a single Match will win the tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional Matches are available.

D8. Live Event Invitations, Invite-Only Registration & Open Registration

The top Team(s) from certain ALGS events will be invited to Majors according to the event-specific rules for each Major. EA reserves the right to modify the breakdown for each Major.

Spots in Major #1-3 will also be made available for invite-only and open registration. Invited teams will have until their registration deadline, communicated in their emailed invitation, to register for the Major. Any registrations not completed by a deadline will increase the number of slots available in invite-only and open registration.

APPENDIX E: ALGS POINTS ALLOCATIONS

The tables below detail the amount of points awarded to each player for their specific placement at the various levels of competition within the ALGS.

If a Substitute Player competed in an event and replaced a Competitor mid-competition (after check-in for the event has occurred), then the points noted below would be split equally between the Substitute Player and the Competitor who was replaced.

E1. Majors

Majors	
Rank	Points
Finals	
1st	5000
2nd	4800
3rd	4700
4th	4600
5th	4500
6th	4400
7th	4300
8th	4200
9th	4100
10th	4000
11th	3900
12th	3800
13th	3700
14th	3600
15th	3500
16th	3400
17th	3300
18th	3200
19th	3100
20th	3000
Playoff Stage - Losers 3	
1st - 10th	Advance
11th	2800
12th	2700

13th	2600
14th	2500
15th	2400
16th	2300
17th	2200
18th	2100
19th	2000
20th	1900
Playoff Stage - Losers 2	
1st - 10th	Advance
11th	1700
12th	1600
13th	1500
14th	1400
15th	1300
16th	1200
17th	1100
18th	1000
19th	900
20th	800

E2. Premier Events and other EA Approved Events

Premier Events	
Rank	Points
Finals	
1st	1000
2nd	960
3rd	940
4th	920
5th	900
6th	880
7th	860
8th	840
9th	820
10th	800

E3. Online Tournaments (excluding Summer and Autumn Circuit tournaments)

Online Tournaments (excluding Summer and Autumn Circuit tournaments)	
Rank	Points
Round of 20 Teams	
1st	500
2nd	480
3rd	470
4th	460
5th	450
6th	440
7th	430
8th	420
9th	410
10th	400
11th	390
12th	380
13th	370
14th	360
15th	350
16th	340
17th	330
18th	320
19th	310
20th	300
Round of forty (40) Teams	
1st-10th	Advance
11th	280
12th	270
13th	260
14th	250
15th	240
16th	230
17th	220
18th	210

19th	200
20th	190
Round of eighty (80) Teams	
1st-10th	Advance
11th	170
12th	160
13th	150
14th	140
15th	130
16th	120
17th	110
18th	100
19th	90
20th	80

Online Tournaments with rounds of forty (40) or eight (80) Teams separate Teams into groups of up to twenty (20) for each round, and as such, multiple Teams, one per group, finish at each rank and will receive the corresponding ALGS Points noted above.

E4. Summer Circuit

Summer Circuit	
Rank	Points
Playoffs	
1st	1500
2nd	1450
3rd	1425
4th	1400
5th	1375
6th	1350
7th	1325
8th	1300
9th	1275
10th	1250

11th	1225
12th	1200
13th	1175
14th	1150
15th	1125
16th	1100
17th	1075
18th	1050
19th	1025
20th	1000
Super Regional Stage	
1st	750
2nd	730
3rd	720
4th	710
5th	700
6th	690
7th	680
8th	670
9th	660
10th	650
11th	640
12th	630
13th	620
14th	610
15th	600
16th	590
17th	580
18th	570
19th	560
20th	550

Regional Stage

Points below are awarded to Teams who do not advance to or participate in the Super Regional Stage for that event

Finals	
1st	500
2nd	480
3rd	470
4th	460
5th	450
6th	440
7th	430
8th	420
9th	410
10th	400
11th	390
12th	380
13th	370
14th	360
15th	350
16th	340
17th	330
18th	320
19th	310
20th	300
Semifinals	
1st-10th	Advance
11th	280
12th	270
13th	260
14th	250

15th	240
16th	230
17th	220
18th	210
19th	200
20th	190
Quarterfinals	
1st-10th	Advance
11th	170
12th	160
13th	150
14th	140
15th	130
16th	120
17th	110
18th	100
19th	90
20th	80

E5. Autumn Circuit

Autumn Circuit	
Rank	Points
Playoffs	
1st	1500
2nd	1450
3rd	1425
4th	1400
5th	1375
6th	1350

7th	1325
8th	1300
9th	1275
10th	1250
11th	1225
12th	1200
13th	1175
14th	1150
15th	1125
16th	1100
17th	1075
18th	1050
19th	1025
20th	1000

Preliminary Online Tournaments	
Teams only earn ALGS Points in the furthest round they advance to in the tournament (example: a team that finishes first in the Quarterfinals, Semifinals, and Finals earns 500 ALGS Points from that tournament).	
Finals	
1st	500
2nd	480
3rd	470
4th	460
5th	450
6th	440
7th	430
8th	420
9th	410

10th	400
11th	390
12th	380
13th	370
14th	360
15th	350
16th	340
17th	330
18th	320
19th	310
20th	300
Semifinals	
1st-10th	290
11th	280
12th	270
13th	260
14th	250
15th	240
16th	230
17th	220
18th	210
19th	200
20th	190
Quarterfinals	
1st-10th	180
11th	170
12th	160
13th	150
14th	140
15th	130
16th	120

17th	110
18th	100
19th	90
20th	80

E6. Winter Circuit

Winter Circuit	
Rank	Points
Playoffs	
1st	1500
2nd	1450
3rd	1425
4th	1400
5th	1375
6th	1350
7th	1325
8th	1300
9th	1275
10th	1250
11th	1225
12th	1200
13th	1175
14th	1150
15th	1125
16th	1100
17th	1075
18th	1050
19th	1025
20th	1000

Preliminary Online Tournaments

Teams only earn ALGS Points in the furthest round they advance to in the tournament (example: a team that finishes first in the Quarterfinals, Semifinals, and Finals earns 500 ALGS Points from that tournament).

Finals	
1st	500
2nd	480
3rd	470
4th	460
5th	450
6th	440
7th	430
8th	420
9th	410
10th	400
11th	390
12th	380
13th	370
14th	360
15th	350
16th	340
17th	330
18th	320
19th	310
20th	300
Semifinals	
1st-10th	290
11th	280
12th	270

13th	260
14th	250
15th	240
16th	230
17th	220
18th	210
19th	200
20th	190
Quarterfinals	
1st-10th	180
11th	170
12th	160
13th	150
14th	140
15th	130
16th	120
17th	110
18th	100
19th	90
20th	80

APPENDIX F: MAJOR GROUPS BY TEAM SEEDS FOR MAJORS 1-3

Teams will be grouped using the tables below. The number in the table corresponds to a Team’s seed in the Major.

F1. Open Stage Winners Bracket Round 1

Group A	Group B	Group C	Group D
21	22	23	24
28	27	26	25
29	30	31	32
36	35	34	33
37	38	39	40
44	43	42	41
45	46	47	48
52	51	50	49
53	54	55	56
60	59	58	57
61	62	63	64
68	67	66	65
69	70	71	72
76	75	74	73
77	78	79	80
84	83	82	81
85	86	87	88
92	91	90	89
93	94	95	96
100	99	98	97

F2. Playoff Stage Winners Bracket Round 1

Group A	Group B
1	2
4	3
5	6
8	7
9	10
12	11
13	14
16	15
17	18
20	19

APPENDIX G: ONLINE TOURNAMENT 1 RULES

G1. Overview

The Online Tournament 1 is the first Online Tournament in the ALGS, will be held online from January 26, 2020 to January 27, 2020 and features separate tournaments for each Region.

The tournament uses single-elimination gameplay with multiple rounds of competition. Teams' results after a set number of Matches in each round will be compared to determine advancement to the next round. Results after a set number of Matches in the Finals round will be compared to determine the tournament winners for each Region.

G2. Additional Eligibility Requirements

Each Competitor on a Team must attain the rank of Gold IV (4) or higher in Apex Legends Ranked Leagues Series 2 on the PC platform using the EA Account used to register for the ALGS by 2:00 PM Pacific Time ("PT") on January 23, 2020 in order to participate in this event.

G3. Registration and Check-in

To register for Online Tournament 1, each Team is required to complete the following steps before 12:00 PM PT on January 23, 2020 ("Tournament 1 Registration Deadline"):

- Team Captain: Go to the Battlefy Online Tournament 1 webpage ("Tournament 1 Site") at [Battlefy.com/leagues/algs](https://battlefy.com/leagues/algs), select the appropriate tournament and click the "Join Tournament" button;
- Team Captain: On the Tournament 1 Site, set the Team lineup by selecting the Competitors who will participate in the tournament from the Team roster and send these Competitors an invite to join the tournament;
- Other participating Competitors on the Team: Accept the invite to join the tournament; and
- All Competitors on the Team: Read and accept the Official Rules.

Registered Teams are required to check-in to the Online Tournament on the Tournament 1 Site starting one (1) hour prior to and up until the start of the tournament to confirm their attendance. Once all Competitors on a Team have checked-in, the Team will be seeded into the Online Tournament.

The Team roster may be edited up until the Tournament 1 Registration Deadline, at which point Team rosters will be considered locked for the event

G4. Tournament Format

G4.1. Maximum Number of Teams

The North America & Europe Regions will each feature a maximum of 640 Teams. All other Regions will each feature a maximum of 160 Teams.

G4.2. Seeding & Grouping

Teams will be randomly distributed into groups of up to 20 at the start of the tournament. Teams will be randomly seeded within these groups.

G4.3. Rounds, Finals, and Winner Determination

All Teams will be initially placed into Round 1. The total number of rounds in the tournament will vary pending the final amount of Teams that check-in to the tournament on the day of the competition, but will feature a maximum number of rounds. North America & Europe Regions will have a maximum of six (6) rounds, including the Finals round. All other Regions will have a maximum of four (4) rounds, including the Finals round.

Each round prior to the Finals will feature three (3) Matches, with Teams accumulating points in each Match. The points awarded are described in Section G4.4. Scoring.

After all Matches are completed in a given round, the Teams with the round's highest Round Scores (as described in Section G4.4. Scoring) in each group advance to the next round or, if twenty (20) or fewer total Teams remain across all groups, the Finals. The exact number of teams that will advance to the next round from each group will be announced to the Teams on the Tournament 1 Site after check-in has closed on the first day of the tournament. The remaining Teams are eliminated from the event.

Each round will attempt to feature the maximum number of Teams in each group, and the number of Teams that advance to the next round in the competition may vary from one group to another.

The Finals will feature five (5) Matches, with Teams accumulating points in each Match. The points awarded are described in section G4.4. Scoring. After all Matches are completed in the Finals, the Teams with the round's highest Round Scores (as described in Section G4.4 Scoring) are declared the winners of Online Tournament 1 for that Region.

G.4.4. Scoring

At the end of each Match, Teams are awarded points for their placement and the Team's total number of kills ("Match Score") as shown on the in-Game end of match summary screen.

The points awarded in each Match are:

- Placement
 - 1st: 12
 - 2nd: 9
 - 3rd: 7
 - 4th: 5
 - 5th: 4
 - 6th – 7th: 3
 - 8th – 10th: 2
 - 11th – 15th: 1
 - 16th – 20th: 0
- Kills

- 1 for each kill

If a Team misses a Match (no Competitors from the Team competed in the Match), then the Team receives a Match Score of zero (0) for that Match.

At the end of each round, a Team's total points will include the Team's Match Scores for all Matches in that round ("Round Score").

The final scores of each Match and round will be reported by a Battlefy Tournament Official. The final standings of each Round will be communicated via the Tournament 1 Site at the conclusion of each round.

G4.5. Tiebreakers

In the event two (2) or more Teams are tied in Round Score, the tie will be resolved by the following, in descending order of priority:

- Single Match Scores
 - Each tied Team's single highest Match Score is compared against all tied Teams' single highest Match Score. These may have been in the same or different Matches in the round for each tied Team. The Team that earned the highest single Match Score will win the tiebreaker. Example: Team 1 and Team 2 have tied Round Scores of 67. Team 1's highest single Match Score is 20 points in the first Match of the round and Team 2's highest single Match Score is 22 points in the second Match of the round. Team 2 would win the Single Match Score Tiebreaker. This is repeated for all remaining Match Scores from Matches played in the round until all ties are broken or no additional individual Match Scores are available. Example: Team 1's and Team 2's single highest Match Score is 20 points in Matches 1 & 3 respectively. Team 1's next highest single Match Score is 18 Points from Match 3, while Team 2's next highest single Match Score is 15 in Match 2. Team 1 would win the Single Match Score Tiebreaker. If two (2) or more teams are still tied after review of Single Match Scores, then ties will be resolved using Single Match Best Placement.
- Single Match Best Placement
 - Each tied Team's best placement in a single Match is compared against the best placement in a single match of all tied Teams. These best placements may have been in the same or different Matches for each tied Team. The Team with the best placement (lowest number) will win the tiebreaker. A 1st place finish in a single match is the best possible placement. This is repeated for all remaining placements from Matches played in the round until all ties are broken or no additional individual Match placements are available. If two (2) or more teams are still tied after review of Single Match Scores and Single Match Best Placement, then ties will be resolved using Single Match Total Kills.
- Single Match Total Kills
 - Each tied Team's highest total kills in a single Match is compared against all tied Teams' highest total kills in a single Match. These highest total kills may have been in the same or different Matches for each tied Team. The Team with the most kills in a single Match will win the tiebreaker. This is repeated for all remaining highest total kills from Matches played in the round until all ties are broken or no additional Matches are available.

G5. Tournament Schedule

G5.1. Applicable time zone

Each Region's Online Tournament will begin at 12:00 PM (noon) in the time zones for each Region below:

- Australia & New Zealand
 - AEDT
- Japan
 - JST
- South Korea
 - KST
- Greater Southeast Asia
 - SGT
- Middle East & Africa
 - TRT
- Europe
 - GMT
- North America
 - PT
- South America
 - BRT

G5.2. Rounds and Finals start times

The Tournament schedule featuring the maximum number of Teams for January 26, 2020 is:

- Round 1: 12:00 PM
- Round 2: 2:00 PM
- Round 3: 4:00 PM
- Round 4/Finals round for all Regions other than North America and Europe: 6:00 PM
- Round 5: 8:00 PM

Round 6 (Finals round for North America and Europe) will be on Monday, January 27, 2020. See Section G5.3. Broadcast Finals for more details.

The specific start time of each round may vary from the schedule listed above. Specific start times for Matches will be available on the Tournament 1 Site on the day of the tournament.

G5.3. Broadcast Finals

The Finals for North America and Europe will be featured on broadcasts operated by Sponsor. All Competitors on a Team must be in the in-Game Match lobby by 5:40 PM GMT (Europe) or PT (North America) on January 27, 2020 to confirm their attendance. The first Match in these Finals will start at 6:00 PM GMT (Europe) and 6:00 PM PT (North America).

A detailed broadcast schedule will be communicated to each participating Player via email prior to January 27, 2020.

Teams that qualify for the broadcasted Finals may not change any member of their roster from January 26, 2020 to January 27, 2020.

G6. Match Rules

- The unique code(s) to join the appropriate Online Tournament Match in Apex Legends will be posted on the Tournament 1 Site. There may be unique codes for each group and round in the tournament.
- A guide detailing how to join an Online Tournament Match in Apex Legends will be emailed to each Competitor prior to the start of the tournament.
 - Competitors are recommended to add LeagueOps@battlefy.com to their email contacts.
 - Competitors may also request this guide by emailing ALGSLeagueOps@ea.com.
 - Competitors may not share the code. In the event a Competitor shares the code, the Competitor and their Team may be subject to penalties as described in Section A6 (Penalties) in APPENDIX A.
 - Players that elect to stream their matches that display the code on their stream will be found to have shared the code.
- Competitors must be present in the in-Game Match lobby at the scheduled start time for each Match detailed in Section G5 in order to participate in that match.
- Matches may be started at the scheduled start time without all Competitors or Teams present.
- Competitors or Teams that miss a Match may join the next Match in the round.
- Matches may contain less than twenty (20) Teams and/or sixty (60) Players.
- If there are less Teams in the Group than the number of advancing spots to the next Round, all Teams will advance.

G7. Major #1 Invitations

The top teams, as defined by finishing placement, will be invited to Major #1 and awarded with Travel to the Live Event (as described in Section 4.4) according to the breakdowns below:

- North America (NA) = Top 5 Teams
- Europe (EU) = Top 5 Teams
- South America (SA) = Top 2 Teams
- South Korea (KR) = Top 2 Teams
- Japan (JP) = Top 2 Teams
- Greater Southeast Asia (GSEA) = Top 1 Team
- Australia & New Zealand (ANZ) = Top 1 Team
- Middle East & Africa (MEA) = Top 1 Team

One (1) Team from China will also be invited to Major #1 at EA's discretion.

Additional teams from Online Tournament 1 will be invited to Major #1, with no Travel to the Live Event offered, according to the following breakdown by finishing placement:

- North America (NA) = Teams ranked 6-20
- Europe (EU) = Teams ranked 6-20
- South America (SA) = Teams ranked 3-7
- South Korea (KR) = Teams ranked 3-7
- Japan (JP) = Teams ranked 3-7
- Greater Southeast Asia (GSEA) = Teams ranked 2-3
- Australia & New Zealand (ANZ) = Teams ranked 2-3
- Middle East & Africa (MEA) = Teams ranked 2-3

Two (2) additional Teams from China will also be invited to Major #1 at EA's discretion.

If an invited team fails to complete their registration for Major #1 by the deadline communicated in their invitation email, EA reserves the right to award the invitation to a new team at EA's discretion.

EA reserves the right to modify the invitation breakdowns for each Online Tournament.

G8. Additional Match Guidelines

G8.1. Gameplay Settings

- All settings in each Match will be the default settings of a Ranked Leagues match of Apex Legends.
- Matches for each region will be initially hosted on these datacenters:
 - North America: Iowa (any)
 - Europe: Frankfurt (any)
 - South America: São Paulo (any)
 - Australia & New Zealand: Sydney (any)
 - Japan: Tokyo (any)
 - South Korea: Seoul (any)
 - Greater Southeast Asia: Singapore (any)
 - Middle East & Africa: Frankfurt (any)
- If there are technical or connection issues that require a Match be hosted on a different datacenter than specified above, the information about the new datacenter will be posted on the Tournament 1 Site.

G8.2. Map(s)

- All Matches will be played on the following map(s):
 - World's Edge

G8.3. General Rules

- Competitors are responsible for their equipment and network connection during the tournament.
- Competitors that choose to stream their matches must utilize a minimum five (5) minute delay.
- Competitors may not quit out of a Match before it has ended.

- Competitors may not intentionally delay the start of a Match.
- Competitors may not use any game-changing scripts.
- Competitors may not exploit a game mechanic to enter and exit the 30-second “out-of-bounds” kill timer.
 - Examples of this include repeatedly using a zipline, grapple, portal, balloon, or other character ability to repeatedly enter the same area that activates the “out-of-bounds” timer.
 - Competitors may not intentionally exploit one-sided textures on map geometry to block or avoid any incoming damage that would have otherwise connected without the exploited geometry.
 - Competitors may not hide inside of map geometry.
 - Competitors may not intentionally hide behind invisible walls on the map.
 - Competitors may not fire their weapon while in the Downed state.
 - Competitors may not fire their weapon while reviving another player.
 - Competitors may not exploit a Legend’s ability in order to gain an unintended competitive advantage. Examples of these exploits include:
 - Using Mirage’s Vanishing Act to enter the Downed state with the ability to fire a weapon.
 - Using Wraith’s Dimensional Rift & Void in combination to reduce the cooldown of Void after respawned.
 - Using Wraith’s Dimensional Rift to portal inside map geometry.
 - Using any exploit, bug, and/or glitch to reduce the cooldown on a Legend’s ultimate or tactical abilities.
 - Competitors may not exploit Weapon Inspect or Reload glitches in order to increase a weapon’s rate of fire. Examples of this rule are:
 - Using the Weapon Inspect feature to cancel weapon animations.
 - Starting a weapon reload and quickly swapping weapons back to the original weapon.
 - Competitors may not intentionally melee loot bins, supply drops, and/or respawn beacons in an effort to launch themselves or other players into the air.
 - Players may use a Keyboard and Mouse, a Playstation 4 controller, or an Xbox controller when competing in this Event.
 - Players may not utilize Macro functions on an input device.
 - Players may not utilize any 3rd party applications or programs that may impact gameplay or give them an advantage over other Competitors.
 - Teams are responsible for their own team communication during the event.
 - Teams that participate in the North American and European Regional Finals may be required to join a specific Discord channel for communication during the broadcast.

G8.4. Glitches

- Any attempt to glitch the game is prohibited.
- In the event that EA determines that an action, kill, move or any other in-game action was caused by an unauthorized glitch, EA, in its sole discretion, will decide the next course of action, which may include, but is not limited to restarting the Match or penalizing the team according to the Section A6 (Penalties) in APPENDIX A.

G8.5. Disconnects & Game Start

- Matches will continue if players disconnect or fail to load into the game.
- If more than half of the Competitors in a group's in-Game Match lobby disconnect during a game or fail to load into a game, or a Match is unable to be concluded, the Tournament Official may add an additional Match to the round for that group.

G8.6. Game Files

- Players may only edit the following Game Files:
 - local.cfg
 - autoexec.cfg
- Players may only add or edit the following line in the Files detailed above:
 - fps_max

APPENDIX H: MAJOR 1 ADDITIONAL RULES - CURRENTLY NOT APPLICABLE - MAY BE REINSTITUTED AT A LATER DATE

H1. OVERVIEW

The ALGS Arlington Major (“Major 1”) is the first Major in the ALGS and will be held in Arlington, Texas, USA from Friday, March 13, 2020 to Sunday, March 15, 2020.

H2. REGISTRATION AND CHECK-IN

H2.1. Registration Process

To register for Major 1, in addition to the steps outlined in Section 2, each Team is required to complete the following steps by the deadline noted in their invitation email (if one was received) or by 12:00:00 AM Pacific Time on March 6, 2020 (“Major 1 Registration Deadline”):

- Team Captain: Go to the Major 1 webpage (“Major 1 Site”) on [Battlefy.com/leagues/algs](https://battlefy.com/leagues/algs), select the appropriate tournament, and click the “Join Tournament” button;
- Team Captain: Set the Team lineup by selecting the Competitors who will participate in Major 1 from the Team Roster;
- Team Captain: Pay the Team registration fee;
- Other participating Competitors on the Team: Accept the invite to join the tournament; and
- All Competitors on the Team: Read and accept the Official Rules and complete the Declaration of Eligibility and Release of Public Liability.

H2.2. Event Check-in

- All Competitors must check in at the event registration tables.
- All three (3) Competitors on a Team must be present in order for the Team to be able to check-in to the event.
- Competitors will be required to provide a government-issued ID verifying the name from their registration form when checking in to the event. Acceptable forms of identification include but are not limited to: passport, driver’s license, government-issued identification card, or work visa.
 - Competitors under the age of majority in their territory of residence may provide a school identification card if government-issued identification is not available. Competitors’ parent or legal guardian must also provide approved government-issued identification.

Detailed information on how to check in at the event will be emailed to Competitors at the email address associated with their Battlefy account on or before March 6, 2020.

H3. ROSTER LOCK & CHANGES

H3.1. Roster Lock

Rosters may not be edited on the Major 1 Site after the Roster Lock Date of 12:00 AM Pacific Time on March 6, 2020. Teams may request a roster change during check-in at the event.

H3.2. Roster Changes

Changes to a roster after the Roster Lock Date are subject to approval by EA.

Roster changes will be allowed during check-in if the majority of the registered Team is present to confirm the changes to the Team.

A Competitor may not be removed from a Team without the Competitor's consent if the Competitor is present to check-in.

Player(s) added to a Team at the event must register as described in Sections 2 and H2 and meet the eligibility requirements described in Section 2.

Teams that have qualified for advanced placement in the Playoff Stage of Major 1 (each, a "Major 1 Advanced Playoff Team") must retain at least two (2) Competitors from the original qualifying Team roster. Major 1 Advanced Playoff Teams that change two (2) or more Competitors from their qualifying Team roster forfeit their advanced placement, will be deemed a new Team and will be replaced by the Major 1 registered team with the highest cumulative ALGS Points that did not previously qualify for advanced placement in the Playoff Stage.

H4. TOURNAMENT SCHEDULE

Each day of the tournament will feature matches for a specific stage of the tournament.

- Friday, March 13, 2020: Open Stage Matches
- Saturday, March 14, 2020: Playoff Stage Matches
- Sunday, March 15, 2020: Finals Matches

The first match on Friday, March 13, 2020 and Saturday, March 14, 2020 will start at 10:00 AM Central Standard Time ("CST"). The first match on Sunday, March 15, 2020 will start at 12:00 PM CST.

A detailed, round-by-round tournament schedule will be emailed to all Competitors on or before March 9, 2020.

H5. TOURNAMENT OFFICIALS

EA will designate referees and a tournament director ("Tournament Officials") to administer the tournament during the event.

Tournament Officials will be on-site to monitor all gameplay.

Competitors are to obey the instructions of the Tournament Officials throughout Major 1.

Tournament Officials will record the final results of each Match from the data provided in the log file of the match.

The data collected for each Team is:

- Rank

The data collected for each Player is:

- Character
- Survival Time
- Kills
- Damage Dealt
- Revives Given

- Respawns Given
- Deaths

H6. MATCH RULES

H6.1. Account Use and Squad Creation

Competitors will use accounts provided by EA for their sole use at Major 1. Competitors will receive limited log-in details for the accounts for use at Major 1 only. The accounts are the sole property of EA and are not to be used for personal use by any individual, including Competitors.

Competitors will be asked to select a unique name to identify themselves (“Stage Name”). By default and unless requested otherwise, a Competitor’s Stage Name will be the same as the EA Account ID with which they provided during registration. The name must be unique from other Competitor Stage Names and from other existing EA Account IDs, are subject to approval by EA and must comply with the requirements in APPENDIX A.

H6.2. Map

All Matches will be played on the following map(s):

- World’s Edge

H6.3. Game Settings & Files

H6.3.1. Game Settings

All settings in each Match will be the default settings of a standard Ranked Leagues match of the Game.

H6.3.2 Game Files

Competitors may only add or edit the following Game files:

- local.cfg
- autoexec.cfg

Competitors may only add or edit the following lines in the files specified above:

- fps_max
- mat_letterbox_aspect_goal
- mat_letterbox_aspect_threshold

H6.4. Glitches

Any attempt to glitch the game is prohibited.

In the event EA determines an action, kill, move or any other in-game action was caused by an unauthorized glitch; EA will decide in its sole discretion to restart the Match depending on the result of the play.

In the event of a major outage affecting any infrastructure for gameplay in the designated mode, EA reserves the right to change the format in which the tournament is played.

H6.5. General Match Rules

- Competitors will be allowed a minimum of forty-five (45) minutes before the start of their round to connect their devices, change settings, configure in-game controls and warm up. During this period, players must:

- Test all provided equipment
- Test all competitor equipment
- Test the audio and team communication system
- Adjust in-game settings

- The minimum forty-five (45) minute period for setup may be used for warm-up matches once all setup and equipment tests are completed. Competitors may change their Legend between each Match.

- No warm-up or practice matches may be played once the first Match of the round or Finals has begun.

- Competitors may not look at an opposing Competitors monitor or projected screen during a Match.

- Competitors may not obstruct an opposing Competitor's monitor during a Match.

- Competitors must be available throughout each day of Major 1 to play their Matches.

Competitors will be given reasonable warning that they will need to be ready to play, and Competitors leaving the Major 1 venue will be responsible for returning in time for their Matches.

- Teams may begin a Match without all three (3) members of the Team being present. If a Competitor is not present at the start of a Match, the Match may begin without the Competitor.

- Competitors may request an extended break between Matches. Tournament Officials may deny the request or set a time limit, by the end of which the Competitor must return to their station.

- If a Competitor has an issue that they feel is creating an unfair advantage for an opponent, they must bring the issue to the attention of a Tournament Official. If the Competitor believes that the Tournament Official hasn't addressed the issue properly, the Competitor may request the Tournament Director review the issue. Rulings by the Tournament Director and EA are binding.

- Competitors may not intentionally delay the start of a Match.

- Competitors may not leave the normal boundaries of a map in a way that does not activate an "out-of-bounds" timer or other exploit that results in the Competitor being able to remain outside of the circle (in the orange) without taking damage.

- Competitors may not tamper with another player's input device(s).

- Competitors may not use any game-changing scripts.

- Competitors may not exploit a game mechanic to enter and exit the 30-second "out-of-bounds" kill timer consecutively in the same area.

- Competitors may use an out-of-bounds area to rotate to another area on the map, but may not leave and re-enter the same out of bounds location.

- Competitors may not intentionally exploit one-sided textures on map geometry to avoid taking damage that would normally have connected with their character in-game.

- Competitors may not hide inside of map geometry.

- Competitors may not fire their weapon in the Downed state.

- Competitors may not fire their weapon while reviving another player.

- Competitors may not exploit Legend abilities to gain an unintended competitive advantage, including any exploit that may reduce the cooldown of a Legend's Tactical or Ultimate abilities.

- Competitors may not exploit Weapon Inspect or Reload glitches in order to increase a weapon's rate of fire.

- Competitors may not intentionally melee loot bins, supply drops, respawn beacons, or other in-game objects in an effort to launch themselves or another player into the air.

- Competitors and Teams may not receive coaching during a Match. Communication of any kind between a Competitor and anyone other than a Competitor on their Team may be construed as coaching.
- Competitors are not allowed to listen to music, use a cell phone or a non-EA supplied headset (or hook up an EA-supplied headset to a different audio source) or in any way communicate with anyone other than another competitor on their Team during a Match.
- Competitors will be shown their designated station, shall set up the game, and begin play only when instructed to do so by a Tournament Official.

H6.6. Match Restarts, Interruptions, and Disconnects

All disconnects must be verified by a tournament official.

A Match is considered to be a “Match in Progress” once both of the following conditions have been met:

- A Competitor has been eliminated from the Match; and
- The in-game Round 1 timer has begun.

Prior to a Match in Progress being established, a Match will be restarted if a match interruption is caused by circumstances outside of the Competitors’ control, such as a machine error, loss of power, or technical errors..

If a Match interruption caused by circumstances outside the Competitors’ control, such as a machine error, loss of power, or technical errors, occurs during a Match in progress, the Match shall be restarted, continued, or considered complete as determined by EA. Another Match may be added to the round as determined by EA. For any interrupted Match that is considered complete, EA will determine the number of points to be awarded to each Team (which will contribute to a Team’s Match Score or Match Point Eligibility) .

All Match restarts will be determined by the tournament director.

Competitors may not intentionally leave a Match before it has ended.

If a Competitor leaves a Match in Progress, they will not be allowed to rejoin the Match and the event will not be considered a “disconnect” from the Match.

If a Match is interrupted intentionally while the Match is in play by any Competitor, EA has the right to immediately disqualify the Team of the offending Competitor.

H7. EQUIPMENT

H7.1. Provided Equipment

The following equipment will be provided at Major 1:

- PC
- Monitor
- Chair
- Table
- Headset

H7.2. Competitor Equipment

Competitors are required to provide the following equipment:

- Keyboard and Mouse: all keyboards and mice must utilize standard USB interfaces

OR

- Controller (PS4 or Xbox): Controllers must utilize a wired connection to the provided PC.

Competitors must bring any necessary cables for their controllers. Controllers may not feature macro functions, or other additional modifications; either virtual or physical; that may provide an unfair advantage.

- Mousepad (optional)
- Earbuds (headphones): all earbuds must utilize 3.5mm headphone connections.

H7.3. Provided Equipment Rules

- Competitors may not use or install unapproved 3rd party applications or programs.
- Competitors may not connect a USB Flash Drive or other storage device to the provided PC.
- Competitors may not alter game files or modify drives without Tournament Official approval.
- During a Match, Competitors may not have any applications, browsers, or streams open other than the Origin client, the Game, and any necessary drivers or driver programs.
- Voice chat will be provided via only the official provided system. Use of other voice chat software is prohibited.

H7.4. Competitor Equipment Rules

- Competitors are responsible for their equipment while at Major 1.
- Competitors are responsible for ensuring the proper function of audio equipment prior to the start of a Match.
- EA will attempt to help Competitors with any technical issues related to their input device or other provided equipment, but will not delay the start of a Match due to such issues.
- Competitors may not utilize macros or scripts that result in actions, either in a series or simultaneously, to be executed in the game.
- Competitors are not allowed to plug any devices, other than headsets and their input device into any PC.
- Competitor equipment may not provide an unfair competitive advantage to the Competitor, must not interfere with the operations of the game or tournament, must not require any special configuration, cabling or adapters to function, and must be designed to work natively on the Supported Platform. EA reserves the right to inspect any equipment at any time, deny the use of any Competitor equipment suspected of providing an unfair competitive advantage and require the Competitor to use approved equipment.

APPENDIX I: ONLINE TOURNAMENT 2 RULES

11. Overview

The Online Tournament 2 is the second Online Tournament in the ALGS, will be held online from March 21, 2020 to March 23, 2020 and features separate tournaments for each Region.

Online Tournament 2 uses single-elimination gameplay with multiple rounds of competition. Teams' results after a set number of Matches in each round will be compared to determine advancement to the next round. Results after a set number of Matches in the Finals round will be compared to determine the tournament winners for each Region.

12. Additional Eligibility Requirements

Each Competitor on a Team must attain the rank of Diamond IV (4) or higher in Apex Legends Ranked Leagues Series 3 on the PC platform using the EA Account used to register for the ALGS by 2:00 PM Pacific Time ("PT") on March 19, 2020 in order to participate in Online Tournament 2.

13. Registration and Check-in

To register for Online Tournament 2, each Team is required to complete the following steps before 12:00 PM PT on March 19, 2020 ("Tournament 2 Registration Deadline"):

- Team Captain: Go to the Battlefy Online Tournament 2 webpage ("Tournament 2 Site") at [Battlefy.com/leagues/algs](https://battlefy.com/leagues/algs), select the appropriate tournament and click the "Join Tournament" button;
- Team Captain: On the Tournament 2 Site, set the Team lineup by selecting the Competitors who will participate in the tournament from the Team roster and send these Competitors an invite to join the tournament;
- Other participating Competitors on the Team: Accept the invite to join the tournament; and
- All Competitors on the Team: Read and accept the Official Rules.

Registered Teams are required to check-in to the Online Tournament on the Tournament 2 Site starting one (1) hour prior to and up until the start of the tournament to confirm their attendance. Once all Competitors on a Team have checked-in, the Team will be seeded into Online Tournament 2.

The Team roster may be edited up until the Tournament 2 Registration Deadline, at which point Team rosters will be considered locked for Online Tournament 2.

14. Tournament Format

14.1. Maximum Number of Teams

The North America & Europe Regions will each feature a maximum of 320 Teams. All other Regions will each feature a maximum of 160 Teams.

I4.2. Seeding & Grouping

Teams will be randomly distributed into groups of up to twenty (20) at the start of the tournament. Teams will be randomly seeded within these groups.

I4.3. Rounds, Finals, and Winner Determination

All Teams will be initially placed into Round 1. The total number of rounds in the tournament will vary pending the final amount of Teams that check-in to the tournament on the day of the competition, but will feature a maximum number of rounds. North America & Europe Regions will have a maximum of five (5) rounds, including the Finals round. All other Regions will have a maximum of four (4) rounds, including the Finals round.

Each round prior to the Finals will feature four (4) Matches, with Teams accumulating points in each Match. The points awarded are described in Section I4.4. Scoring.

After all Matches are completed in a given round, the Teams with the round's highest Round Scores (as described in Section I4.4. Scoring) in each group advance to the next round or, if twenty (20) or fewer total Teams remain across all groups, the Finals. The exact number of teams that will advance to the next round from each group will be announced to the Teams on the Tournament 2 Site after check-in has closed on the first day of the tournament. The remaining Teams will be eliminated from the event.

Each round will attempt to feature the maximum number of Teams in each group, and the number of Teams that advance to the next round in the competition may vary from one group to another.

The Finals will feature five (5) Matches, with Teams accumulating points in each Match. The points awarded are described in section I4.4. Scoring. After all Matches are completed in the Finals, the Teams with the round's highest Round Scores (as described in Section I4.4 Scoring) are declared the winners of Online Tournament 2 for that Region.

I.4.4. Scoring

At the end of each Match, Teams are awarded points for their placement and the Team's total number of kills ("Match Score").

The points awarded in each Match are:

- Placement
- 1st: 12
- 2nd: 9
- 3rd: 7
- 4th: 5
- 5th: 4
- 6th – 7th: 3
- 8th – 10th: 2
- 11th – 15th: 1
- 16th – 20th: 0

- Kills
- 1 for each kill

If a Team misses a Match (no Competitors from the Team competed in the Match), then the Team receives a Match Score of zero (0) for that Match.

At the end of each round, a Team's total points will include the Team's Match Scores for all Matches in that round ("Round Score").

The final scores of each Match and round will be reported by a Battlefy Tournament Official. The final standings of each Round will be communicated via the Tournament 2 Site at the conclusion of each round.

14.5. Tiebreakers

In the event two (2) or more Teams are tied in Round Score, the tie will be resolved by the following, in descending order of priority:

- Single Match Scores
 - Each tied Team's single highest Match Score is compared against all tied Teams' single highest Match Score. These may have been in the same or different Matches in the round for each tied Team. The Team that earned the highest single Match Score will win the tiebreaker. Example: Team 1 and Team 2 have tied Round Scores of 67. Team 1's highest single Match Score is 20 points in the first Match of the round and Team 2's highest single Match Score is 22 points in the second Match of the round. Team 2 would win the Single Match Score Tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional individual Match Scores are available. Example: Team 1's and Team 2's single highest Match Score is 20 points in Matches 1 & 3 respectively. Team 1's next highest single Match Score is 18 Points from Match 3, while Team 2's next highest single Match Score is 15 in Match 2. Team 1 would win the Single Match Score Tiebreaker. If two (2) or more teams are still tied after review of Single Match Scores, then ties will be resolved using Single Match Best Placement.
- Single Match Best Placement
 - Each tied Team's best placement in a single Match is compared against the best placement in a single match of all tied Teams. These best placements may have been in the same or different Matches for each tied Team. The Team with the best placement (lowest number) will win the tiebreaker. A 1st place finish in a single match is the best possible placement. This is repeated for all Matches played in the round until all ties are broken or no additional individual Matches are available. If two (2) or more teams are still tied after review of Single Match Scores and Single Match Best Placement, then ties will be resolved using Single Match Total Kills.
- Single Match Total Kills
 - Each tied Team's single highest total kills in a single Match is compared against all tied Teams' highest total kills in a single Match. The Team with the most kills in a single Match will win the tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional Matches are available.

15. Tournament Schedule

15.1. Applicable time zone

Each Region's Online Tournament will begin at 12:00 PM (noon) in the time zones for each Region below:

- Australia & New Zealand
 - AEDT
- Japan
 - JST
- South Korea
 - KST
- Greater Southeast Asia
 - SGT
- Middle East & Africa
 - TRT
- Europe
 - GMT
- North America
 - PT
- South America
 - BRT

15.2. Rounds and Finals start times

The Tournament schedule featuring the maximum number of Teams for March 21, 2020 is:

- Round 1: 12:00 PM
- Round 2: 2:30 PM
- Round 3: 5:00 PM
- Round 4/Finals round for all Regions other than North America and Europe: 7:30 PM

Round 5 (Finals round for North America and Europe) will be on Monday, March 23, 2020. See Section 15.3. Broadcast Finals for more details.

The specific start time of each round may vary from the schedule listed above. Specific start times for Matches will be available on the Tournament 2 Site on the day of the tournament.

15.3. Broadcast Finals

The Finals for North America and Europe will be featured on broadcasts operated by EA. All Competitors on a Team must be in the in-Game Match lobby by 5:40 PM GMT (Europe) or 5:40 PM PT (North America) on March 23, 2020 to confirm their attendance. The first Match in these Finals will start at 6:00 PM GMT (Europe) and 6:00 PM PT (North America).

A detailed broadcast schedule will be communicated to each participating Competitor via email prior to March 23, 2020.

Teams that qualify for the broadcasted Finals may not change any member of their roster from March 21, 2020 until the conclusion of the Online Tournament 2.

16. Match Rules

- The unique code(s) to join the appropriate Online Tournament Match in Apex Legends will be posted on the Tournament 2 Site. There may be unique codes for each group and round in the tournament.
 - A guide detailing how to join an Online Tournament Match in Apex Legends will be emailed to each Competitor prior to the start of the tournament.
 - Competitors are recommended to add LeagueOps@battlefy.com to their email contacts.
 - Competitors may also request this guide by emailing ALGSLeagueOps@ea.com.
 - Competitors may not share the code. In the event a Competitor shares the code, the Competitor and their Team may be subject to penalties as described in Section A6 (Penalties) in APPENDIX A.
 - Players that elect to stream their matches that display the code on their stream will be found to have shared the code.
 - Competitors must be present in the in-Game Match lobby at the scheduled start time for each Match detailed in Section 15 in order to participate in that match.
 - Matches may be started at the scheduled start time without all Competitors or Teams present.
 - Competitors or Teams that miss a Match may join the next Match in the round.
 - Matches may contain less than twenty (20) Teams and/or sixty (60) Players.
 - If there are less Teams in the Group than the number of advancing spots to the next Round, all Teams will advance.

17. Premier #1 Invitations

The top teams, as defined by finishing placement, will be invited to Premier #1 and awarded with Travel to the Live Event (as described in Section 4.4) according to the breakdowns below:

- North America (NA) = Top 5 Teams
- Europe (EU) = Top 5 Teams
- South America (SA) = Top 2 Teams
- South Korea (KR) = Top 2 Teams
- Japan (JP) = Top 2 Teams
- Greater Southeast Asia (GSEA) = Top 1 Team
- Australia & New Zealand (ANZ) = Top 1 Team
- Middle East & Africa (MEA) = Top 1 Team

One (1) additional Team will also be invited to Premier #1 at EA's discretion.

If an invited team fails to complete their registration for Premier #1 by the deadline communicated in their invitation email, EA reserves the right to award the invitation to a new team at EA's discretion.

EA reserves the right to modify the invitation breakdowns for each Online Tournament.

More information on Premier Events can be found in SECTION 4.2.2.

18. Additional Match Guidelines

18.1. Gameplay Settings

- All settings in each Match will be the default settings of a Ranked Leagues match of Apex Legends.
- Matches for each region will be initially hosted on these datacenters:
 - North America: Iowa (any)
 - Europe: Frankfurt (any)
 - South America: São Paulo (any)
 - Australia & New Zealand: Sydney (any)
 - Japan: Tokyo (any)
 - South Korea: Seoul (any)
 - Greater Southeast Asia: Singapore (any)
 - Middle East & Africa: Frankfurt (any)
- If there are technical or connection issues that require a Match be hosted on a different datacenter than specified above, the information about the new datacenter will be posted on the Tournament 2 Site.

18.2. Map(s)

- All Matches will be played on one of the following map(s):
 - World's Edge

18.3. General Rules

- Competitors are responsible for their equipment and network connection during the tournament.
- Competitors that choose to stream their matches must utilize a minimum five (5) minute delay.
- Competitors may not quit out of a Match before it has ended and they have returned to the Game Lobby.
- Competitors may not intentionally delay the start of a Match.
- Competitors may not use any game-changing scripts or programs.
- Competitors may not exploit a game mechanic to enter and exit the 30-second “out-of-bounds” kill timer.
 - Examples of this include repeatedly using a zipline, grapple, portal, balloon, or other character ability to repeatedly enter the same area that activates the “out-of-bounds” timer.
- Competitors may not intentionally exploit one-sided textures on map geometry to block or avoid any incoming damage that would have otherwise connected without the exploited geometry.
- Competitors may not hide inside of map geometry.
- Competitors may not intentionally hide behind invisible walls on the map.
- Competitors may not fire their weapon while in the Downed state.
- Competitors may not fire their weapon while reviving another player.
- Competitors may not exploit Legend abilities to gain an unintended competitive advantage, including any exploit that may reduce the cooldown of a Legend's Tactical or Ultimate abilities.

- Competitors may not exploit Weapon Inspect or Reload glitches in order to increase a weapon's rate of fire.
- Competitors may not intentionally melee loot bins, supply drops, and/or respawn beacons in an effort to launch themselves or other players into the air.
- Competitors and Teams may not receive coaching during a Match. Communication of any kind between a Competitor and anyone other than a Competitor on their Team may be construed as coaching.
- Players may use a keyboard and mouse, a Playstation 4 controller, or an Xbox controller when competing in this event.
 - Players may not utilize Macro functions on an input device.
 - Competitors may not utilize macros or scripts that result in actions, either in a series or simultaneously, to be executed in the game.
- Players may not utilize any third party applications or programs that may impact gameplay or give them an advantage over other Competitors.
- Teams are responsible for their own team communication during the event.
 - Teams that participate in the North American and European Regional Finals will be required to join a specific Discord channel for communication during the broadcast.

18.4. Glitches

- Any attempt to glitch the game is prohibited.
- In the event EA determines that an action, kill, move or any other in-game action was caused by an unauthorized glitch, EA, in its sole discretion, will decide the next course of action, which may include, but is not limited to restarting the Match or penalizing the team according to the Section A6 (Penalties) in APPENDIX A.

18.5. Disconnects & Game Start

- Matches will continue if players disconnect or fail to load into the game.
- If more than one-fifth of the Competitors in a group's in-Game Match lobby disconnect during a game or fail to load into a game, or a Match is unable to be concluded, the Tournament Official may add an additional Match to the round for that group.

18.6 Game Files

Competitors may only add or edit the following Game files:

- local.cfg
- autoexec.cfg

Competitors may only add or edit the following lines in the files specified above:

- fps_max
- mat_letterbox_aspect_goal
- mat_letterbox_aspect_threshold

19. Prizing

The following prizes for Online Tournament #2 will be distributed to Teams as stated below based on their finishing rank in Online Tournament #2 in their respective region. All prizes listed below will be distributed equally among the three (3) Competitors on the Team who participated in Online Tournament #2.

19.1 Online Tournament #2 ANZ, GSEA, Korea, Japan, MEA, & SA Prizes

Finishing Rank	Prize Amount (all amounts in USD)
1 (Tournament Winners)	\$10,800
2	\$6,600
3	\$4,200
4	\$3,000
5	\$2,400

110.2 Online Tournament #2 NA & EU Prizes

Finishing Rank	Prize Amount (all amounts in USD)
1 (Tournament Winners)	\$21,600
2	\$13,200
3	\$8,400
4	\$6,000
5	\$4,800
6	\$4,200
7	\$3,600
8	\$3,000
9	\$2,400
10	\$1,800

APPENDIX J: ONLINE TOURNAMENT 3 RULES

J1. Overview

Online Tournament 3, the third Online Tournament in the ALGS, will be held online from April 4, 2020 to April 6, 2020 and features separate tournaments for each Region.

Online Tournament 3 uses single-elimination gameplay with multiple rounds of competition. Teams' results after a set number of Matches in each round will be compared to determine advancement to the next round. Results after a set number of Matches in the Finals round will be compared to determine the tournament winners for each Region.

J2. Additional Eligibility Requirements

Each Competitor on a Team must attain the rank of Platinum IV (4) or higher in Apex Legends Ranked Leagues Series 3 on the PC platform using the EA Account used to register for the ALGS by 2:00 PM Pacific Time ("PT") on April 2nd, 2020 in order to participate in Online Tournament 3.

J3. Registration and Check-in

To register for Online Tournament 3, each Team is required to complete the following steps before 12:00 PM PT on April 2, 2020 ("Tournament 3 Registration Deadline"):

- Team Captain: Go to the Battlefy Online Tournament 3 webpage ("Tournament 3 Site") at [Battlefy.com/leagues/algs](https://battlefy.com/leagues/algs), select the appropriate tournament and click the "Join Tournament" button;
- Team Captain: On the Tournament 3 Site, set the Team lineup by selecting the Competitors who will participate in the tournament from the Team roster and send these Competitors an invite to join the tournament;
- Other participating Competitors on the Team: Accept the invite to join the tournament; and
- All Competitors on the Team: Read and accept the Official Rules.

Registered Teams are required to check-in to the Online Tournament on the Tournament 3 Site starting one (1) hour prior to and up until the start of the tournament to confirm their attendance. Once all Competitors on a Team have checked-in, the Team will be seeded into Online Tournament 3.

The Team roster may be edited up until the Tournament 3 Registration Deadline, at which point Team rosters will be considered locked for Online Tournament 3.

J4. Tournament Format

J4.1. Maximum Number of Teams

The North America & Europe Regions will each feature a maximum of 320 Teams. All other Regions will each feature a maximum of 160 Teams.

J4.2. Seeding & Grouping

Teams will be randomly distributed into groups of up to twenty (20) at the start of the tournament. Teams will be randomly seeded within these groups.

J4.3. Rounds, Finals, and Winner Determination

All Teams will be initially placed into Round 1. The total number of rounds in the tournament will vary pending the final amount of Teams that check-in to the tournament on the day of the competition, but will feature a maximum number of rounds. North America & Europe Regions will have a maximum of five (5) rounds, including the Finals round. All other Regions will have a maximum of four (4) rounds, including the Finals round.

Each round prior to the Finals will feature four (4) Matches, with Teams accumulating points in each Match. The points awarded are described in Section J4.4. Scoring.

After all Matches are completed in a given round, the Teams with the round's highest Round Scores (as described in Section J4.4. Scoring) in each group advance to the next round or, if twenty (20) or fewer total Teams remain across all groups, the Finals. The exact number of teams that will advance to the next round from each group will be announced to the Teams on the Tournament 3 Site after check-in has closed on the first day of the tournament. The remaining Teams will be eliminated from the event.

Each round will attempt to feature the maximum number of Teams in each group, and the number of Teams that advance to the next round in the competition may vary from one group to another.

The Finals will feature five (5) Matches, with Teams accumulating points in each Match. The points awarded are described in section J4.4. Scoring. After all Matches are completed in the Finals, the Teams with the round's highest Round Scores (as described in Section J4.4 Scoring) are declared the winners of Online Tournament 3 for that Region.

J.4.4. Scoring

At the end of each Match, Teams are awarded points for their placement and the Team's total number of kills ("Match Score").

The points awarded in each Match are:

- Placement
 - 1st: 12
 - 2nd: 9
 - 3rd: 7
 - 4th: 5
 - 5th: 4
 - 6th – 7th: 3
 - 8th – 10th: 2
 - 11th – 15th: 1
 - 16th – 20th: 0
- Kills
 - 1 for each kill

If a Team misses a Match (no Competitors from the Team competed in the Match), then the Team receives a Match Score of zero (0) for that Match.

At the end of each round, a Team's total points will include the Team's Match Scores for all Matches in that round ("Round Score").

The final scores of each Match and round will be reported by a Battlefy Tournament Official. The final standings of each Round will be communicated via the Tournament 3 Site at the conclusion of each round.

J4.5. Tiebreakers

In the event two (2) or more Teams are tied in Round Score, the tie will be resolved by the following, in descending order of priority:

- Single Match Scores
 - Each tied Team's single highest Match Score is compared against all tied Teams' single highest Match Score. These may have been in the same or different Matches in the round for each tied Team. The Team that earned the highest single Match Score will win the tiebreaker. Example: Team 1 and Team 2 have tied Round Scores of 67. Team 1's highest single Match Score is 20 points in the first Match of the round and Team 2's highest single Match Score is 22 points in the second Match of the round. Team 2 would win the Single Match Score Tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional individual Match Scores are available. Example: Team 1's and Team 2's single highest Match Score is 20 points in Matches 1 & 3 respectively. Team 1's next highest single Match Score is 18 Points from Match 3, while Team 2's next highest single Match Score is 15 in Match 2. Team 1 would win the Single Match Score Tiebreaker. If two (2) or more teams are still tied after review of Single Match Scores, then ties will be resolved using Single Match Best Placement.
- Single Match Best Placement
 - Each tied Team's best placement in a single Match is compared against the best placement in a single match of all tied Teams. These best placements may have been in the same or different Matches for each tied Team. The Team with the best placement (lowest number) will win the tiebreaker. A 1st place finish in a single match is the best possible placement. This is repeated for all Matches played in the round until all ties are broken or no additional individual Matches are available. If two (2) or more teams are still tied after review of Single Match Scores and Single Match Best Placement, then ties will be resolved using Single Match Total Kills.
- Single Match Total Kills
 - Each tied Team's single highest total kills in a single Match is compared against all tied Teams' highest total kills in a single Match. The Team with the most kills in a single Match will win the tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional Matches are available.

J5. Tournament Schedule

J5.1. Applicable time zone

Each Region's Online Tournament will begin at 12:00 PM (noon) in the time zones for each Region below:

- Australia & New Zealand
 - AEDT
- Japan
 - JST

- South Korea
- KST
- Greater Southeast Asia
- SGT
- Middle East & Africa
- TRT
- Europe
- GMT
- North America
- PT
- South America
- BRT

J5.2. Rounds and Finals start times

The Tournament schedule featuring the maximum number of Teams for April 4, 2020 is:

- Round 1: 12:00 PM
- Round 2: 2:30 PM
- Round 3: 5:00 PM
- Round 4/Finals round for all Regions other than North America and Europe: 7:30 PM

Round 5 (Finals round for North America and Europe) will be on Monday, April 6, 2020. See Section J5.3. Broadcast Finals for more details.

The specific start time of each round may vary from the schedule listed above. Specific start times for Matches will be available on the Tournament 3 Site on the day of the tournament.

J5.3. Broadcast Finals

The Finals for North America and Europe will be featured on broadcasts operated by EA. All Competitors on a Team must be in the in-Game Match lobby by 5:40 PM GMT (Europe) or 5:40 PM PT (North America) on April 6, 2020 to confirm their attendance. The first Match in these Finals will start at 6:00 PM GMT (Europe) and 6:00 PM PT (North America).

A detailed broadcast schedule will be communicated to each participating Competitor via email prior to April 6, 2020.

Teams that qualify for the broadcasted Finals may not change any member of their roster from April 4, 2020 until the conclusion of the Online Tournament 3.

J6. Match Rules

- The unique code(s) to join the appropriate Online Tournament Match in Apex Legends will be posted on the Tournament 3 Site. There may be unique codes for each group and round in the tournament.
 - A guide detailing how to join an Online Tournament Match in Apex Legends will be emailed to each Competitor prior to the start of the tournament.
 - Competitors are recommended to add LeagueOps@battlefy.com to their email contacts.
 - Competitors may also request this guide by emailing ALGSLeagueOps@ea.com.

- Competitors may not share the code. In the event a Competitor shares the code, the Competitor and their Team may be subject to penalties as described in Section A6 (Penalties) in APPENDIX A.
 - Competitors that elect to stream their matches that display the code on their stream will be found to have shared the code.
- Competitors must be present in the in-Game Match lobby at the scheduled start time for each Match detailed in Section J5 in order to participate in that match.
- Matches may be started at the scheduled start time without all Competitors or Teams present.
- Competitors or Teams that miss a Match may join the next Match in the round.
- Matches may contain less than twenty (20) Teams and/or sixty (60) Competitors.
- If there are less Teams in the Group than the number of advancing spots to the next Round, all Teams will advance.

J7. Premier #2 Invitations

The top teams, as defined by finishing placement, will be invited to Premier #2 and awarded with Travel to the Live Event (as described in Section 4.4) according to the breakdowns below:

- North America (NA) = Top 5 Teams
- Europe (EU) = Top 5 Teams
- South America (SA) = Top 2 Teams
- South Korea (KR) = Top 2 Teams
- Japan (JP) = Top 2 Teams
- Greater Southeast Asia (GSEA) = Top 2 Teams
- Australia & New Zealand (ANZ) = Top 1 Team
- Middle East & Africa (MEA) = Top 1 Team

If an invited team fails to complete their registration for Premier #2 by the deadline communicated in their invitation email, EA reserves the right to award the invitation to a new team at EA's discretion.

EA reserves the right to modify the invitation breakdowns for each Online Tournament.

More information on Premier Events can be found in Section 4.2.2.

J8. Additional Match Guidelines

J8.1. Gameplay Settings

- All settings in each Match will be the default settings of a Ranked Leagues match of Apex Legends.
- Matches for each region will be initially hosted on these datacenters:
 - North America: Iowa (any)
 - Europe: Frankfurt (any)
 - South America: São Paulo (any)
 - Australia & New Zealand: Sydney (any)
 - Japan: Tokyo (any)
 - South Korea: Seoul (any)
 - Greater Southeast Asia: Singapore (any)
 - Middle East & Africa: Frankfurt (any)

- If there are technical or connection issues that require a Match be hosted on a different datacenter than specified above, the information about the new datacenter will be posted on the Tournament 3 Site.

J8.2. Map(s)

- All Matches will be played on one of the following map(s):
 - World's Edge

J8.3. General Rules

- Competitors are responsible for their equipment and network connection during the tournament.
- Competitors that choose to stream their matches must utilize a minimum five (5) minute delay.
- Competitors may not quit out of a Match before it has ended and they have returned to the Game Lobby.
- Competitors may not intentionally delay the start of a Match.
- Competitors may not use any game-changing scripts or programs.
- Competitors may not exploit a game mechanic to enter and exit the 30-second "out-of-bounds" kill timer.
 - Examples of this include repeatedly using a zipline, grapple, portal, balloon, or other character ability to repeatedly enter the same area that activates the "out-of-bounds" timer.
- Competitors may not intentionally exploit one-sided textures on map geometry to block or avoid any incoming damage that would have otherwise connected without the exploited geometry.
- Competitors may not hide inside of map geometry.
- Competitors may not intentionally hide behind invisible walls on the map.
- Competitors may not fire their weapon while in the Downed state.
- Competitors may not fire their weapon while reviving another player.
- Competitors may not exploit Legend abilities to gain an unintended competitive advantage, including any exploit that may reduce the cooldown of a Legend's Tactical or Ultimate abilities.
- Competitors may not exploit Weapon Inspect or Reload glitches in order to increase a weapon's rate of fire.
- Competitors may not intentionally melee loot bins, supply drops, and/or respawn beacons in an effort to launch themselves or other players into the air.
- Competitors and Teams may not receive coaching during a Match. Communication of any kind between a Competitor and anyone other than a Competitor on their Team may be construed as coaching.
- Competitors may use a keyboard and mouse, a Playstation 4 controller, or an Xbox controller when competing in this event.
 - Competitors may not utilize Macro functions on an input device.
 - Competitors may not utilize macros or scripts that result in actions, either in a series or simultaneously, to be executed in the game.
- Competitors may not utilize any third party applications or programs that may impact gameplay or give them an advantage over other Competitors.
- Teams are responsible for their own team communication during the event.
 - Teams that participate in the North American and European Regional Finals may be required to join a specific Discord channel for communication during the broadcast.

J8.4. Glitches

- Any attempt to glitch the game is prohibited.
- In the event EA determines that an action, kill, move or any other in-game action was caused by an unauthorized glitch, EA, in its sole discretion, will decide the next course of action, which may include, but is not limited to restarting the Match or penalizing the team according to the Section A6 (Penalties) in APPENDIX A.

J8.5. Disconnects & Game Start

- Matches will continue if players disconnect or fail to load into the game.
- If more than one-fifth of the Competitors in a group's in-Game Match lobby disconnect during a game or fail to load into a game, or a Match is unable to be concluded, the Tournament Official may add an additional Match to the round for that group.

J8.6 Game Files

Competitors may only add or edit the following Game files:

- local.cfg
- autoexec.cfg

Competitors may only add or edit the following lines in the files specified above:

- fps_max
- mat_letterbox_aspect_goal
- mat_letterbox_aspect_threshold

APPENDIX K: ONLINE TOURNAMENT 4 RULES

K1. Overview

Online Tournament 4, the fourth Online Tournament in the ALGS, will be held online from April 18, 2020 to April 20, 2020 and features separate tournaments for each Region.

Online Tournament 4 uses single-elimination gameplay with multiple rounds of competition. Teams' results after a set number of Matches in each round will be compared to determine advancement to the next round. Results after a set number of Matches in the Finals round will be compared to determine the tournament winners for each Region.

K2. Additional Eligibility Requirements

Each Competitor on a Team must attain the rank of Platinum IV (4) or higher in Apex Legends Ranked Leagues Series 3 on the PC platform using the EA Account used to register for the ALGS by 2:00 PM Pacific Time ("PT") on April 16th, 2020 in order to participate in Online Tournament 4.

K3. Registration and Check-in

To register for Online Tournament 4, each Team is required to complete the following steps before 12:00 PM PT on April 16, 2020 ("Tournament 4 Registration Deadline"):

- Team Captain: Go to the Battlefy Online Tournament 4 webpage ("Tournament 4 Site") at [Battlefy.com/leagues/algs](https://battlefy.com/leagues/algs), select the appropriate tournament and click the "Join Tournament" button;
- Team Captain: On the Tournament 4 Site, set the Team lineup by selecting the Competitors who will participate in the tournament from the Team roster and send these Competitors an invite to join the tournament;
- Other participating Competitors on the Team: Accept the invite to join the tournament; and
- All Competitors on the Team: Read and accept the Official Rules.

Registered Teams are required to check-in to the Online Tournament on the Tournament 4 Site starting one (1) hour prior to and up until the start of the tournament to confirm their attendance. Competitors are required to check in using the EA Account ID provided during the ALGS registration process on the Registration Site. Once all Competitors on a Team have checked-in, the Team will be seeded into Online Tournament 4.

The Team roster may be edited up until the Tournament 4 Registration Deadline, at which point Team rosters will be considered locked for Online Tournament 4.

K4. Tournament Format

K4.1. Maximum Number of Teams

The North America & Europe Regions will each feature a maximum of 320 Teams. All other Regions will each feature a maximum of 160 Teams.

K4.2. Seeding & Grouping

Teams will be randomly distributed into groups of up to twenty (20) at the start of the tournament. Teams will be randomly seeded within these groups.

K4.3. Rounds, Finals, and Winner Determination

All Teams will be initially placed into Round 1. The total number of rounds in the tournament will vary pending the final amount of Teams that check-in to the tournament on the day of the competition, but will feature a maximum number of rounds. North America & Europe Regions will have a maximum of five (5) rounds, including the Finals round. All other Regions will have a maximum of four (4) rounds, including the Finals round.

Each round prior to the Finals will feature four (4) Matches, with Teams accumulating points in each Match. The points awarded are described in Section K4.4. Scoring.

After all Matches are completed in a given round, the Teams with the round's highest Round Scores (as described in Section K4.4. Scoring) in each group advance to the next round or, if twenty (20) or fewer total Teams remain across all groups, the Finals. The exact number of teams that will advance to the next round from each group will be announced to the Teams on the Tournament 4 Site after check-in has closed on the first day of the tournament. The remaining Teams will be eliminated from the event.

Each round will attempt to feature the maximum number of Teams in each group, and the number of Teams that advance to the next round in the competition may vary from one group to another.

The Finals will feature five (5) Matches, with Teams accumulating points in each Match. The points awarded are described in section K4.4. Scoring. After all Matches are completed in the Finals, the Teams with the round's highest Round Scores (as described in Section K4.4 Scoring) are declared the winners of Online Tournament 4 for that Region.

K4.4. Scoring

At the end of each Match, Teams are awarded points for their placement and the Team's total number of kills ("Match Score").

The points awarded in each Match are:

- Placement
 - 1st: 12
 - 2nd: 9
 - 3rd: 7
 - 4th: 5
 - 5th: 4
 - 6th – 7th: 3
 - 8th – 10th: 2
 - 11th – 15th: 1
 - 16th – 20th: 0
- Kills
 - 1 for each kill

If a Team misses a Match (no Competitors from the Team competed in the Match), then the Team receives a Match Score of zero (0) for that Match.

At the end of each round, a Team's total points will include the Team's Match Scores for all Matches in that round ("Round Score").

The final scores of each Match and round will be reported by a Battlefy Tournament Official. The final standings of each Round will be communicated via the Tournament 4 Site at the conclusion of each round.

K4.5. Tiebreakers

In the event two (2) or more Teams are tied in Round Score, the tie will be resolved by the following, in descending order of priority:

- Single Match Scores
 - Each tied Team's single highest Match Score is compared against all tied Teams' single highest Match Score. These may have been in the same or different Matches in the round for each tied Team. The Team that earned the highest single Match Score will win the tiebreaker. Example: Team 1 and Team 2 have tied Round Scores of 67. Team 1's highest single Match Score is 20 points in the first Match of the round and Team 2's highest single Match Score is 22 points in the second Match of the round. Team 2 would win the Single Match Score Tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional individual Match Scores are available. Example: Team 1's and Team 2's single highest Match Score is 20 points in Matches 1 & 3 respectively. Team 1's next highest single Match Score is 18 Points from Match 3, while Team 2's next highest single Match Score is 15 in Match 2. Team 1 would win the Single Match Score Tiebreaker. If two (2) or more teams are still tied after review of Single Match Scores, then ties will be resolved using Single Match Best Placement.
- Single Match Best Placement
 - Each tied Team's best placement in a single Match is compared against the best placement in a single match of all tied Teams. These best placements may have been in the same or different Matches for each tied Team. The Team with the best placement (lowest number) will win the tiebreaker. A 1st place finish in a single match is the best possible placement. This is repeated for all Matches played in the round until all ties are broken or no additional individual Matches are available. If two (2) or more teams are still tied after review of Single Match Scores and Single Match Best Placement, then ties will be resolved using Single Match Total Kills.
- Single Match Total Kills
 - Each tied Team's single highest total kills in a single Match is compared against all tied Teams' highest total kills in a single Match. The Team with the most kills in a single Match will win the tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional Matches are available.

K5. Tournament Schedule

K5.1. Applicable time zone

Each Region's Online Tournament will begin at 12:00 PM (noon) in the time zones for each Region below:

- Australia & New Zealand
 - AEST

- Japan
- JST
- South Korea
- KST
- Greater Southeast Asia
- SGT
- Middle East & Africa
- TRT
- Europe
- BST
- North America
- PDT
- South America
- BRT

K5.2. Rounds and Finals start times

The Tournament schedule featuring the maximum number of Teams for April 18, 2020 is:

- Round 1: 12:00 PM
- Round 2: 2:30 PM
- Round 3: 5:00 PM
- Round 4/Finals round for all Regions other than North America and Europe: 7:30 PM

Round 5 (Finals round for North America and Europe) will be on Monday, April 20, 2020. See Section K5.3. Broadcast Finals for more details.

The specific start time of each round may vary from the schedule listed above. Specific start times for Matches will be available on the Tournament 4 Site on the day of the tournament.

K5.3. Broadcast Finals

The Finals for North America and Europe will be featured on broadcasts operated by EA. All Competitors on a Team must be in the in-Game Match lobby by 5:40 PM BST (Europe) or 5:40 PM PT (North America) on April 20, 2020 to confirm their attendance. The first Match in these Finals will start at 6:00 PM BST (Europe) and 6:00 PM PT (North America).

A detailed broadcast schedule will be communicated to each participating Competitor via email prior to April 20, 2020.

Teams that qualify for the broadcasted Finals may not change any member of their roster from April 18, 2020 until the conclusion of the Online Tournament 4.

K6. Match Rules

- The unique code(s) to join the appropriate Online Tournament Match in Apex Legends will be posted on the Tournament 4 Site. There may be unique codes for each group and round in the tournament.
- A guide detailing how to join an Online Tournament Match in Apex Legends will be emailed to each Competitor prior to the start of the tournament.

- Competitors are recommended to add LeagueOps@battlefy.com to their email contacts.
- Competitors may also request this guide by emailing ALGSLeagueOps@ea.com.
- Competitors may not share the code. In the event a Competitor shares the code, the Competitor and their Team may be subject to penalties as described in Section A6 (Penalties) in APPENDIX A.
 - Competitors that elect to stream their matches that display the code on their stream will be found to have shared the code.
 - Prior to the start of each Match, the Team Captain is required to enter the Team name in the custom in-Game lobby for each Match. The Team name provided in the lobby must match the Team name provided during registration on the Tournament 4 Site. The only permissible change to Team names in-Match are shortening of Team names in the event the character limit is reached.
 - Competitors must be present in the in-Game Match lobby at the scheduled start time for each Match detailed in Section K5 in order to participate in that match.
 - Matches may be started at the scheduled start time without all Competitors or Teams present.
 - Competitors or Teams that miss a Match may join the next Match in the round.
 - Matches may contain less than twenty (20) Teams and/or sixty (60) Competitors.
 - If there are less Teams in the Group than the number of advancing spots to the next Round, all Teams will advance.

K7. Additional Match Guidelines

K7.1. Gameplay Settings

- All settings in each Match will be the default settings of a Ranked Leagues match of Apex Legends.
- Matches for each region will be initially hosted on these datacenters:
 - North America: Iowa (any)
 - Europe: Frankfurt (any)
 - South America: São Paulo (any)
 - Australia & New Zealand: Sydney (any)
 - Japan: Tokyo (any)
 - South Korea: Seoul (any)
 - Greater Southeast Asia: Singapore (any)
 - Middle East & Africa: Frankfurt (any)
- If there are technical or connection issues that require a Match be hosted on a different datacenter than specified above, the information about the new datacenter will be posted on the Tournament 4 Site.

K7.2. Map(s)

- All Matches will be played on one of the following map(s):
 - World's Edge & Kings Canyon
 - Round of 320:
 - Matches 1 & 2: World's Edge
 - Matches 3 & 4: Kings Canyon
 - Round of 160:
 - Matches 1 & 2: Kings Canyon
 - Matches 3 & 4: World's Edge
 - Round of 80:

- Matches 1 & 2: World's Edge
- Matches 3 & 4: Kings Canyon
- Round of 40:
- Matches 1 & 2: Kings Canyon
- Matches 3 & 4: World's Edge
- Round of 20
- Matches 1 & 2: World's Edge
- Matches 3, 4 & 5: Kings Canyon

K7.3. General Rules

- Competitors are responsible for their equipment and network connection during the tournament.
- Competitors that choose to stream their matches must utilize a minimum five (5) minute delay.
- Competitors may not quit out of a Match before it has ended and they have returned to the Game Lobby.
- Competitors may not intentionally delay the start of a Match.
- Competitors may not use any game-changing scripts or programs.
- Competitors may not exploit a game mechanic to enter and exit the 30-second "out-of-bounds" kill timer.
 - Examples of this include repeatedly using a zipline, grapple, portal, balloon, or other character ability to repeatedly enter the same area that activates the "out-of-bounds" timer.
- Competitors may not intentionally exploit one-sided textures on map geometry to block or avoid any incoming damage that would have otherwise connected without the exploited geometry.
- Competitors may not hide inside of map geometry.
- Competitors may not intentionally hide behind invisible walls on the map.
- Competitors may not fire their weapon while in the Downed state.
- Competitors may not fire their weapon while reviving another player.
- Competitors may not exploit Legend abilities to gain an unintended competitive advantage, including any exploit that may reduce the cooldown of a Legend's Tactical or Ultimate abilities.
- Competitors may not exploit Weapon Inspect or Reload glitches in order to increase a weapon's rate of fire.
- Competitors may not intentionally melee loot bins, supply drops, and/or respawn beacons in an effort to launch themselves or other players into the air.
- Competitors and Teams may not receive coaching during a Match. Communication of any kind between a Competitor and anyone other than a Competitor on their Team may be construed as coaching.
- Competitors may use a keyboard and mouse, a Playstation 4 controller, or an Xbox controller when competing in this event.
 - Competitors may not utilize Macro functions on an input device.
 - Competitors may not utilize macros or scripts that result in actions, either in a series or simultaneously, to be executed in the game.
- Competitors may not utilize any third party applications or programs that may impact gameplay or give them an advantage over other Competitors.
- Teams are responsible for their own team communication during the event.
 - Teams that participate in the North American and European Regional Finals may be required to join a specific Discord channel for communication during the broadcast.

K7.4. Glitches

- Any attempt to glitch the game is prohibited.
- In the event EA determines that an action, kill, move or any other in-game action was caused by an unauthorized glitch, EA, in its sole discretion, will decide the next course of action, which may include, but is not limited to restarting the Match or penalizing the team according to the Section A6 (Penalties) in APPENDIX A.

K7.5. Disconnects & Game Start

- Matches will continue if players disconnect or fail to load into the game.
- If more than one-fifth of the Competitors in a group's in-Game Match lobby disconnect during a game or fail to load into a game, or a Match is unable to be concluded, the Tournament Official may add an additional Match to the round for that group.

K7.6 Game Files

Competitors may only add or edit the following Game files:

- local.cfg
- autoexec.cfg

Competitors may only add or edit the following lines in the files specified above:

- fps_max
- mat_letterbox_aspect_goal
- mat_letterbox_aspect_threshold

K8. Prizing

The following prizes for Online Tournament #4 will be distributed to Teams as stated below based on their finishing rank in Online Tournament #4 in their respective region. All prizes listed below will be distributed equally among the three (3) Competitors on the Team who participated in Online Tournament #4.

K8.1 Online Tournament #4 ANZ, GSEA, Korea, Japan, MEA, & SA Prizes

Finishing Rank	Prize Amount (all amounts in USD)
1 (Tournament Winners)	\$3,600
2	\$2,220
3	\$1,380
4	\$990

5	\$810
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K8.2 Online Tournament #4 NA & EU Prizes

Finishing Rank	Prize Amount (all amounts in USD)
1 (Tournament Winners)	\$7,200
2	\$4,410
3	\$2,790
4	\$2,010
5	\$1,650
6	\$1,410
7	\$1,185
8	\$975
9	\$780
10	\$590

APPENDIX L: ONLINE TOURNAMENT 5 RULES

L1. Overview

Online Tournament 5, the fifth Online Tournament in the ALGS, will be held online from May 2, 2020 to May 3, 2020 and features separate tournaments for each Region.

Online Tournament 5 uses single-elimination gameplay with multiple rounds of competition. Teams' results after a set number of Matches in each round will be compared to determine advancement to the next round. Results after a set number of Matches in the Finals round will be compared to determine the tournament winners for each Region.

L2. Additional Eligibility Requirements

Each Competitor on a Team must attain the rank of Platinum IV or higher in Apex Legends Ranked Leagues Series 3, Split 2 on the PC platform using the EA Account used to register for the ALGS by 2:00 PM Pacific Time ("PT") on Thursday, April 30, 2020 in order to participate in Online Tournament 5.

L3. Registration and Check-in

To register for Online Tournament 5, each Team is required to complete the following steps before 12:00 PM PT on Thursday, April 30, 2020 ("Tournament 5 Registration Deadline"):

- Team Captain: Go to the Battlefy Online Tournament 5 webpage ("Tournament 5 Site") at [Battlefy.com/leagues/algs](https://battlefy.com/leagues/algs), select the appropriate tournament and click the "Join Tournament" button;
- Team Captain: On the Tournament 5 Site, set the Team lineup by selecting the Competitors who will participate in the tournament from the Team roster and send these Competitors an invite to join the tournament;
- Other participating Competitors on the Team: Accept the invite to join the tournament; and
- All Competitors on the Team: Read and accept the Official Rules.

Registered Teams are required to check-in to the Online Tournament on the Tournament 5 Site starting one (1) hour prior to and up until the start of the tournament to confirm their attendance. Competitors are required to check in using the EA Account ID provided during the ALGS registration process on the Registration Site. Once all Competitors on a Team have checked-in, the Team will be seeded into Online Tournament 5.

The Team roster may be edited up until the Tournament 5 Registration Deadline, at which point Team rosters will be considered locked for Online Tournament 5.

L4. Tournament Format

L4.1. Maximum Number of Teams

The North America & Europe Regions will each feature a maximum of 320 Teams. All other Regions will each feature a maximum of 160 Teams.

L4.2. Seeding & Grouping

Teams will be randomly distributed into groups of up to twenty (20) at the start of the tournament. Teams will be randomly seeded within these groups.

L4.3. Rounds, Finals, and Winner Determination

All Teams will be initially placed into Round 1. The total number of rounds in the tournament will vary pending the final amount of Teams that check-in to the tournament on the day of the competition, but will feature a maximum number of rounds. North America & Europe Regions will have a maximum of five (5) rounds, including the Finals round. All other Regions will have a maximum of four (4) rounds, including the Finals round.

Each round prior to the Finals will feature four (4) Matches, with Teams accumulating points in each Match. The points awarded are described in Section L4.4. Scoring.

After all Matches are completed in a given round, the Teams with the round's highest Round Scores (as described in Section L4.4. Scoring) in each group advance to the next round or, if twenty (20) or fewer total Teams remain across all groups, the Finals. The exact number of teams that will advance to the next round from each group will be announced to the Teams on the Tournament 5 Site after check-in has closed on the first day of the tournament. The remaining Teams will be eliminated from the event.

Each round will attempt to feature the maximum number of Teams in each group, and the number of Teams that advance to the next round in the competition may vary from one group to another.

The Finals will feature five (5) Matches, with Teams accumulating points in each Match. The points awarded are described in Section L4.4. Scoring. After all Matches are completed in the Finals, the Teams with the round's highest Round Scores (as described in Section L4.4. Scoring) are declared the winners of Online Tournament 5 for that Region.

L4.4. Scoring

At the end of each Match, Teams are awarded points for their placement and the Team's total number of kills ("Match Score").

The points awarded in each Match are:

- Placement
 - 1st: 12
 - 2nd: 9
 - 3rd: 7
 - 4th: 5
 - 5th: 4
 - 6th – 7th: 3
 - 8th – 10th: 2
 - 11th – 15th: 1
 - 16th – 20th: 0
- Kills
 - 1 for each kill

If a Team misses a Match (no Competitors from the Team competed in the Match), then the Team receives a Match Score of zero (0) for that Match.

At the end of each round, a Team's total points will include the Team's Match Scores for all Matches in that round ("Round Score").

The final scores of each Match and round will be reported by a Battlefy Tournament Official. The final standings of each Round will be communicated via the Tournament 5 Site at the conclusion of each round.

L4.5. Tiebreakers

In the event two (2) or more Teams are tied in Round Score, the tie will be resolved by the following, in descending order of priority:

- Single Match Scores
 - Each tied Team's single highest Match Score is compared against all tied Teams' single highest Match Score. These may have been in the same or different Matches in the round for each tied Team. The Team that earned the highest single Match Score will win the tiebreaker. Example: Team 1 and Team 2 have tied Round Scores of 67. Team 1's highest single Match Score is 20 points in the first Match of the round and Team 2's highest single Match Score is 22 points in the second Match of the round. Team 2 would win the Single Match Score Tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional individual Match Scores are available. Example: Team 1's and Team 2's single highest Match Score is 20 points in Matches 1 & 3 respectively. Team 1's next highest single Match Score is 18 Points from Match 3, while Team 2's next highest single Match Score is 15 in Match 2. Team 1 would win the Single Match Score Tiebreaker. If two (2) or more teams are still tied after review of Single Match Scores, then ties will be resolved using Single Match Best Placement.
- Single Match Best Placement
 - Each tied Team's best placement in a single Match is compared against the best placement in a single match of all tied Teams. These best placements may have been in the same or different Matches for each tied Team. The Team with the best placement (lowest number) will win the tiebreaker. A 1st place finish in a single match is the best possible placement. This is repeated for all Matches played in the round until all ties are broken or no additional individual Matches are available. If two (2) or more teams are still tied after review of Single Match Scores and Single Match Best Placement, then ties will be resolved using Single Match Total Kills.
- Single Match Total Kills
 - Each tied Team's single highest total kills in a single Match is compared against all tied Teams' highest total kills in a single Match. The Team with the most kills in a single Match will win the tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional Matches are available.

L5. Tournament Schedule

L5.1. Applicable time zone

Each Region's Online Tournament will begin at 12:00 PM (noon) in the time zones for each Region below:

- Australia & New Zealand
 - AEST

- Japan
 - JST
- South Korea
 - KST
- Greater Southeast Asia
 - SGT
- Middle East & Africa
 - TRT
- Europe
 - BST
- North America
 - PDT
- South America
 - BRT

L5.2. Rounds and Finals start times

The Tournament schedule featuring the maximum number of Teams for Saturday, May 2, 2020 is:

- Round 1: 12:00 PM
- Round 2: 2:30 PM
- Round 3: 5:00 PM
- Round 4/Finals round for all Regions other than North America and Europe: 7:30 PM

Round 5 (Finals round for North America and Europe) will be on Sunday, May 3, 2020. See Section L5.3. Broadcast Finals for more details.

The specific start time of each round may vary from the schedule listed above. If a tournament round in North America or Europe has not started by 11:59 PM in the Region's applicable time zone on May 2, 2020, the remaining rounds will be completed on May 3, 2020. Specific start times for Matches will be available on the Tournament 5 Site on the day of the tournament.

L5.3. Broadcast Finals

The Finals for North America and Europe will be featured on broadcasts operated by EA. All Competitors on a Team must be in the in-Game Match lobby by 5:40 PM BST (Europe) or 5:40 PM PT (North America) on Sunday, May 3, 2020 to confirm their attendance. The first Match in these Finals will start at 6:00 PM BST (Europe) and 6:00 PM PT (North America).

A detailed broadcast schedule will be communicated to each participating Competitor via email prior to Sunday, May 3, 2020.

Teams that qualify for the broadcasted Finals may not change any member of their roster from May 2, 2020 until the conclusion of the Online Tournament 5.

L6. Match Rules

- The unique code(s) to join the appropriate Online Tournament Match in Apex Legends will be posted on the Tournament 5 Site. There may be unique codes for each group and round in the tournament.

- A guide detailing how to join an Online Tournament Match in Apex Legends will be emailed to each Competitor prior to the start of the tournament.
- Competitors are recommended to add LeagueOps@battlefy.com to their email contacts.
- Competitors may also request this guide by emailing ALGSLeagueOps@ea.com.
- Competitors may not share the code. In the event a Competitor shares the code, the Competitor and their Team may be subject to penalties as described in Section A6 Penalties in APPENDIX A.
 - Competitors that elect to stream their matches that display the code on their stream will be found to have shared the code.
 - Prior to the start of each Match, the Team Captain is required to enter the Team name in the custom in-Game lobby for each Match. The Team name provided in the lobby must match the Team name provided during registration on the Tournament 5 Site. The only permissible change to Team names in-Match are shortening of Team names in the event the character limit is reached.
 - Competitors must be present in the in-Game Match lobby at the scheduled start time for each Match detailed in Section L5 Tournament Schedule in order to participate in that match.
 - Matches may be started at the scheduled start time without all Competitors or Teams present.
 - Competitors or Teams that miss a Match may join the next Match in the round.
 - Matches may contain less than twenty (20) Teams and/or sixty (60) Competitors.
 - If there are less Teams in the Group than the number of advancing spots to the next Round, all Teams will advance.

L7. Additional Match Guidelines

L7.1. Gameplay Settings

- All settings in each Match will be the default settings of a Ranked Leagues match of Apex Legends.
- Matches for each region will be initially hosted on these datacenters:
 - North America: Iowa (any)
 - Europe: Frankfurt (any)
 - South America: São Paulo (any)
 - Australia & New Zealand: Sydney (any)
 - Japan: Tokyo (any)
 - South Korea: Seoul (any)
 - Greater Southeast Asia: Singapore (any)
 - Middle East & Africa: Frankfurt (any)
- If there are technical or connection issues that require a Match be hosted on a different datacenter than specified above, the information about the new datacenter will be posted on the Tournament 5 Site.

L7.2. Map(s)

- All Matches will be played on one of the following map(s):
 - World's Edge & Kings Canyon
 - Round of 320:
 - Matches 1 & 2: King's Canyon
 - Matches 3 & 4: World's Edge
 - Round of 160:
 - Matches 1 & 2: World's Edge

- Matches 3 & 4: Kings Canyon
- Round of 80:
- Matches 1 & 2: Kings Canyon
- Matches 3 & 4: World's Edge
- Round of 40:
- Matches 1 & 2: World's Edge
- Matches 3 & 4: Kings Canyon
- Round of 20
- Matches 1 & 2: Kings Canyon
- Matches 3, 4 & 5: World's Edge

L7.3. General Rules

- Competitors are responsible for their equipment and network connection during the tournament.
- Competitors that choose to stream their matches must utilize a minimum five (5) minute delay.
- Competitors may not quit out of a Match before it has ended and they have returned to the Game Lobby.
- Competitors may not intentionally delay the start of a Match.
- Competitors may not use any game-changing scripts or programs.
- Competitors may not exploit a game mechanic to enter and exit the 30-second "out-of-bounds" kill timer.
 - Examples of this include repeatedly using a zipline, grapple, portal, balloon, or other character ability to repeatedly enter the same area that activates the "out-of-bounds" timer.
- Competitors may not intentionally exploit one-sided textures on map geometry to block or avoid any incoming damage that would have otherwise connected without the exploited geometry.
- Competitors may not hide inside of map geometry.
- Competitors may not intentionally hide behind invisible walls on the map.
- Competitors may not fire their weapon while in the Downed state.
- Competitors may not fire their weapon while reviving another player.
- Competitors may not exploit Legend abilities to gain an unintended competitive advantage, including any exploit that may reduce the cooldown of a Legend's Tactical or Ultimate abilities.
- Competitors may not exploit Weapon Inspect or Reload glitches in order to increase a weapon's rate of fire.
- Competitors may not intentionally melee loot bins, supply drops, and/or respawn beacons in an effort to launch themselves or other players into the air.
- Competitors and Teams may not receive coaching during a Match. Communication of any kind between a Competitor and anyone other than a Competitor on their Team may be construed as coaching.
- Competitors may use a keyboard and mouse, a Playstation 4 controller, or an Xbox controller when competing in this event.
 - Competitors may not utilize Macro functions on an input device.
 - Competitors may not utilize macros or scripts that result in actions, either in a series or simultaneously, to be executed in the game.
- Competitors may not utilize any third party applications or programs that may impact gameplay or give them an advantage over other Competitors.
- Teams are responsible for their own team communication during the event.

- Teams that participate in the North American and European Regional Finals may be required to join a specific Discord channel for communication during the broadcast.

L7.4. Glitches

- Any attempt to glitch the game is prohibited.
- In the event EA determines that an action, kill, move or any other in-game action was caused by an unauthorized glitch, EA, in its sole discretion, will decide the next course of action, which may include, but is not limited to restarting the Match or penalizing the team according to the Section A6 Penalties in APPENDIX A.

L7.5. Disconnects & Game Start

- Matches will continue if players disconnect or fail to load into the game.
- If more than one-fifth of the Competitors in a group’s in-Game Match lobby disconnect during a game or fail to load into a game, or a Match is unable to be concluded, the Tournament Official may add an additional Match to the round for that group.

L7.6 Game Files

Competitors may only add or edit the following Game files:

- local.cfg
- autoexec.cfg

Competitors may only add or edit the following lines in the files specified above:

- fps_max
- mat_letterbox_aspect_goal
- mat_letterbox_aspect_threshold

L8. Prizing

The following prizes for Online Tournament 5 will be distributed to Teams as stated below based on their finishing rank in Online Tournament 5 in their respective region. All prizes listed below will be distributed equally among the three (3) Competitors on the Team who participated in Online Tournament 5.

L8.1 Online Tournament 5 Australia & New Zealand, Greater Southeast Asia, Korea, Japan, Middle East & Africa, and South America Prizes

Finishing Rank	Prize Amount (all amounts in USD)
1 (Tournament Winners)	\$3,600
2	\$2,220
3	\$1,380

4	\$990
5	\$810

L8.2 Online Tournament 5 North America & Europe Prizes

Finishing Rank	Prize Amount (all amounts in USD)
1 (Tournament Winners)	\$7,200
2	\$4,410
3	\$2,790
4	\$2,010
5	\$1,650
6	\$1,410
7	\$1,185
8	\$975
9	\$780
10	\$590

APPENDIX M: ONLINE TOURNAMENT 6 RULES

M1. Overview

Online Tournament 6, the 6th Online Tournament in the ALGS, will be held online from May 30, 2020 to May 31, 2020 and features separate tournaments for each Region.

Online Tournament 6 uses single-elimination gameplay with multiple rounds of competition. Teams' results after a set number of Matches in each round will be compared to determine advancement to the next round. Results after a set number of Matches in the Finals round will be compared to determine the tournament winners for each Region.

M2. Additional Eligibility Requirements

Each Competitor on a Team must attain the rank of Gold IV or higher in Apex Legends Ranked Leagues Series 4, Split 1 on the PC platform using the EA Account used to register for the ALGS by 2:00 PM Pacific Time ("PT") on Thursday, May 28, 2020 in order to participate in Online Tournament 6.

M3. Registration and Check-in

To register for Online Tournament 6, each Team is required to complete the following steps before 12:00 PM PT on Thursday, May 28, 2020 ("Tournament 6 Registration Deadline"):

- Team Captain: Go to the Battlefy Online Tournament 6 webpage ("Tournament 6 Site") at [Battlefy.com/algs](https://battlefy.com/algs), select the appropriate tournament and click the "Join Tournament" button;
- Team Captain: On the Tournament 6 Site, set the Team lineup by selecting the Competitors who will participate in the tournament from the Team roster and send these Competitors an invite to join the tournament;
- Other participating Competitors on the Team: Accept the invite to join the tournament; and
- All Competitors on the Team: Read and accept the Official Rules.

Registered Teams are required to check-in to the Online Tournament on the Tournament 6 Site starting one (1) hour prior to and up until the start of the tournament to confirm their attendance. Competitors are required to check in using the EA Account ID provided during the ALGS registration process on the Registration Site. Once all Competitors on a Team have checked-in, the Team will be seeded into Online Tournament 6.

The Team roster may be edited up until the Tournament 6 Registration Deadline, at which point Team rosters will be considered locked for Online Tournament 6.

M4. Tournament Format

M4.1. Maximum Number of Teams

The North America & Europe Regions will each feature a maximum of 320 Teams. All other Regions will each feature a maximum of 160 Teams.

M4.2. Seeding & Grouping

Teams will be randomly distributed into groups of up to twenty (20) at the start of the tournament. Teams will be randomly seeded within these groups.

M4.3. Rounds, Finals, and Winner Determination

All Teams will be initially placed into Round 1. The total number of rounds in the tournament will vary pending the final amount of Teams that check-in to the tournament on the day of the competition, but will feature a maximum number of rounds. North America & Europe Regions will have a maximum of five (5) rounds, including the Finals round. All other Regions will have a maximum of four (4) rounds, including the Finals round.

Each round prior to the Finals will feature four (4) Matches, with Teams accumulating points in each Match. The points awarded are described in Section M4.4 Scoring.

After all Matches are completed in a given round, the Teams with the round's highest Round Scores (as described in Section M4.4 Scoring) in each group advance to the next round or, if twenty (20) or fewer total Teams remain across all groups, the Finals. The exact number of teams that will advance to the next round from each group will be announced to the Teams on the Tournament 6 Site after check-in has closed on the first day of the tournament. The remaining Teams will be eliminated from the event.

Each round will attempt to feature the maximum number of Teams in each group, and the number of Teams that advance to the next round in the competition may vary from one group to another.

The Finals will feature five (5) Matches, with Teams accumulating points in each Match. The points awarded are described in Section M4.4 Scoring. After all Matches are completed in the Finals, the Teams with the round's highest Round Scores (as described in Section M4.4 Scoring) are declared the winners of Online Tournament 6 for that Region.

M4.4. Scoring

At the end of each Match, Teams are awarded points for their placement and the Team's total number of kills ("Match Score").

The points awarded in each Match are:

- Placement
 - 1st: 12
 - 2nd: 9
 - 3rd: 7
 - 4th: 5
 - 5th: 4
 - 6th – 7th: 3
 - 8th – 10th: 2
 - 11th – 15th: 1
 - 16th – 20th: 0
- Kills
 - 1 for each kill

If a Team misses a Match (no Competitors from the Team competed in the Match), then the Team receives a Match Score of zero (0) for that Match.

At the end of each round, a Team's total points will include the Team's Match Scores for all Matches in that round ("Round Score").

The final scores of each Match and round will be reported by a Battlefy Tournament Official. The final standings of each Round will be communicated via the Tournament 6 Site at the conclusion of each round.

M4.5. Tiebreakers

In the event two (2) or more Teams are tied in Round Score, the tie will be resolved by the following, in descending order of priority:

- Single Match Scores
 - Each tied Team's single highest Match Score is compared against all tied Teams' single highest Match Score. These may have been in the same or different Matches in the round for each tied Team. The Team that earned the highest single Match Score will win the tiebreaker. Example: Team 1 and Team 2 have tied Round Scores of 67. Team 1's highest single Match Score is 20 points in the first Match of the round and Team 2's highest single Match Score is 22 points in the second Match of the round. Team 2 would win the Single Match Score Tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional individual Match Scores are available. Example: Team 1's and Team 2's single highest Match Score is 20 points in Matches 1 & 3 respectively. Team 1's next highest single Match Score is 18 Points from Match 3, while Team 2's next highest single Match Score is 15 in Match 2. Team 1 would win the Single Match Score Tiebreaker. If two (2) or more teams are still tied after review of Single Match Scores, then ties will be resolved using Single Match Best Placement.
- Single Match Best Placement
 - Each tied Team's best placement in a single Match is compared against the best placement in a single match of all tied Teams. These best placements may have been in the same or different Matches for each tied Team. The Team with the best placement (lowest number) will win the tiebreaker. A 1st place finish in a single match is the best possible placement. This is repeated for all Matches played in the round until all ties are broken or no additional individual Matches are available. If two (2) or more teams are still tied after review of Single Match Scores and Single Match Best Placement, then ties will be resolved using Single Match Total Kills.
- Single Match Total Kills
 - Each tied Team's single highest total kills in a single Match is compared against all tied Teams' highest total kills in a single Match. The Team with the most kills in a single Match will win the tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional Matches are available.

M5. Tournament Schedule

M5.1. Applicable time zone

Each Region's Online Tournament will begin at 12:00 PM (noon) in the time zones for each Region below:

- Australia & New Zealand
 - AEST

- Japan
 - JST
- South Korea
 - KST
- Greater Southeast Asia
 - SGT
- Middle East & Africa
 - TRT
- Europe
 - BST
- North America
 - PDT
- South America
 - BRT

M5.2. Rounds and Finals start times

The Tournament schedule featuring the maximum number of Teams for Saturday, May 30, 2020 is:

- Round 1: 12:00 PM
- Round 2: 2:30 PM
- Round 3: 5:00 PM
- Round 4/Finals round for all Regions other than North America and Europe: 7:30 PM

Round 5 (Finals round for North America and Europe) will be on Sunday, May 31, 2020. See Section M5.3 Broadcast Finals for more details.

The specific start time of each round may vary from the schedule listed above. Specific start times for Matches will be available on the Tournament 6 Site on the day of the tournament.

M5.3. Broadcast Finals

The Finals for North America and Europe will be featured on broadcasts operated by EA. All Competitors on a Team must be in the in-Game Match lobby by 5:40 PM BST (Europe) or 5:40 PM PT (North America) on Sunday, May 31, 2020 to confirm their attendance. The first Match in these Finals will start at 6:00 PM BST (Europe) and 6:00 PM PT (North America).

A detailed match schedule will be available on the Tournament 6 site prior to Sunday, May 31, 2020.

Teams that qualify for the broadcasted Finals may not change any member of their roster from Saturday, May 30, 2020 until the conclusion of the Online Tournament 6.

M6. Match Rules

- The unique code(s) to join the appropriate Online Tournament Match in Apex Legends will be posted on the Tournament 6 Site. There may be unique codes for each group and round in the tournament.
 - A guide detailing how to join an Online Tournament Match in Apex Legends will be emailed to each Competitor prior to the start of the tournament.
 - Competitors are recommended to add LeagueOps@battlefy.com to their email contacts.

- Competitors may also request this guide by emailing ALGSLeagueOps@ea.com.
- Competitors may not share the code. In the event a Competitor shares the code, the Competitor and their Team may be subject to penalties as described in Section A6 Penalties in APPENDIX A.
 - Competitors that elect to stream their matches that display the code on their stream will be found to have shared the code.
 - Prior to the start of each Match, the Team Captain is required to enter the Team name in the custom in-Game lobby for each Match. The Team name provided in the lobby must match the Team name provided during registration on the Tournament 6 Site. The only permissible change to Team names in-Match are shortening of Team names in the event the character limit is reached.
 - Competitors must be present in the in-Game Match lobby at the scheduled start time for each Match detailed in Section M5 Tournament Schedule in order to participate in that match.
 - Matches may be started at the scheduled start time without all Competitors or Teams present.
 - Competitors or Teams that miss a Match may join the next Match in the round.
 - Matches may contain less than twenty (20) Teams and/or sixty (60) Competitors.
 - If there are less Teams in the Group than the number of advancing spots to the next Round, all Teams will advance.

M7. Additional Match Guidelines

M7.1. Gameplay Settings

- All settings in each Match will be the default settings of a Ranked Leagues match of Apex Legends.
 - Matches for each region will be initially hosted on these datacenters:
 - North America: Iowa (any)
 - Europe: Amsterdam (any)
 - South America: São Paulo (any)
 - Australia & New Zealand: Sydney (any)
 - Japan: Tokyo (any)
 - South Korea: Tokyo (any)
 - Greater Southeast Asia: Singapore (any)
 - Middle East & Africa: Frankfurt (any)
 - If there are technical or connection issues that require a Match to be hosted on a different datacenter than specified above, the information about the new datacenter will be posted on the Tournament 6 Site.

M7.2. Map(s)

- All Matches will be played on one of the following map(s):
 - World's Edge & Kings Canyon
 - Round of 320:
 - Matches 1 & 2: World's Edge
 - Matches 3 & 4: Kings Canyon
 - Round of 160:
 - Matches 1 & 2: Kings Canyon
 - Matches 3 & 4: World's Edge
 - Round of 80:
 - Matches 1 & 2: World's Edge

- Matches 3 & 4: Kings Canyon
- Round of 40:
- Matches 1 & 2: Kings Canyon
- Matches 3 & 4: World's Edge
- Round of 20
- Matches 1 & 2: World's Edge
- Matches 3, 4 & 5: Kings Canyon

M7.3. General Rules

- Competitors are responsible for their equipment and network connection during the tournament.
- Competitors that choose to stream their matches must utilize a minimum five (5) minute delay.
- Competitors may not quit out of a Match before it has ended and they have returned to the Game Lobby.
- Competitors may not intentionally delay the start of a Match.
- Competitors may not use any game-changing scripts or programs.
- Competitors may not exploit a game mechanic to enter and exit the 30-second "out-of-bounds" kill timer.
 - Examples of this include repeatedly using a zipline, grapple, portal, balloon, or other character ability to repeatedly enter the same area that activates the "out-of-bounds" timer.
- Competitors may not intentionally exploit one-sided textures on map geometry to block or avoid any incoming damage that would have otherwise connected without the exploited geometry.
- Competitors may not hide inside of map geometry.
- Competitors may not intentionally hide behind invisible walls on the map.
- Competitors may not fire their weapon while in the Downed state.
- Competitors may not fire their weapon while reviving another player.
- Competitors may not exploit Legend abilities to gain an unintended competitive advantage, including any exploit that may reduce the cooldown of a Legend's Tactical or Ultimate abilities.
- Competitors may not exploit Weapon Inspect or Reload glitches in order to increase a weapon's rate of fire.
- Competitors may not intentionally melee loot bins, supply drops, and/or respawn beacons in an effort to launch themselves or other players into the air.
- Competitors and Teams may not receive coaching during a Match. Communication of any kind between a Competitor and anyone other than a Competitor on their Team may be construed as coaching.
- Competitors may not in any way communicate with other ALGS Competitors, with the exception of other Competitors on their own Team, during the tournament.
- Competitors may use a keyboard and mouse, a Playstation 4 controller, or an Xbox controller when competing in this event.
 - Competitors may not utilize Macro functions on an input device.
 - Competitors may not utilize macros or scripts that result in actions, either in a series or simultaneously, to be executed in the game.
- Competitors may not utilize any third party applications or programs that may impact gameplay or give them an advantage over other Competitors.
- Teams are responsible for their own team communication during the event.

- Teams that participate in the North American and European Regional Finals may be required to join a specific Discord channel for communication during the broadcast.

M7.4. Glitches

- Any attempt to glitch the game is prohibited.
- In the event EA determines that an action, kill, move or any other in-game action was caused by an unauthorized glitch, EA, in its sole discretion, will decide the next course of action, which may include, but is not limited to restarting the Match or penalizing the team according to the Section A6 Penalties in APPENDIX A.

M7.5. Disconnects & Game Start

- Matches will continue if players disconnect or fail to load into the game.
- If a player disconnects from a Match, they may attempt to rejoin the game using the in-Game reconnect feature.
- If more than one-fifth of the Competitors in a group’s in-Game Match lobby disconnect during a game or fail to load into a game, or a Match is unable to be concluded, the Tournament Official may add an additional Match to the round for that group.

M7.6 Game Files

Competitors may only add or edit the following Game files:

- local.cfg
- autoexec.cfg

Competitors may only add or edit the following lines in the files specified above:

- fps_max
- mat_letterbox_aspect_goal
- mat_letterbox_aspect_threshold

M8. Prizing

The following prizes for Online Tournament 6 will be distributed to Teams as stated below based on their finishing rank in Online Tournament 6 in their respective region. All prizes listed below will be distributed equally among the three (3) Competitors on the Team who participated in Online Tournament 6.

M8.1 Online Tournament 6 Australia & New Zealand, Greater Southeast Asia, Korea, Japan, Middle East & Africa, and South America Prizes

Finishing Rank	Prize Amount (all amounts in USD)
1 (Tournament Winners)	\$3,600
2	\$2,220

3	\$1,380
4	\$990
5	\$810

M8.2 Online Tournament 6 North America & Europe Prizes

Finishing Rank	Prize Amount (all amounts in USD)
1 (Tournament Winners)	\$7,200
2	\$4,410
3	\$2,790
4	\$2,010
5	\$1,650
6	\$1,410
7	\$1,185
8	\$975
9	\$780
10	\$590

APPENDIX N: SUMMER CIRCUIT

N1. Overview

The Summer Circuit is a series of online video game competitions within the ALGS. Each tournament in the Summer Circuit, except for the Last Chance Qualifiers, will award ALGS Points to the Competitors on the top placing Teams.

The Summer Circuit consists of:

- Four (4) preliminary Online Tournaments (each, a “SC OT”), each with two (2) stages, further described in **Section N3**;
- An online Last Chance Qualifier (“SC LCQ,” described in **Section N4**) for each Region; and
- An online playoffs event (“SC Playoffs,” described in **Section N5**) for each Super Region.

A Team qualifies for the SC Playoffs through placement in a SC OT or SC LCQ.

N2. Registration and Additional Eligibility Requirements

The registration process and any additional eligibility requirements for each event will be communicated in the event-specific rules.

N3. Preliminary Online Tournaments

Each preliminary Online Tournament will be held over two (2) separate days of competition, with the first stage (“Regional Stage”) on Day 1, and the second stage (“Super Regional Stage”) on Day 2. The Regional Stage will be separated by Regions or Super Regions. The Super Regional Stage will be separated by Super Regions. The exact schedule and format will be announced in the event-specific rules.

N3.1. Regional Stage

The Regional Stage may feature multiple rounds of competition, including a final round in this stage (“Regional Stage Finals”), the round immediately preceding the final round (“Regional Stage Semifinals”) and round immediately preceding the Regional Stage Semifinals (“Regional Stage Quarterfinals”). The total number of rounds in this stage will vary pending the final amount of Teams that check-in to the tournament on the day of the competition, but will feature a maximum number of rounds.

Each round will include a series of matches.

Teams may register for one (1) Regional Stage, subject to **Section 4.2.1.3. Regional Restrictions and Requirements**, for each preliminary Online Tournament.

The top Teams, as determined by finishing placement in each Regional Stage, will advance to the Super Regional Stage for their Super Region. The exact breakdown of advancing Teams will be announced in the event-specific rules.

N3.2. Super Regional Stage

The Super Regional Stage will feature twenty (20) Teams in a single series of matches.

Top placing Teams in each Super Regional Stage may qualify for:

- Starting placement in the Super Regional Stage of the following SC OT; and
- SC Playoffs.

These top placing Teams are required to maintain at least two (2) Competitors from the qualifying event roster to maintain their starting placement in the Super Regional Stage of the following SC OT.

The exact number of qualifying Teams for Super Regional Stage starting placement will be announced in each event-specific rules.

N4. Last Chance Qualifiers

Teams that have not already qualified for the SC Playoffs may compete in their Region's SC LCQ for an opportunity to qualify for the SC Playoffs. A Team cannot participate in more than one (1) SC LCQ. The format and schedule will be detailed in the event-specific rules.

N5. SC Playoffs

The SC Playoffs are the pinnacle event in the Summer Circuit. Qualified Teams compete in the SC Playoffs for their Super Region.

N5.1 Schedule and Registration

The exact schedule will be announced in the event-specific rules.

All Teams that qualify for the SC Playoffs must complete the separate registration process for the SC Playoffs. Details on how to register will be included in the event-specific rules.

N5.2. Qualification

Teams qualify for the SC Playoffs through one of the following methods:

- Preliminary Online Tournaments
 - The top three (3) Teams, as determined by finishing placement in the Super Regional Stage, from each Preliminary Online Tournament will qualify to participate in the SC Playoffs ("SC OT Playoffs Teams").
 - After qualifying, SC OT Playoffs Teams may continue to participate in additional preliminary Online Tournaments to improve their Playoffs seeding.
 - SC OT Playoffs Teams must maintain at least two (2) Competitors from the qualifying event roster in their locked rosters for any subsequent SC OTs and the SC Playoffs in order to retain their qualification for the SC Playoffs. If a Competitor joins a new Team (i.e., a team that does not include either of their teammates from the qualifying roster) for a subsequent SC OT or SC LCQ, that Competitor will be removed from the SC OT Playoffs Team.
 - SC OT Playoffs Teams that check in for the fourth preliminary Online Tournament in the Summer Circuit ("SC OT4") may not make any roster changes between the conclusion of SC OT4 and the Playoffs Roster Lock Date.

- Summer Circuit ALGS Points
 - The top four (4) to sixteen (16) Teams with the highest cumulative total ALGS Points earned in the Summer Circuit will qualify for the SC Playoffs.
 - The exact number will depend upon the number of repeated winners among Teams qualifying by way of preliminary Online Tournaments and how many spots are forfeited due to roster changes.
 - This qualification method is open only to Teams who have not already qualified for the Playoffs and who check in for SC OT4.
 - Total ALGS Points earned in the Summer Circuit will be calculated following the conclusion of the SC OT4 and will include the ALGS Points earned across all SC OTs by each Competitor on a Team's SC OT4 locked roster.
 - After qualifying through this method, Teams are required to register for the SC Playoffs with the same three (3) Competitors from their qualifying roster.
- Last Chance Qualifiers
 - The top two (2) Teams, as determined by finishing placement in each Region's SC LCQ, will advance to the SC Playoffs for their Super Region.
 - These Teams may not change any member of their Team after qualifying for the SC Playoffs.

If a Team has qualified for the SC Playoffs ("SC Playoffs Qualified Team") and later forfeits their spot, the next top-placing Team from the SC LCQ, as defined by finishing placement in the SC LCQ, from the forfeited Team's Region will advance to the SC Playoffs.

SC Playoffs Qualified Teams are required to confirm their intent to register for the SC Playoffs by responding to the email sent by ALGSLeagueOps@EA.com by Thursday, August 13, 2020.

N5.3. Format

The SC Playoffs will feature twenty (20) Teams in a single series of matches.

N5.3.1 Seeding

Teams will be seeded by their cumulative total ALGS Points earned across all SC OTs.

Teams that qualify through a Last Chance Qualifier will be seeded below other qualified teams.

In the event Teams are tied in cumulative total ALGS Points earned across all SC OTs, all tied Teams will be awarded the points detailed in N5.3.2 for the seed.

N5.3.2 Scoring

The top ten (10) seeded Teams that qualify for the Playoffs through SC OTs or by Summer Circuit ALGS Points will start the SC Playoffs with points as follows:

- 1st seed = 10 points
- 2nd seed = 9 points
- 3rd seed = 8 points
- 4th seed = 7 points
- 5th seed = 6 points

- 6th seed = 5 points
- 7th seed = 4 points
- 8th seed = 3 points
- 9th seed = 2 points
- 10th seed = 1 point

At the end of each match, Teams are awarded points for their placement and the Team's total number of kills ("Match Score").

The points awarded in each match are:

- Placement
 - 1st: 12
 - 2nd: 9
 - 3rd: 7
 - 4th: 5
 - 5th: 4
 - 6th – 7th: 3
 - 8th – 10th: 2
 - 11th – 15th: 1
 - 16th – 20th: 0
- Kills
 - 1 for each kill

N5.3.3 Match Point

The SC Playoffs Champion will be determined using the Match Point mechanic.

Once a Team reaches fifty (50) points ("Match Point Threshold"), it is "Match Point Eligible."

Once a Team is Match Point Eligible, winning a Match (placing first) after the Match in which they reach the Match Point Threshold will result in them being declared winners of the SC Playoffs.

After a Team has been declared the winners of the SC Playoffs, the remaining Teams will be ranked 2nd-20th based on their total Match Scores earned during the SC Playoffs ("Total SC Playoffs Points").

N6. Summer Circuit Prizes and ALGS Points

The Summer Circuit will award a total of USD \$500,000.00. See **Section 6 Prizes** for exact prizing details.

The Summer Circuit will award ALGS Points according to **Section E4 Summer Circuit** of APPENDIX E.

Competitors may request their Team's current total Summer Circuit ALGS Points by emailing ALGSLeagueOps@ea.com.

APPENDIX O: SUMMER CIRCUIT PRELIMINARY ONLINE TOURNAMENT 1 RULES

O1. Overview

The 1st preliminary Online Tournament in the Summer Circuit (“SC OT1”), will be held online from Saturday, June 20, 2020 to Sunday, June 21, 2020.

SC OT1 uses single-elimination gameplay with multiple rounds and stages of competition. In the Regional Stage, Teams’ results after a set number of Matches in each round will be compared to determine advancement to the next round. Results after a set number of Matches in the Finals round will be compared to advance Teams to the Super Regional Stage for each Super Region. In the Super Regional Stage, results after a set number of Matches will be compared to determine the tournament winners for each Super Region.

O2. Additional Eligibility Requirements

Each Competitor on a Team must attain the rank of Gold IV (4) or higher in Apex Legends Ranked Leagues Series 4, Split 1 on the PC platform using the EA Account used to register for the ALGS by 2:00 PM Pacific Time (“PT”) on Thursday, June 18, 2020 in order to participate in SC OT1.

O3. Registration and Check-in

To register for SC OT1, each Team is required to complete the following steps before 12:00 PM PT on Thursday, June 18, 2020:

- Team Captain: Go to the Battlefy SC OT1 webpage (“SC OT1 Site”) at [Battlefy.com/leagues/alg](https://battlefy.com/leagues/alg)s, select the appropriate Regional Stage tournament and click the “Join Tournament” button;
- Team Captain: On the SC OT1 Site, set the Team lineup by selecting the Competitors who will participate in the tournament from the Team roster and send these Competitors an invite to join the tournament;
- Other participating Competitors on the Team: Accept the invite to join the tournament; and
- All Competitors on the Team: Read and accept the Official Rules.

For each stage of the competition, registered Teams are required to check-in to the Online Tournament on the SC OT1 Site starting one (1) hour prior to and up until the start of each tournament stage to confirm their attendance. Competitors are required to check in using the EA Account ID provided during the ALGS registration process on the Registration Site. Once all Competitors on a Team have checked-in, the Team will be seeded into SC OT1.

The Team roster may be edited up until the SC OT1 Roster Lock Date of 12:00 PM PT on Thursday, June 18, 2020, at which point Team rosters will be considered locked for SC OT1.

O4. Tournament Format

This tournament will feature two (2) separate stages of competition, a Regional and a Super Regional Stage. All Teams will begin the tournament in the Regional Stage and the top placing Teams from each Region will advance to the Super Regional Stage for their Super Region.

O4.1. Regional Stage

O4.1.1. Maximum Number of Teams

The North America & Europe Regions will each feature a maximum of 320 Teams. All other Regions will each feature a maximum of 160 Teams.

O4.1.2. Seeding & Grouping

Teams will be randomly distributed into groups of up to twenty (20) at the start of the tournament. Teams will be randomly seeded within these groups.

O4.1.3. Rounds and Advancement

All Regions will have a maximum of four (4) rounds, including the Finals round.

Each round, except for the final round, will feature four (4) Matches. The final round will feature five (5) Matches.

Teams accumulate points in each Match; the points awarded are described in **Section O4.4 Scoring**.

All Teams will be initially placed into Round 1. After all Matches are completed in a given round, the Teams with the round's highest Round Scores (as described in **Section O4.4 Scoring**) in each group advance to the next round. For South America, Middle East & Africa, Australia & New Zealand, South Korea ("SC Region 2") tournaments, when twenty (20) or fewer total advancing Teams remain across all groups, these Teams advance to the Finals. For North America, Europe, Greater Southeast Asia, Japan ("SC Region 1") tournaments, when forty (40) or fewer total advancing Teams remain across all groups, these Teams advance to the Finals. The remaining Teams will be eliminated from the event.

The exact number of teams that will advance to the next round from each group will be announced to the Teams on the SC OT1 Site after check-in has closed on the first day of the tournament.

Each round will attempt to feature the maximum number of Teams in each group, and the number of Teams that advance to the next round in the competition may vary from one group to another.

SC Region 1 tournaments will have two (2) groups of up to twenty (20) Teams each in the Finals. SC Region 2 tournaments will have one (1) group of up to twenty (20) Teams in the Finals.

After all Matches are completed in the Finals, the top finishing Teams with the round's highest Round Scores in each group advance to the Super Regional Stage. The top placing Teams from each Region will advance to the Super Regional Stage for their Super Region as follows:

- North America, Europe, Greater Southeast Asia, Japan
- Top eight (8) Teams from each Finals group per Region
- South America, Middle East & Africa, Australia & New Zealand, South Korea
- Top four (4) Teams per Region

Teams that qualify for the Super Regional Stage may not change any member of their roster from June 20, 2020 until the conclusion of the SC OT1.

O4.2. Super Regional Stage

The Super Regional Stage will feature one (1) round of competition with five (5) Matches, with Teams accumulating points in each Match. The points awarded are described in **Section O4.4 Scoring**.

O4.3. Winners Determination

After all Matches are completed in the Super Regional Stage, the Teams with the highest Round Scores (as described in **Section O4.4 Scoring**) in the Super Regional Stage are declared the winners of SC OT1 for that Super Region.

O4.4. Scoring

At the end of each Match, Teams are awarded points for their placement and the Team's total number of kills ("Match Score").

The points awarded in each Match are:

- Placement
 - 1st: 12
 - 2nd: 9
 - 3rd: 7
 - 4th: 5
 - 5th: 4
 - 6th – 7th: 3
 - 8th – 10th: 2
 - 11th – 15th: 1
 - 16th – 20th: 0
- Kills
 - 1 for each kill

If a Team misses a Match (no Competitors from the Team competed in the Match), then the Team receives a Match Score of zero (0) for that Match.

At the end of each round, a Team's total points will include the Team's Match Scores for all Matches in that round ("Round Score").

The final scores of each Match and round will be reported by a Battlefy Tournament Official. The final standings of each Round will be communicated via the SC OT1 Site at the conclusion of each round.

O4.5. Tiebreakers

In the event two (2) or more Teams are tied in Round Score, the tie will be resolved by the following, in descending order of priority:

- Single Match Scores
 - Each tied Team's single highest Match Score is compared against all tied Teams' single highest Match Score. These may have been in the same or different Matches in the round for each tied Team. The Team that earned the highest single Match Score will win the tiebreaker. Example: Team 1 and Team 2 have tied Round Scores of 67. Team 1's highest single Match Score is 20 points in the first Match of the round and Team 2's highest single Match Score is 22 points in the second Match of the round.

Team 2 would win the Single Match Score Tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional individual Match Scores are available. Example: Team 1's and Team 2's single highest Match Score is 20 points in Matches 1 & 3 respectively. Team 1's next highest single Match Score is 18 Points from Match 3, while Team 2's next highest single Match Score is 15 in Match 2. Team 1 would win the Single Match Score Tiebreaker. If two (2) or more teams are still tied after review of Single Match Scores, then ties will be resolved using Single Match Best Placement.

- Single Match Best Placement

- Each tied Team's best placement in a single Match is compared against the best placement in a single match of all tied Teams. These best placements may have been in the same or different Matches for each tied Team. The Team with the best placement (lowest number) will win the tiebreaker. A 1st place finish in a single match is the best possible placement. This is repeated for all Matches played in the round until all ties are broken or no additional individual Matches are available. If two (2) or more teams are still tied after review of Single Match Scores and Single Match Best Placement, then ties will be resolved using Single Match Total Kills.

- Single Match Total Kills

- Each tied Team's single highest total kills in a single Match is compared against all tied Teams' highest total kills in a single Match. The Team with the most kills in a single Match will win the tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional Matches are available.

O5. Tournament Schedule

O5.1. Applicable Time Zone

- Australia & New Zealand
 - AEST
- Japan
 - JST
- South Korea
 - KST
- Greater Southeast Asia
 - SGT
- Middle East & Africa
 - TRT
- Europe
 - BST
- North America
 - PDT
- South America
 - BRT

O5.2. Regional Stage Start Times

The Tournament start times for Saturday, June 20, 2020 by Region is:

- Australia & New Zealand, Japan, South Korea, Greater Southeast Asia, Middle East & Africa, and South America
 - 12:00 PM

- Europe and North America
- 10:00 AM

Each round is scheduled to last 150 minutes (2.5 hours) and will start following the conclusion of the previous Round.

The specific start time of each round may vary from the schedule listed above. Specific start times for Matches will be available on the SC OT1 Site on the day of the tournament.

O5.3. Super Regional Start Times and Broadcast

The Super Regional Stage for the Americas and EMEA Super Regions will be featured on broadcasts operated by EA. All Competitors on a Team must be in the in-Game Match lobby by 5:40 PM BST (EMEA) or 3:40 PM PT (Americas) on Sunday, June 21, 2020 to confirm their attendance. The first Match in these Finals will start at 6:00 PM BST (Europe) and 4:00 PM PT (North America).

O6. Match Rules

- The unique code(s) to join the appropriate Online Tournament Match in Apex Legends will be posted on the Tournament SC OT1 Site. There may be unique codes for each group and round in the tournament.
 - A guide detailing how to join an Online Tournament Match in Apex Legends will be emailed to each Competitor prior to the start of the tournament.
 - Competitors are recommended to add LeagueOps@battlefy.com to their email contacts.
 - Competitors may also request this guide by emailing ALGSLeagueOps@ea.com.
 - Competitors may not share the code. In the event a Competitor shares the code, the Competitor and their Team may be subject to penalties as described in **Section A6 Penalties** in APPENDIX A.
 - Competitors that elect to stream their matches that display the code on their stream will be found to have shared the code.
- Prior to the start of each Match, the Team Captain is required to enter the Team name in the custom in-Game lobby for each Match. The Team name provided in the lobby must match the Team name provided during registration on the SC OT1 Site. The only permissible change to Team names in-Match are shortening of Team names in the event the character limit is reached.
- Competitors must be present in the in-Game Match lobby at the scheduled start time for each Match detailed in **Section O5 Tournament Schedule** in order to participate in that match.
- Matches may be started at the scheduled start time without all Competitors or Teams present.
- Competitors or Teams that miss a Match may join the next Match in the round.
- Matches may contain less than twenty (20) Teams and/or sixty (60) Competitors.
- If there are less Teams in the Group than the number of advancing spots to the next Round, all Teams will advance.

O7. Additional Match Guidelines

The guidelines below are in addition to the guidelines noted in **Section C6**.

O7.1. Gameplay Settings

- Matches for each Region will be initially hosted on these datacenters:
 - North America: Iowa (any)
 - Europe: Frankfurt (any)

- South America: São Paulo (any)
- Australia & New Zealand: Sydney (any)
- Japan: Tokyo (any)
- South Korea: Seoul (any)
- Greater Southeast Asia: Singapore (any)
- Middle East & Africa: Frankfurt (any)
- Matches for each Super Region will be initially hosted on these datacenters:
 - Americas: Dallas (any)
 - EMEA: Frankfurt (any)
 - APAC North: Tokyo (any)
 - APAC South: Singapore (any)
- If there are technical or connection issues that require a Match be hosted on a different datacenter than specified above, the information about the new datacenter will be posted on the SC OT1 Site.

O7.2. Map(s)

- All Matches will be played on the following map:
 - World's Edge

O7.3. General Rules

- Competitors may use a keyboard and mouse, a Playstation 4 controller, or an Xbox controller when competing in this event.
 - Competitors may not utilize Macro functions on an input device.
 - Competitors may not utilize macros or scripts that result in actions, either in a series or simultaneously, to be executed in the game.
- Teams are responsible for their own team communication during the event.
 - Teams that participate in the Americas and EMEA Super Regional Stages may be required to join a specific Discord channel for communication during the broadcast.

O7.5. Disconnects & Game Start

- Matches will continue if players disconnect or fail to load into the game.
 - If a player disconnects from a Match, they may attempt to rejoin the game using the in-Game reconnect feature.
- If more than one-fifth of the Competitors in a group's in-Game Match lobby disconnect during a game or fail to load into a game, or a Match is unable to be concluded, the Tournament Official may add an additional Match to the round for that group.

O7.6 Game Files

Competitors may only add or edit the following Game files:

- local.cfg
- autoexec.cfg

Competitors may only add or edit the following lines in the files specified above:

- fps_max
- mat_letterbox_aspect_goal
- mat_letterbox_aspect_threshold

O8. Prizing

SC OT1 prize money breakdown is detailed in **Section 6 Prizes**.

The top ten (10) Teams, based on their finishing rank in SC OT1, per Super Region are also awarded with starting placement in the Super Regional Stage of SC OT 2.

APPENDIX P: SUMMER CIRCUIT PRELIMINARY ONLINE TOURNAMENT 2 RULES

P1. Overview

The 2nd preliminary Online Tournament in the Summer Circuit ("SC OT2"), will be held online from July 11, 2020 to July 12, 2020.

SC OT2 uses single-elimination gameplay with multiple rounds and stages of competition. In the Regional Stage, Teams' results after a set number of Matches in each round will be compared to determine advancement to the next round. Results after a set number of Matches in the Regional Stage Finals round will be compared to advance Teams to the Super Regional Stage for each Super Region. In the Super Regional Stage, results after a set number of Matches will be compared to determine the tournament winners for each Super Region.

P2. Additional Eligibility Requirements

Each Competitor on a Team must attain the rank of Gold IV or higher in Apex Legends Ranked Leagues Ranked Series 4, Split 2 on the PC platform using the EA Account used to register for the ALGS by 2:00 PM PT on July 9, 2020 in order to participate in SC OT2.

P3. Registration and Check-in

To register for SC OT2, each Team is required to complete the following steps before 12:00 PM PT on July 9, 2020:

- Team Captain: Go to the Battlefy SC OT2 webpage ("SC OT2 Site") at [Battlefy.com/leagues/alg](https://battlefy.com/leagues/alg)s, select the appropriate Regional Stage tournament and click the "Join Tournament" button;
- Team Captain: On the SC OT2 Site, set the Team lineup by selecting the Competitors who will participate in the tournament from the Team roster and send these Competitors an invite to join the tournament;
- Other participating Competitors on the Team: Accept the invite to join the tournament; and
- All Competitors on the Team: Read and accept the Official Rules.

For each stage of the competition, registered Teams are required to check-in to the Online Tournament on the SC OT2 Site starting one (1) hour prior to and up until the start of each tournament stage to confirm their attendance. Competitors are required to check in using the EA Account ID provided during the ALGS registration process on the Registration Site. Once all Competitors on a Team have checked-in, the Team will be seeded into SC OT2.

The Team roster may be edited up until the SC OT2 Roster Lock Date of July 9, 2020, at which point Team rosters will be considered locked for SC OT2.

Teams that participate in the Americas and EMEA Super Regional Stages are required to join a specific Discord channel for communication during the broadcast. The specific Discord channel to join will be provided to players via email following the conclusion of the Regional Stage.

P4. Tournament Format

This tournament will feature two (2) separate stages of competition, a Regional and a Super Regional Stage. The top ten (10) placing Teams from SC OT1 (each, a “SC OT2 Advanced Start Team”) from each Super Region will begin the tournament in the Super Regional Stage. All other Teams will begin the tournament in the Regional Stage, and the top placing Teams from the Regional Stage will advance to the Super Regional Stage for their Super Region.

The Regional Stage for Japan and South Korea will be separated by Super Region (APAC North). The Regional Stages for all other Regions will be separated by Region.

P4.1. Regional Stage

P4.1.1. Maximum Number of Teams

The North America & Europe Regions will each feature a maximum of 320 Teams. All other Regions will each feature a maximum of 160 Teams.

P4.1.2. Seeding & Grouping

Teams will be randomly distributed into groups of up to twenty (20) at the start of the tournament. Teams will be randomly seeded within these groups.

P4.1.3. Rounds and Advancement

All Regions will have a maximum of five (5) rounds, including the Regional Stage Finals round.

Each round, except for the Regional Stage Finals round, will feature four (4) Matches. The Regional Stage Finals round will feature five (5) Matches.

Teams accumulate points in each Match; the points awarded are described in **Section P4.4 Scoring**.

All Teams will be initially placed into Round 1. After all Matches are completed in a given round, the Teams with the round’s highest Round Scores (as described in **Section P4.4 Scoring**) in each group advance to the next round. When twenty (20) or fewer total advancing Teams remain across all groups, these Teams advance to the Regional Stage Finals.

The exact number of teams that will advance to the next round from each group will be announced to the Teams on the SC OT2 Site after check-in has closed on the first day of the tournament.

Each round will attempt to feature the maximum number of Teams in each group, and the number of Teams that advance to the next round in the competition may vary from one group to another.

After all Matches are completed in the Regional Stage Finals, the top finishing Teams with the round’s highest Round Scores in each group advance to the Super Regional Stage. The top placing Teams from the Regional Stage Finals will advance to the Super Regional Stage for their Super Region as follows:

- North America, Europe, Greater Southeast Asia
- Top eight (8) or more Teams per Region
- South America, Middle East & Africa, Australia & New Zealand
- Top two (2) or more Teams per Region
- APAC North (Japan and South Korea)

- Top ten (10) or more Teams

In the event an advancing Team or a SC OT2 Advanced Start Team forfeits their spot, the next top-placing Team, as defined by finishing placement in the SC OT2 Regional Stage Finals, from the forfeited Team's Region will advance to the SC OT2 Super Regional Stage.

Teams that qualify for the Super Regional Stage may not change any member of their roster from July 11, 2020 until the conclusion of the SC OT2.

P4.2. Super Regional Stage

The Super Regional Stage will feature one (1) round of competition with five (5) Matches, with Teams accumulating points in each Match. The points awarded are described in **Section P4.4 Scoring**. This stage will include Teams advancing from the Regional Stage of SC OT2 and SC OT2 Advanced Start Teams.

P4.3. Winners Determination

After all Matches are completed in the Super Regional Stage, the Teams with the highest Round Scores (as described in **Section P4.4 Scoring**) in the Super Regional Stage are declared the winners of SC OT2 for that Super Region.

P4.4. Scoring

At the end of each Match, Teams are awarded points for their placement and the Team's total number of kills ("Match Score").

The points awarded in each Match are:

- Placement
 - 1st: 12
 - 2nd: 9
 - 3rd: 7
 - 4th: 5
 - 5th: 4
 - 6th – 7th: 3
 - 8th – 10th: 2
 - 11th – 15th: 1
 - 16th – 20th: 0
- Kills
 - 1 for each kill

If a Team misses a Match (no Competitors from the Team competed in the Match), then the Team receives a Match Score of zero (0) for that Match.

At the end of each round, a Team's total points will include the Team's Match Scores for all Matches in that round ("Round Score").

The final scores of each Match and round will be reported by a Battlefy Tournament Official. The final standings of each Round will be communicated via the SC OT2 Site at the conclusion of each round.

P4.5. Tiebreakers

In the event two (2) or more Teams are tied in Round Score, the tie will be resolved by the following, in descending order of priority:

- Single Match Scores
 - Each tied Team's single highest Match Score is compared against all tied Teams' single highest Match Score. These may have been in the same or different Matches in the round for each tied Team. The Team that earned the highest single Match Score will win the tiebreaker. Example: Team 1 and Team 2 have tied Round Scores of 67. Team 1's highest single Match Score is 20 points in the first Match of the round and Team 2's highest single Match Score is 22 points in the second Match of the round. Team 2 would win the Single Match Score Tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional individual Match Scores are available. Example: Team 1's and Team 2's single highest Match Score is 20 points in Matches 1 & 3 respectively. Team 1's next highest single Match Score is 18 Points from Match 3, while Team 2's next highest single Match Score is 15 in Match 2. Team 1 would win the Single Match Score Tiebreaker. If two (2) or more teams are still tied after review of Single Match Scores, then ties will be resolved using Single Match Best Placement.
- Single Match Best Placement
 - Each tied Team's best placement in a single Match is compared against the best placement in a single match of all tied Teams. These best placements may have been in the same or different Matches for each tied Team. The Team with the best placement (lowest number) will win the tiebreaker. A 1st place finish in a single match is the best possible placement. This is repeated for all Matches played in the round until all ties are broken or no additional individual Matches are available. If two (2) or more teams are still tied after review of Single Match Scores and Single Match Best Placement, then ties will be resolved using Single Match Total Kills.
- Single Match Total Kills
 - Each tied Team's single highest total kills in a single Match is compared against all tied Teams' highest total kills in a single Match. The Team with the most kills in a single Match will win the tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional Matches are available.

P5. Tournament Schedule

P5.1. Regional Stage Applicable Time Zone

- Australia & New Zealand
 - AEST
- APAC North (Japan & South Korea)
 - JST
- Greater Southeast Asia
 - SGT
- Middle East & Africa
 - TRT
- Europe
 - BST
- North America
 - PDT
- South America

- BRT

P5.2. Regional Stage Start Times

The Tournament start times for July 11, 2020 by Region is:

- Australia & New Zealand, APAC North (Japan, South Korea), Greater Southeast Asia, Middle East & Africa, and South America
 - 12:00 PM
- Europe and North America
 - 10:00 AM

Each round is scheduled to last 150 minutes (2.5 hours) and will start following the conclusion of the previous Round.

The specific start time of each round may vary from the schedule listed above. Specific start times for Matches will be available on the SC OT2 Site on the day of the tournament.

P5.3. Super Regional Start Times and Broadcast

All Super Regional Stages will start at 6:00 PM in the time zones designated below:

- Americas
 - Central Daylight Time (CDT)
- EMEA
 - British Summer Time (BST)
- APAC North
 - Japan Standard Time (JST)
- APAC South
 - Australian Eastern Standard Time (AEST)

The Super Regional Stage for the Americas and EMEA Super Regions will be featured on broadcasts operated by EA. All Competitors on a Team must be in the in-Game Match lobby by 5:40 PM BST (EMEA) or 3:40 PM PT (5:40 PM CDT) (Americas) on July 12, 2020 to confirm their attendance.

P6. Match Rules

- The unique code(s) to join the appropriate Online Tournament Match in Apex Legends will be posted on the Tournament SC OT2 Site. There may be unique codes for each group and round in the tournament.
 - A guide detailing how to join an Online Tournament Match in Apex Legends will be emailed to each Competitor prior to the start of the tournament.
 - Competitors are recommended to add LeagueOps@battlefy.com to their email contacts.
 - Competitors may also request this guide by emailing ALGSLeagueOps@ea.com.
 - Competitors may not share the code. In the event a Competitor shares the code, the Competitor and their Team may be subject to penalties as described in **Section A6 Penalties** in APPENDIX A.
 - Competitors that elect to stream their matches that display the code on their stream will be found to have shared the code.
- Prior to the start of each Match, the Team Captain is required to enter the Team name in the custom in-Game lobby for each Match. The Team name provided in the lobby must match the Team

name provided during registration on the SC OT2 Site. The only permissible change to Team names in-Match are shortening of Team names in the event the character limit is reached.

- Competitors must be present in the in-Game Match lobby at the scheduled start time for each Match detailed in **Section P5 Tournament Schedule** in order to participate in that match.
- Matches may be started at the scheduled start time without all Competitors or Teams present.
- Competitors or Teams that miss a Match may join the next Match in the round.
- Matches may contain less than twenty (20) Teams and/or sixty (60) Competitors.
- If there are less Teams in the Group than the number of advancing spots to the next Round, all Teams will advance.

P7. Additional Match Guidelines

The guidelines below are in addition to the guidelines noted in **Section C6**.

P7.1. Gameplay Settings

- The items detailed below have been altered from default match settings in Apex Legends:
 - Legendary (Gold) Knockdown Shield - REMOVED
- Matches for each Regional Stage will be initially hosted on these datacenters:
 - North America: Iowa (any)
 - Europe: Frankfurt (any)
 - South America: São Paulo (any)
 - Australia & New Zealand: Sydney (any)
 - APAC North (Japan and South Korea): Tokyo (any)
 - Greater Southeast Asia: Singapore (any)
 - Middle East & Africa: Frankfurt (any)
- Matches for each Super Regional Stage will be initially hosted on these datacenters:
 - Americas: Dallas (any)
 - EMEA: Frankfurt (any)
 - APAC North: Tokyo (any)
 - APAC South: Singapore (any)
- If there are technical or connection issues that require a Match be hosted on a different datacenter than specified above, the information about the new datacenter will be posted on the SC OT2 Site.

P7.2. Map(s)

- All Matches will be played on the following maps:
 - World's Edge
 - Kings Canyon
- The Maps for each Match by Round in the Regional Stage are:
 - Round of 320:
 - Matches 1 & 2: World's Edge
 - Matches 3 & 4: Kings Canyon
 - Round of 160:
 - Matches 1 & 2: Kings Canyon
 - Matches 3 & 4: World's Edge
 - Round of 80:
 - Matches 1 & 2: World's Edge

- Matches 3 & 4: Kings Canyon
- Round of 40:
- Matches 1 & 2: Kings Canyon
- Matches 3 & 4: World's Edge
- Round of 20:
- Matches 1 & 2: World's Edge
- Matches 3, 4, & 5: Kings Canyon
- The Maps for each Match in the Super Regional Stage are:
- Matches 1 & 2: Kings Canyon
- Matches 3, 4, & 5: World's Edge

P7.3. General Rules

- Competitors may use a keyboard and mouse, a Playstation 4 controller, or an Xbox controller when competing in this event.
- Competitors may not utilize Macro functions on an input device.
- Competitors may not utilize macros or scripts that result in actions, either in a series or simultaneously, to be executed in the game.
- Teams are responsible for their own team communication during the event.

P7.5. Disconnects & Game Start

- Matches will continue if players disconnect or fail to load into the game.
- If a player disconnects from a Match, they may attempt to rejoin the game using the in-Game reconnect feature.
- If more than one-fifth of the Competitors in a group's in-Game Match lobby disconnect during a game or fail to load into a game, or a Match is unable to be concluded, the Tournament Official may add an additional Match to the round for that group.

P7.6 Game Files

Competitors may only add or edit the following Game files:

- local.cfg
- autoexec.cfg
- videoconfig.txt

Competitors may only add or edit the following lines in the files specified above:

- fps_max
- mat_letterbox_aspect_goal
- mat_letterbox_aspect_threshold
- "setting.csm_enabled" "0"

P8. Prizing

SC OT2 prize money breakdown is detailed in **Section 6 Prizes**.

The top ten (10) Teams, based on their finishing rank in SC OT2, per Super Region are also awarded with starting placement in the Super Regional Stage of SC OT3.

APPENDIX Q: SUMMER CIRCUIT PRELIMINARY ONLINE TOURNAMENT 3 RULES

Q1. Overview

The 3rd preliminary Online Tournament in the Summer Circuit ("SC OT3"), will be held online from July 25, 2020 to July 26, 2020.

SC OT 3 uses single-elimination gameplay with multiple rounds and stages of competition. In the Regional Stage, Teams' results after a set number of Matches in each round will be compared to determine advancement to the next round. Results after a set number of Matches in the Regional Stage Finals round will be compared to advance Teams to the Super Regional Stage for each Super Region. In the Super Regional Stage, results after a set number of Matches will be compared to determine the tournament winners for each Super Region.

Q2. Additional Eligibility Requirements

Each Competitor on a Team must attain the rank of Gold IV or higher in Apex Legends Ranked Leagues Series 4, Split 2 on the PC platform using the EA Account used to register for the ALGS by 2:00 PM Pacific Time ("PT") on July 23, 2020 in order to participate in SC OT3.

Q3. Registration and Check-in

To register for SC OT3, each Team is required to complete the following steps before 12:00 PM PT on July 23, 2020:

- Team Captain: Go to the Battlefy SC OT3 webpage ("SC OT3 Site") at [Battlefy.com/leagues/algs](https://battlefy.com/leagues/algs), select the appropriate Regional Stage tournament and click the "Join Tournament" button;
- Team Captain: On the SC OT3 Site, set the Team lineup by selecting the Competitors who will participate in the tournament from the Team roster and send these Competitors an invite to join the tournament;
- Other participating Competitors on the Team: Accept the invite to join the tournament; and
- All Competitors on the Team: Read and accept the Official Rules.

For each stage of the competition, registered Teams are required to check-in to the Online Tournament on the SC OT3 Site starting one (1) hour prior to and up until the start of each tournament stage to confirm their attendance. Competitors are required to check in using the EA Account ID provided during the ALGS registration process on the Registration Site. Once all Competitors on a Team have checked-in, the Team will be seeded into SC OT3.

The Team roster may be edited up until the SC OT3 Roster Lock Date of July 23, 2020.

Teams that participate in the Americas and EMEA Super Regional Stages are required to join a specific Discord channel for communication during the broadcast. The specific Discord channel to join will be provided to players via email following the conclusion of the Regional Stage.

Q4. Tournament Format

This tournament will feature two (2) separate stages of competition, a Regional and a Super Regional Stage. The top ten (10) placing Teams from SC OT2 (each, a “SC OT3 Advanced Start Team”) from each Super Region will begin the tournament in the Super Regional Stage. All other Teams will begin the tournament in the Regional Stage, and the top placing Teams from the Regional Stage will advance to the Super Regional Stage for their Super Region.

The Regional Stage for Japan and South Korea will be separated by Super Region (APAC North). The Regional Stages for all other Regions will be separated by Region.

Q4.1. Regional Stage

Q4.1.1. Maximum Number of Teams

The North America & Europe Regions will each feature a maximum of 320 Teams. All other Regions will each feature a maximum of 160 Teams.

Q4.1.2. Seeding & Grouping

Teams will be randomly distributed into groups of up to twenty (20) at the start of the tournament. Teams will be randomly seeded within these groups.

Q4.1.3. Rounds and Advancement

All Regions will have a maximum of five (5) rounds, including the Regional Stage Finals round.

Each round, except for the Regional Stage Finals round, will feature four (4) Matches. The final round will feature six (6) Matches.

Teams accumulate points in each Match; the points awarded are described in **Section Q4.4 Scoring**.

All Teams will be initially placed into Round 1. After all Matches are completed in a given round, the Teams with the round’s highest Round Scores (as described in **Section Q4.4 Scoring**) in each group advance to the next round. When twenty (20) or fewer total advancing Teams remain across all groups, these Teams advance to the Regional Stage Finals. The remaining Teams will be eliminated from the event.

The exact number of teams that will advance to the next round from each group will be announced to the Teams on the SC OT3 Site after check-in has closed on the first day of the tournament.

Each round will attempt to feature the maximum number of Teams in each group, and the number of Teams that advance to the next round in the competition may vary from one group to another.

After all Matches are completed in the Regional Stage Finals, the top finishing Teams with the round’s highest Round Scores in each group advance to the Super Regional Stage. The top placing Teams from each Region will advance to the Super Regional Stage for their Super Region as follows:

- North America, Europe, Greater Southeast Asia
- Top 8 or more Teams per Region
- South America, Middle East & Africa, Australia & New Zealand
- Top 2 or more Teams per Region

- APAC North (Japan and South Korea)
- Top ten (10) or more Teams

In the event an advancing Team or a SC OT3 Advanced Start Team forfeits their spot, the next top-placing Team, as defined by finishing placement in the SC OT3 Regional Stage Finals, from the forfeited Team's Region will advance to the SC OT3 Super Regional Stage.

Teams that qualify for the Super Regional Stage may not change any member of their roster from July 25, 2020 until the conclusion of the SC OT3.

Q4.2. Super Regional Stage

The Super Regional Stage will feature one (1) round of competition with six (6) Matches, with Teams accumulating points in each Match. The points awarded are described in **Section Q4.4 Scoring**. This stage will include Teams advancing from the Regional Stage of SC OT3 and SC OT3 Advanced Start Teams.

Q4.3. Winners Determination

After all Matches are completed in the Super Regional Stage, the Teams with the highest Round Scores (as described in **Section Q4.4 Scoring**) in the Super Regional Stage are declared the winners of SC OT3 for that Super Region.

Q4.4. Scoring

At the end of each Match, Teams are awarded points for their placement and the Team's total number of kills ("Match Score").

The points awarded in each Match are:

- Placement
 - 1st: 12
 - 2nd: 9
 - 3rd: 7
 - 4th: 5
 - 5th: 4
 - 6th – 7th: 3
 - 8th – 10th: 2
 - 11th – 15th: 1
 - 16th – 20th: 0
- Kills
 - 1 for each kill

If a Team misses a Match (no Competitors from the Team competed in the Match), then the Team receives a Match Score of zero (0) for that Match.

At the end of each round, a Team's total points will include the Team's Match Scores for all Matches in that round ("Round Score").

The final scores of each Match and round will be reported by a Battlefy Tournament Official. The final standings of each Round will be communicated via the SC OT3 Site at the conclusion of each round.

Q4.5. Tiebreakers

In the event two (2) or more Teams are tied in Round Score, the tie will be resolved by the following, in descending order of priority:

- Single Match Scores
 - Each tied Team's single highest Match Score is compared against all tied Teams' single highest Match Score. These may have been in the same or different Matches in the round for each tied Team. The Team that earned the highest single Match Score will win the tiebreaker. Example: Team 1 and Team 2 have tied Round Scores of 67. Team 1's highest single Match Score is 20 points in the first Match of the round and Team 2's highest single Match Score is 22 points in the second Match of the round. Team 2 would win the Single Match Score Tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional individual Match Scores are available. Example: Team 1's and Team 2's single highest Match Score is 20 points in Matches 1 & 3 respectively. Team 1's next highest single Match Score is 18 Points from Match 3, while Team 2's next highest single Match Score is 15 in Match 2. Team 1 would win the Single Match Score Tiebreaker. If two (2) or more teams are still tied after review of Single Match Scores, then ties will be resolved using Single Match Best Placement.
- Single Match Best Placement
 - Each tied Team's best placement in a single Match is compared against the best placement in a single match of all tied Teams. These best placements may have been in the same or different Matches for each tied Team. The Team with the best placement (lowest number) will win the tiebreaker. A 1st place finish in a single match is the best possible placement. This is repeated for all Matches played in the round until all ties are broken or no additional individual Matches are available. If two (2) or more teams are still tied after review of Single Match Scores and Single Match Best Placement, then ties will be resolved using Single Match Total Kills.
- Single Match Total Kills
 - Each tied Team's single highest total kills in a single Match is compared against all tied Teams' highest total kills in a single Match. The Team with the most kills in a single Match will win the tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional Matches are available.

Q5. Tournament Schedule

Q5.1. Regional Stage Applicable Time Zone

- Australia & New Zealand
 - AEST
- APAC North (Japan & South Korea)
 - JST
- Greater Southeast Asia
 - SGT
- Middle East & Africa
 - TRT
- Europe
 - BST

- North America
- PDT
- South America
- BRT

Q5.2. Regional Stage Start Times

The Tournament start times for July 25, 2020 by Region is:

- Australia & New Zealand, APAC North (Japan, South Korea), Greater Southeast Asia, Middle East & Africa, and South America
- 12:00 PM
- Europe and North America
- 10:00 AM

Each round is scheduled to last 150 minutes (2.5 hours) and will start following the conclusion of the previous Round.

The specific start time of each round may vary from the schedule listed above. Specific start times for Matches will be available on the SC OT3 Site on the day of the tournament.

Q5.3. Super Regional Start Times and Broadcast

All Super Regional Stages will start at 6:00 PM in the time zones designated below:

- Americas
- Central Daylight Time (CDT)
- EMEA
- British Summer Time (BST)
- APAC North
- Japan Standard Time (JST)
- APAC South
- Australian Eastern Standard Time (AEST)

The Super Regional Stage for the Americas and EMEA Super Regions will be featured on broadcasts operated by EA. All Competitors on a Team must be in the in-Game Match lobby by 5:40 PM BST (EMEA) or 3:40 PM PT (5:40 PM CDT) (Americas) on July 26, 2020 to confirm their attendance.

Q6. Match Rules

- The unique code(s) to join the appropriate Online Tournament Match in Apex Legends will be posted on the Tournament SC OT3 Site. There may be unique codes for each group and round in the tournament.
 - Competitors are recommended to add LeagueOps@battlefy.com to their email contacts.
 - Competitors may request a Joining a Tournament Match guide by emailing ALGSLeagueOps@ea.com.
 - Competitors may not share the code. In the event a Competitor shares the code, the Competitor and their Team may be subject to penalties as described in **Section A6 Penalties** in APPENDIX A.
 - Competitors that elect to stream their matches that display the code on their stream will be found to have shared the code.

- Prior to the start of each Match, the Team Captain is required to enter the Team name in the custom in-Game lobby for each Match. The Team name provided in the lobby must match the Team name provided during registration on the SC OT3 Site. The only permissible change to Team names in-Match are shortening of Team names in the event the character limit is reached.
- Competitors must be present in the in-Game Match lobby at the scheduled start time for each Match detailed in **Section Q5 Tournament Schedule** in order to participate in that match.
- Matches may be started at the scheduled start time without all Competitors or Teams present.
- Competitors or Teams that miss a Match may join the next Match in the round.
- Matches may contain less than twenty (20) Teams and/or sixty (60) Competitors.
- If there are less Teams in the Group than the number of advancing spots to the next Round, all Teams will advance.

Q7. Additional Match Guidelines

The guidelines below are in addition to the guidelines noted in **Section C6**.

Q7.1. Gameplay Settings

- The items detailed below have been altered from default match settings in Apex Legends:
 - Legendary (Gold) Knockdown Shield - REMOVED
- Matches for each Regional Stage will be initially hosted on these datacenters:
 - North America: Iowa (any)
 - Europe: Frankfurt (any)
 - South America: São Paulo (any)
 - Australia & New Zealand: Sydney (any)
 - APAC North (Japan & South Korea): Tokyo (any)
 - Greater Southeast Asia: Singapore (any)
 - Middle East & Africa: Frankfurt (any)
- Matches for each Super Regional Stage will be initially hosted on these datacenters:
 - Americas: Dallas (any)
 - EMEA: Frankfurt (any)
 - APAC North: Tokyo (any)
 - APAC South: Singapore (any)
- If there are technical or connection issues that require a Match be hosted on a different datacenter than specified above, the information about the new datacenter will be posted on the SC OT3 Site.

Q7.2. Map(s)

- All Matches will be played on one of the following maps:
 - World's Edge
 - Kings Canyon
- The maps for each Match by Round in the Regional Stage are:
 - Round of 320:
 - Matches 1 & 2: Kings Canyon
 - Matches 3 & 4: World's Edge
 - Round of 160:
 - Matches 1 & 2: World's Edge
 - Matches 3 & 4: Kings Canyon

- Round of 80:
 - Matches 1 & 2: Kings Canyon
 - Matches 3 & 4: World's Edge
- Round of 40:
 - Matches 1 & 2: World's Edge
 - Matches 3 & 4: Kings Canyon
- Round of 20:
 - Matches 1, 2, & 3: Kings Canyon
 - Matches 4, 5, & 6: World's Edge
- The maps for each Match in the Super Regional Stage are:
 - Matches 1, & 2, & 3: World's Edge
 - Matches 3, 4, & 5, & 6: Kings Canyon

Q7.3. General Rules

- Competitors may use a keyboard and mouse, a Playstation 4 controller, or an Xbox controller when competing in this event.
 - Competitors may not utilize Macro functions on an input device.
 - Competitors may not utilize macros or scripts that result in actions, either in a series or simultaneously, to be executed in the game.
- Teams are responsible for their own team communication during the event.

Q7.5. Disconnects & Game Start

- Matches will continue if players disconnect or fail to load into the game.
 - If a player disconnects from a Match, they may attempt to rejoin the game using the in-Game reconnect feature.
- If more than one-fifth of the Competitors in a group's in-Game Match lobby disconnect during a game or fail to load into a game, or a Match is unable to be concluded, the Tournament Official may add an additional Match to the round for that group.

Q7.6 Game Files

Competitors may only add or edit the following Game files:

- local.cfg
- autoexec.cfg
- videoconfig.txt

Competitors may only add or edit the following lines in the files specified above:

- fps_max
- mat_letterbox_aspect_goal
- mat_letterbox_aspect_threshold
- "setting.csm_enabled" "0"

Q8. Prizing

SC OT3 prize money breakdown is detailed in **Section 6 Prizes**.

The top ten (10) Teams, based on their finishing rank in SC OT3, per Super Region are also awarded with starting placement in the Super Regional Stage of Summer Circuit Online Tournament 4.

APPENDIX R: SUMMER CIRCUIT PRELIMINARY ONLINE TOURNAMENT 4 RULES

R1. Overview

The 4th preliminary Online Tournament in the Summer Circuit ("SC OT4"), will be held online from August 8, 2020 to August 10, 2020.

SC OT4 uses single-elimination gameplay with multiple rounds and stages of competition. In the Regional Stage, Teams' results after a set number of Matches in each round will be compared to determine advancement to the next round. Results after a set number of Matches in the Regional Stage Finals round will be compared to advance Teams to the Super Regional Stage for each Super Region. In the Super Regional Stage, results after a set number of Matches will be compared to determine the tournament winners for each Super Region.

R2. Additional Eligibility Requirements

Each Competitor on a Team must attain the rank of Gold IV or higher in Apex Legends Ranked Leagues Ranked Series 4, Split 2 on the PC platform using the EA Account used to register for the ALGS by 2:00 PM Pacific Time ("PT") on August 6, 2020 in order to participate in SC OT4.

R3. Registration and Check-in

To register for SC OT4, each Team is required to complete the following steps before August 6th, 2020 at 12PM PT:

- Team Captain: Go to the Battlefy SC OT4 webpage ("SC OT4 Site") at [Battlefy.com/leagues/algs](https://battlefy.com/leagues/algs), select the appropriate Regional Stage tournament and click the "Join Tournament" button;
- Team Captain: On the SC OT4 Site, set the Team lineup by selecting the Competitors who will participate in the tournament from the Team roster and send these Competitors an invite to join the tournament;
- Other participating Competitors on the Team: Accept the invite to join the tournament; and
- All Competitors on the Team: Read and accept the Official Rules.

For each stage of the competition, registered Teams are required to check-in to the Online Tournament on the SC OT4 Site starting one (1) hour prior to and up until the start of each tournament stage to confirm their attendance. Competitors are required to check in using the EA Account ID provided during the ALGS registration process on the Registration Site. Once all Competitors on a Team have checked-in, the Team will be seeded into SC OT4.

The Team roster may be edited up until the SC OT4 Roster Lock Date of August 6, 2020 at 12PM PT.

Teams that participate in the Americas and EMEA Super Regional Stages are required to join a specific Discord channel for communication during the broadcast. The specific Discord channel to join will be provided to players via email following the conclusion of the Regional Stage.

R4. Tournament Format

This tournament will feature two (2) separate stages of competition, a Regional and a Super Regional Stage. The top ten (10) placing Teams from SC OT3 (each, a “SC OT4 Advanced Start Team”) from each Super Region will begin the tournament in the Super Regional Stage. All other Teams will begin the tournament in the Regional Stage, and the top placing Teams from the Regional Stage will advance to the Super Regional Stage for their Super Region.

R4.1. Regional Stage

R4.1.1. Maximum Number of Teams

The North America & Europe Regions will each feature a maximum of 320 Teams. All other Regions will each feature a maximum of 160 Teams.

R4.1.2. Seeding & Grouping

Teams will be randomly distributed into groups of up to twenty (20) at the start of the tournament. Teams will be randomly seeded within these groups.

R4.1.3. Rounds and Advancement

All Regions will have a maximum of five (5) rounds, including the Regional Stage Finals round.

Each round, except for the Regional Stage Finals round, will feature four (4) Matches. The final round will feature six (6) Matches.

Teams accumulate points in each Match; the points awarded are described in **Section R4.4 Scoring**.

All Teams will be initially placed into Round 1. After all Matches are completed in a given round, the Teams with the round’s highest Round Scores (as described in **Section R4.4 Scoring**) in each group advance to the next round. When twenty (20) or fewer total advancing Teams remain across all groups, these Teams advance to the Regional Stage Finals. The remaining Teams will be eliminated from the event.

The exact number of teams that will advance to the next round from each group will be announced to the Teams on the SC OT4 Site after check-in has closed on the first day of the tournament.

Each round will attempt to feature the maximum number of Teams in each group, and the number of Teams that advance to the next round in the competition may vary from one group to another.

After all Matches are completed in the Regional Stage Finals, the top finishing Teams with the round’s highest Round Scores in each group advance to the Super Regional Stage. The top placing Teams from each Region will advance to the Super Regional Stage for their Super Region as follows:

- North America, Europe, Greater Southeast Asia
- Top 8 or more Teams per Region
- South America, Middle East & Africa, Australia & New Zealand
- Top 2 or more Teams per Region
- APAC North (Japan and South Korea)

- Top ten (10) or more Teams

In the event an advancing Team or a SC OT4 Advanced Start Team forfeits their spot, the next top-placing Team, as defined by finishing placement in the SC OT4 Regional Stage Finals, from the forfeited Team's Region will advance to the SC OT4 Super Regional Stage.

Teams that qualify for the Super Regional Stage may not change any member of their roster from August 8th, 2020 until the conclusion of the SC OT4.

R4.2. Super Regional Stage

The Super Regional Stage will feature one (1) round of competition with six (6) Matches, with Teams accumulating points in each Match. The points awarded are described in **Section R4.4 Scoring**. This stage will include Teams advancing from the Regional Stage of SC OT4 and SC OT4 Advanced Start Teams.

R4.3. Winners Determination

After all Matches are completed in the Super Regional Stage, the Teams with the highest Round Scores (as described in **Section R4.4 Scoring**) in the Super Regional Stage are declared the winners of SC OT4 for that Super Region.

R4.4. Scoring

At the end of each Match, Teams are awarded points for their placement and the Team's total number of kills ("Match Score").

The points awarded in each Match are:

- Placement
 - 1st: 12
 - 2nd: 9
 - 3rd: 7
 - 4th: 5
 - 5th: 4
 - 6th – 7th: 3
 - 8th – 10th: 2
 - 11th – 15th: 1
 - 16th – 20th: 0
- Kills
 - 1 for each kill

If a Team misses a Match (no Competitors from the Team competed in the Match), then the Team receives a Match Score of zero (0) for that Match.

At the end of each round, a Team's total points will include the Team's Match Scores for all Matches in that round ("Round Score").

The final scores of each Match and round will be reported by a Battlefy Tournament Official. The final standings of each Round will be communicated via the SC OT4 Site at the conclusion of each round.

R4.5. Tiebreakers

In the event two (2) or more Teams are tied in Round Score, the tie will be resolved by the following, in descending order of priority:

- Single Match Scores
 - Each tied Team's single highest Match Score is compared against all tied Teams' single highest Match Score. These may have been in the same or different Matches in the round for each tied Team. The Team that earned the highest single Match Score will win the tiebreaker. Example: Team 1 and Team 2 have tied Round Scores of 67. Team 1's highest single Match Score is 20 points in the first Match of the round and Team 2's highest single Match Score is 22 points in the second Match of the round. Team 2 would win the Single Match Score Tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional individual Match Scores are available. Example: Team 1's and Team 2's single highest Match Score is 20 points in Matches 1 & 3 respectively. Team 1's next highest single Match Score is 18 Points from Match 3, while Team 2's next highest single Match Score is 15 in Match 2. Team 1 would win the Single Match Score Tiebreaker. If two (2) or more teams are still tied after review of Single Match Scores, then ties will be resolved using Single Match Best Placement.
- Single Match Best Placement
 - Each tied Team's best placement in a single Match is compared against the best placement in a single match of all tied Teams. These best placements may have been in the same or different Matches for each tied Team. The Team with the best placement (lowest number) will win the tiebreaker. A 1st place finish in a single match is the best possible placement. This is repeated for all Matches played in the round until all ties are broken or no additional individual Matches are available. If two (2) or more teams are still tied after review of Single Match Scores and Single Match Best Placement, then ties will be resolved using Single Match Total Kills.
- Single Match Total Kills
 - Each tied Team's single highest total kills in a single Match is compared against all tied Teams' highest total kills in a single Match. The Team with the most kills in a single Match will win the tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional Matches are available.

R5. Tournament Schedule

R5.1. Regional Stage Applicable Time Zone

- Australia & New Zealand
 - AEST
- APAC North (Japan & South Korea)
 - JST
- Greater Southeast Asia
 - SGT
- Middle East & Africa
 - TRT
- Europe
 - BST
- North America
 - PDT

- South America
- BRT

R5.2. Regional Stage Start Times

The Tournament start time for August 8th, 2020 for every Region is:

- 12:00 PM

In the Europe and North America Regions, the Regional Stage semifinal (round of max 40 Teams) and final rounds will be played on Sunday, August 9, and will begin at 12:00 PM.

Each round is scheduled to last 150 minutes (2.5 hours) and will start following the conclusion of the previous Round.

The specific start time of each round may vary from the schedule listed above. Specific start times for Matches will be available on the SC OT4 Site on the day of the tournament.

R5.3. Super Regional Start Times and Broadcast

- The following Super Regional Stages will start at 6:00 PM on Sunday, August 9, 2020, in the time zones designated below:
 - APAC North
 - Japan Standard Time (JST)
 - APAC South
 - Australian Eastern Standard Time (AEST)

The Super Regional Stage for the Americas and EMEA Super Regions will be featured on broadcasts operated by EA. All Competitors on a Team must be in the in-Game Match lobby by 5:40 PM BST (EMEA) or 4:40 PM PT (6:40 PM CDT) (Americas) on August 10th, 2020 to confirm their attendance.

R6. Match Rules

- The unique code(s) to join the appropriate Online Tournament Match in Apex Legends will be posted on the Tournament SC OT4 Site. There may be unique codes for each group and round in the tournament.
 - A guide detailing how to join an Online Tournament Match in Apex Legends will be emailed to each Competitor prior to the start of the tournament.
 - Competitors are recommended to add LeagueOps@battlefy.com to their email contacts.
 - Competitors may also request this guide by emailing ALGSLeagueOps@ea.com.
 - Competitors may not share the code. In the event a Competitor shares the code, the Competitor and their Team may be subject to penalties as described in **Section A6 Penalties** in APPENDIX A.
 - Competitors that elect to stream their matches that display the code on their stream will be found to have shared the code.
 - Prior to the start of each Match, the Team Captain is required to enter the Team name in the custom in-Game lobby for each Match. The Team name provided in the lobby must match the Team name provided during registration on the SC OT4 Site. The only permissible change to Team names in-Match are shortening of Team names in the event the character limit is reached.
 - Competitors must be present in the in-Game Match lobby at the scheduled start time for each Match detailed in **Section R5 Tournament Schedule** in order to participate in that match.

- Matches may be started at the scheduled start time without all Competitors or Teams present.
- Competitors or Teams that miss a Match may join the next Match in the round.
- Matches may contain less than twenty (20) Teams and/or sixty (60) Competitors.
- If there are less Teams in the Group than the number of advancing spots to the next Round, all Teams will advance.

R7. Additional Match Guidelines

The guidelines below are in addition to the guidelines noted in **Section C6**.

R7.1. Gameplay Settings

- The items detailed below have been altered from default match settings in Apex Legends:
 - Legendary (Gold) Knockdown Shield - REMOVED
- Matches for each Regional Stage will be initially hosted on these datacenters:
 - North America: Iowa (any)
 - Europe: Frankfurt (any)
 - South America: São Paulo (any)
 - Australia & New Zealand: Sydney (any)
 - APAC North (Japan & South Korea): Tokyo (any)
 - Greater Southeast Asia: Singapore (any)
 - Middle East & Africa: Frankfurt (any)
- Matches for each Super Regional Stage will be initially hosted on these datacenters:
 - Americas: Dallas (any)
 - EMEA: Frankfurt (any)
 - APAC North: Tokyo (any)
 - APAC South: Singapore (any)
- If there are technical or connection issues that require a Match be hosted on a different datacenter than specified above, the information about the new datacenter will be posted on the SC OT4 Site.

R7.2. Map(s)

- The Maps for each Match by Round in the Regional Stage are:
 - Round of 320:
 - Matches 1 & 2: World's Edge (Season 4) ("World's Edge")
 - Matches 3 & 4: Kings Canyon (Season 5) ("Kings Canyon")
 - Round of 160:
 - Matches 1 & 2: Kings Canyon
 - Matches 3 & 4: World's Edge
 - Round of 80:
 - Matches 1 & 2: World's Edge
 - Matches 3 & 4: Kings Canyon
 - Round of 40:
 - Matches 1 & 2: Kings Canyon
 - Matches 3 & 4: World's Edge
 - Round of 20:
 - Matches 1, & 2, & 3: World's Edge

- Matches 3, 4, & 5, & 6: Kings Canyon
- The Maps for each Match in the Super Regional Stage are:
 - Matches 1, 2, & 3: Kings Canyon
 - Matches 4, 5, & 6: World's Edge

R7.3. General Rules

- Competitors may use a keyboard and mouse, a Playstation 4 controller, or an Xbox controller when competing in this event.
 - Competitors may not utilize Macro functions on an input device.
 - Competitors may not utilize macros or scripts that result in actions, either in a series or simultaneously, to be executed in the game.
- Teams are responsible for their own team communication during the event.

R7.5. Disconnects & Game Start

- Matches will continue if players disconnect or fail to load into the game.
 - If a player disconnects from a Match, they may attempt to rejoin the game using the in-Game reconnect feature.
 - If more than one-fifth of the Competitors in a group's in-Game Match lobby disconnect during a game or fail to load into a game, or a Match is unable to be concluded, the Tournament Official may add an additional Match to the round for that group.

R7.6 Game Files

Competitors may only add or edit the following Game files:

- local.cfg
- autoexec.cfg
- videoconfig.txt

Competitors may only add or edit the following lines in the files specified above:

- fps_max
- mat_letterbox_aspect_goal
- mat_letterbox_aspect_threshold
- "setting.csm_enabled" "0"

R8. Prizing

SC OT4 prize money breakdown is detailed in **Section 6 Prizes**.

APPENDIX S: SUMMER CIRCUIT LAST CHANCE QUALIFIER RULES

S1. Overview

The Last Chance Qualifier in the Summer Circuit (“SC LCQ”), will be held online from August 15, 2020 to August 17, 2020.

SC LCQ uses single-elimination gameplay with multiple rounds of competition. Teams’ results after a set number of Matches in each round will be compared to determine advancement to the next round. Results after a set number of Matches in the SC LCQ Finals round will be compared to advance Teams to the SC Playoffs for each Region.

S2. Additional Eligibility Requirements

Each Competitor on a Team must attain the rank of Gold IV or higher in Apex Legends Ranked Leagues Series 4, Split 2 on the PC platform using the EA Account used to register for the ALGS by 2:00 PM Pacific Time (“PT”) on August 13, 2020 in order to participate in SC LCQ.

S3. Registration and Check-in

To register for SC LCQ, each Team is required to complete the following steps before 12:00 PM PT on August 13, 2020 :

- Team Captain: Go to the Battlefy SC LCQ webpage (“SC LCQ Site”) at [Battlefy.com/leagues/algsc](https://battlefy.com/leagues/algsc), select the appropriate Regional Stage tournament and click the “Join Tournament” button;
- Team Captain: On the SC LCQ Site, set the Team lineup by selecting the Competitors who will participate in the tournament from the Team roster and send these Competitors an invite to join the tournament;
- Other participating Competitors on the Team: Accept the invite to join the tournament; and
- All Competitors on the Team: Read and accept the Official Rules.

Registered Teams are required to check-in to the Online Tournament on the SC LCQ Site starting one (1) hour prior to and up until the start of the tournament to confirm their attendance. Competitors are required to check in using the EA Account ID provided during the ALGS registration process on the Registration Site. Once all Competitors on a Team have checked-in, the Team will be seeded into SC LCQ.

The Team roster may be edited up until the SC LCQ Roster Lock Date of August 13, 2020..

Teams that participate in the Americas and EMEA SC LCQ Finals round are required to join a specific Discord channel for communication during the broadcast. The specific Discord channel to join will be provided to players via email prior to the start of the SC LCQ Finals round.

S4. Tournament Format

This tournament will feature multiple rounds of competition and be separated by Region, except for Japan and South Korea, which will be separated by Super Region (APAC North) .

S4.1. Maximum Number of Teams

The North America & Europe Regions will each feature a maximum of 320 Teams. All other Regions will each feature a maximum of 160 Teams.

S4.2. Seeding & Grouping

Teams will be randomly distributed into groups of up to twenty (20) at the start of the tournament. Teams will be randomly seeded within these groups.

S4.3. Rounds, Advancement, and Winner Determination

All Regions will have a maximum of five (5) rounds, including the SC LCQ Finals round.

Each round, except for the Finals round, will feature four (4) Matches. The Finals round will feature six (6) Matches.

Teams accumulate points in each Match; the points awarded are described in **Section S4.4 Scoring**.

All Teams will be initially placed into Round 1. After all Matches are completed in a given round, the Teams with the round's highest Round Scores (as described in **Section S4.4 Scoring**) in each group advance to the next round. When twenty (20) or fewer total advancing Teams remain across all groups, these Teams advance to the SC LCQ Finals. The remaining Teams will be eliminated from the event.

The exact number of teams that will advance to the next round from each group will be announced to the Teams on the SC LCQ Site after check-in has closed on the first day of the tournament.

Each round will attempt to feature the maximum number of Teams in each group, and the number of Teams that advance to the next round in the competition may vary from one group to another.

After all Matches are completed in the SC LCQ Finals, the Teams with the round's highest Round Scores (as described in Section S4.4 Scoring) are declared winners of the SC LCQ for that Region or Super Region and advance to the SC Playoffs for their Super Region as follows:

- North America, Europe, Greater Southeast Asia, South America, Middle East & Africa, Australia & New Zealand
 - Top two (2) or more Teams per Region
- APAC North (Japan and South Korea)
 - Top four (4) or more Teams

S4.4. Scoring

At the end of each Match, Teams are awarded points for their placement and the Team's total number of kills ("Match Score").

The points awarded in each Match are:

- Placement
 - 1st: 12

- 2nd : 9
- 3rd : 7
- 4th : 5
- 5th : 4
- 6th – 7th : 3
- 8th – 10th : 2
- 11th – 15th : 1
- 16th – 20th : 0
- Kills
- 1 for each kill

If a Team misses a Match (no Competitors from the Team competed in the Match), then the Team receives a Match Score of zero (0) for that Match.

At the end of each round, a Team's total points will include the Team's Match Scores for all Matches in that round ("Round Score").

The final scores of each Match and round will be reported by a Battlefy Tournament Official. The final standings of each Round will be communicated via the SC LCQ Site at the conclusion of each round.

S4.5. Tiebreakers

In the event two (2) or more Teams are tied in Round Score, the tie will be resolved by the following, in descending order of priority:

- Single Match Scores
 - Each tied Team's single highest Match Score is compared against all tied Teams' single highest Match Score. These may have been in the same or different Matches in the round for each tied Team. The Team that earned the highest single Match Score will win the tiebreaker. Example: Team 1 and Team 2 have tied Round Scores of 67. Team 1's highest single Match Score is 20 points in the first Match of the round and Team 2's highest single Match Score is 22 points in the second Match of the round. Team 2 would win the Single Match Score Tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional individual Match Scores are available. Example: Team 1's and Team 2's single highest Match Score is 20 points in Matches 1 & 3 respectively. Team 1's next highest single Match Score is 18 Points from Match 3, while Team 2's next highest single Match Score is 15 in Match 2. Team 1 would win the Single Match Score Tiebreaker. If two (2) or more teams are still tied after review of Single Match Scores, then ties will be resolved using Single Match Best Placement.
- Single Match Best Placement
 - Each tied Team's best placement in a single Match is compared against the best placement in a single match of all tied Teams. These best placements may have been in the same or different Matches for each tied Team. The Team with the best placement (lowest number) will win the tiebreaker. A 1st place finish in a single match is the best possible placement. This is repeated for all Matches played in the round until all ties are broken or no additional individual Matches are available. If two (2) or more teams are still tied after review of Single Match Scores and Single Match Best Placement, then ties will be resolved using Single Match Total Kills.
- Single Match Total Kills
 - Each tied Team's single highest total kills in a single Match is compared against all tied Teams' highest total kills in a single Match. The Team with the most kills in a single Match will win the

tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional Matches are available.

S5. Tournament Schedule

S5.1. Applicable Time Zones

- Australia & New Zealand
 - AEST
- APAC North (Japan & South Korea)
 - JST
- Greater Southeast Asia
 - SGT
- Middle East & Africa
 - TRT
- Europe
 - BST
- North America
 - PDT
- South America
 - BRT

S5.2. Daily Schedule and Start Times

All rounds for Australia & New Zealand, Greater Southeast Asia, Middle East & Africa, and South America will be held on August 15, 2020.

All rounds for APAC North, except for the Finals round (20 max teams), will be held on August 15, 2020. The Finals round for APAC North will be held on August 16, 2020.

For Europe and North America, the following rounds will be played on the following days:

- August 15, 2020
 - Round of 320 max teams (if needed)
 - Round of 160 max teams (if needed)
- August 16, 2020
 - Round of 80 max teams (if needed)
 - Round of 40 max teams (if needed)
- August 17, 2020
 - Finals (20 max teams)

The Tournament start times for August 15, 2020 by Region is:

- Australia & New Zealand, APAC North (Japan, South Korea), Greater Southeast Asia, Middle East & Africa, and South America
 - 12:00 PM
- Europe and North America
 - 12:00 PM

Each round is scheduled to last 150 minutes (2.5 hours) and will start following the conclusion of the previous Round.

The Finals round start times on Sunday, August 16, 2020 by Region are:

- APAC North (Japan, South Korea)
- 6:00 PM

The Tournament start times for Sunday, August 16 by Region are:

- Europe and North America
- 12:00 PM

The Finals round for the North America and Europe Regions will be featured on broadcasts operated by EA on Monday, August 17, 2020. All Competitors on a Team must be in the in-Game Match lobby by 5:40 PM BST (EMEA) or 4:40 PM PT (6:40 PM CDT) (Americas) on August 17, 2020 to confirm their attendance.

The specific start time of each round may vary from the schedule listed above. Specific start times for Matches will be available on the SC LCQ Site on the day of the tournament.

S6. Match Rules

- The unique code(s) to join the appropriate Online Tournament Match in Apex Legends will be posted on the Tournament SC LCQ Site. There may be unique codes for each group and round in the tournament.
 - A guide detailing how to join an Online Tournament Match in Apex Legends will be emailed to each Competitor prior to the start of the tournament.
 - Competitors are recommended to add LeagueOps@battlefy.com to their email contacts.
 - Competitors may also request this guide by emailing ALGSLeagueOps@ea.com.
 - Competitors may not share the code. In the event a Competitor shares the code, the Competitor and their Team may be subject to penalties as described in **Section A6 Penalties** in APPENDIX A.
 - Competitors that elect to stream their matches that display the code on their stream will be found to have shared the code.
- Prior to the start of each Match, the Team Captain is required to enter the Team name in the custom in-Game lobby for each Match. The Team name provided in the lobby must match the Team name provided during registration on the SC LCQ Site. The only permissible change to Team names in-Match are shortening of Team names in the event the character limit is reached.
- Competitors must be present in the in-Game Match lobby at the scheduled start time for each Match detailed in **Section S5 Tournament Schedule** in order to participate in that match.
- Matches may be started at the scheduled start time without all Competitors or Teams present.
- Competitors or Teams that miss a Match may join the next Match in the round.
- Matches may contain less than twenty (20) Teams and/or sixty (60) Competitors.
- If there are less Teams in the Group than the number of advancing spots to the next Round, all Teams will advance.

S7. Additional Match Guidelines

The guidelines below are in addition to the guidelines noted in **Section C6**.

S7.1. Gameplay Settings

- The items detailed below have been altered from default match settings in Apex Legends:
 - Legendary (Gold) Knockdown Shield - REMOVED
 - Mobile Respawn Beacons - REMOVED
- Matches for each region will be initially hosted on these datacenters:
 - North America: Iowa (any)
 - Europe: Frankfurt (any)
 - South America: São Paulo (any)
 - Australia & New Zealand: Sydney (any)
 - APAC North (Japan & South Korea): Tokyo (any)
 - Greater Southeast Asia: Singapore (any)
 - Middle East & Africa: Frankfurt (any)
- If there are technical or connection issues that require a Match be hosted on a different datacenter than specified above, the information about the new datacenter will be posted on the SC LCQ Site.

S7.2. Map(s)

- All Matches will be played on one of the following maps:
 - World's Edge (Season 4) ("World's Edge")
 - Kings Canyon (Season 5) ("Kings Canyon")
- The maps for each Match by round are:
 - LCQ Finals:
 - Matches 1, 2, & 3: Kings Canyon
 - Matches 4, 5, & 6: World's Edge:
 - LCQ Round 1 (if different from LCQ Finals):
 - Matches 1 & 2: Kings Canyon
 - Matches 3 & 4: World's Edge
 - LCQ Round 2 (if needed):
 - Matches 1 & 2: World's Edge
 - Matches 3 & 4: Kings Canyon
 - LCQ Round 3 (if needed):
 - Matches 1 & 2: Kings Canyon
 - Matches 3 & 4: World's Edge
 - LCQ Round 4 (if needed):
 - Matches 1 & 2: World's Edge
 - Matches 3 & 4: Kings Canyon

S7.3. General Rules

- Competitors may use a keyboard and mouse, a Playstation 4 controller, or an Xbox controller when competing in this event.
 - Competitors may not utilize Macro functions on an input device.
 - Competitors may not utilize macros or scripts that result in actions, either in a series or simultaneously, to be executed in the game.
- Teams are responsible for their own team communication during the event.

S7.5. Disconnects & Game Start

- Matches will continue if players disconnect or fail to load into the game.
- If a player disconnects from a Match, they may attempt to rejoin the game using the in-Game reconnect feature.
- If more than one-fifth of the Competitors in a group's in-Game Match lobby disconnect during a game or fail to load into a game, or a Match is unable to be concluded, the Tournament Official may add an additional Match to the round for that group.

S7.6 Game Files

Competitors may only add or edit the following Game files:

- local.cfg
- autoexec.cfg
- videoconfig.txt

Competitors may only add or edit the following lines in the files specified above:

- fps_max
- mat_letterbox_aspect_goal
- mat_letterbox_aspect_threshold
- "setting.csm_enabled" "0"

APPENDIX T: SUMMER CIRCUIT PLAYOFFS RULES

T1. Overview

The Summer Circuit Playoffs (“SC Playoffs”), will be held online from September 12, 2020 to September 13, 2020.

SC Playoffs feature multiple matches in one stage of competition and are separated by Super Region. The Match Point mechanic (described in **Section N5.3.3.**) will be used to determine the tournament winners for each Super Region.

T2. Registration and Check-in

To register for SC Playoffs, each Team is required to complete the following steps by the deadline noted in their invitation email (if one was received) on or before Thursday, September 10, 2020:

- Team Captain: Go to the Battlefy SC Playoffs webpage (“SC Playoffs Site”) at Battlefy.com/leagues/alg, select the appropriate tournament for your Super Region and click the “Join Tournament” button;
- Team Captain: On the SC Playoffs Site, set the Team lineup by selecting the Competitors who will participate in the tournament from the Team roster and send these Competitors an invite to join the tournament;
- Other participating Competitors on the Team: Accept the invite to join the tournament; and
- All Competitors on the Team: Read and accept the Official Rules.

Teams are required to maintain a number of Competitors from their qualifying event roster as described in **Section N5.2.**

Registered Teams are required to check-in to the Online Tournament on the SC Playoffs Site starting one (1) hour prior to and up until the start of the tournament to confirm their attendance. Competitors are required to check in using the EA Account ID provided during the ALGS registration process on the Registration Site.

Teams that participate in the Americas and EMEA Super Regions are required to join a specific Discord channel for communication during the broadcast. The specific Discord channel to join will be provided to players via email following the conclusion of the Regional Stage.

T3. Tournament Format

Tournament format is described in **Section N5.3.**

T3.1. Tiebreakers

In the event two (2) or more Teams are tied in Total SC Playoffs Points for the 2nd to 20th finishing placement, the tie will be resolved by the following, in descending order of priority:

- Single Match Scores
 - Each tied Team's single highest Match Score is compared against all tied Teams' single highest Match Score. The Team that earned the highest single Match Score will win the tiebreaker. Example: Team 1 and Team 2 have tied Total SC Playoffs Points of 67. Team 1's highest single Match Score is 20

points in the first Match and Team 2's highest single Match Score is 22 points in the second Match. Team 2 would win the Single Match Score Tiebreaker. This is repeated for all Matches played until all ties are broken or no additional individual Match Scores are available. Example: Team 1's and Team 2's single highest Match Score is 20 points in Matches 1 & 3 respectively. Team 1's next highest single Match Score is 18 Points from Match 3, while Team 2's next highest single Match Score is 15 in Match 2. Team 1 would win the Single Match Score Tiebreaker. If two (2) or more teams are still tied after review of Single Match Scores, then ties will be resolved using Single Match Best Placement.

- Single Match Best Placement
 - Each tied Team's best placement in a single Match is compared against the best placement in a single match of all tied Teams. These best placements may have been in the same or different Matches for each tied Team. The Team with the best placement (lowest number) will win the tiebreaker. A 1st place finish in a single match is the best possible placement. This is repeated for all Matches played until all ties are broken or no additional individual Matches are available. If two (2) or more teams are still tied after review of Single Match Scores and Single Match Best Placement, then ties will be resolved using Single Match Total Kills.
- Single Match Total Kills
 - Each tied Team's single highest total kills in a single Match is compared against all tied Teams' highest total kills in a single Match. The Team with the most kills in a single Match will win the tiebreaker. This is repeated for all Matches played until all ties are broken or no additional Matches are available.

T4. Tournament Schedule

T4.1. Applicable Time Zone

- Americas
 - Central Daylight Time (CDT)
- EMEA
 - British Summer Time (BST)
- APAC North
 - Japan Standard Time (JST)
- APAC South
 - Australian Eastern Standard Time (AEST)

T4.2. Start Times

The tournament start times for each Super Region is:

- APAC North
 - 6:00 PM JST on Saturday, September 12, 2020
- Americas
 - 2:00 PM CDT on Saturday, September 12, 2020
- APAC South
 - 2:00 PM AEST on Sunday, September 13, 2020
- EMEA
 - 2:00 PM BST on Sunday, September 13, 2020

Each match is scheduled to start approximately thirty (30) minutes after the start of the previous match.

Specific start times for matches will be available on the SC Playoffs Site on the day of the tournament.

A twenty (20) minute break will be held after every third match played.

The SC Playoffs for the APAC South, Americas and EMEA Super Regions will be featured on broadcasts operated by EA. All Competitors on a Team must be in the in-Game Match lobby no later than twenty (20) minutes prior to the start time detailed in **Section T4.2**.

T5. Match Rules

- The unique code(s) to join the appropriate Online Tournament Match in Apex Legends will be posted on the SC Playoffs Site. There may be unique codes for each match in the tournament.
 - A guide detailing how to join an Online Tournament Match in Apex Legends will be emailed to each Competitor prior to the start of the tournament.
 - Competitors are recommended to add LeagueOps@battlefy.com to their email contacts.
 - Competitors may also request this guide by emailing ALGSLeagueOps@ea.com.
 - Competitors may not share the code. In the event a Competitor shares the code, the Competitor and their Team may be subject to penalties as described in **Section A6 Penalties** in APPENDIX A.
 - Competitors that elect to stream their matches that display the code on their stream will be found to have shared the code.
- Prior to the start of each Match, the Team Captain is required to enter the Team name in the custom in-Game lobby for each Match. The Team name provided in the lobby must match the Team name provided during registration on the SC Playoffs Site. The only permissible change to Team names in-Match are shortening of Team names in the event the character limit is reached.
- Competitors must be present in the in-Game Match lobby at the scheduled start time for each Match detailed in **Section T4 Tournament Schedule** in order to participate in that match.
- Matches may be started at the scheduled start time without all Competitors or Teams present.
- Competitors or Teams that miss a Match may join the next Match in the round.
- Matches may contain less than twenty (20) Teams and/or sixty (60) Competitors.
- Competitors may not leave the normal boundaries of a map in a way that does not activate an “out-of-bounds” timer or other exploit that results in the Competitor being able to remain outside of the circle (in the orange) without taking damage.
- Competitors may not exploit a game mechanic to enter and exit the 30-second “out-of-bounds” kill timer consecutively in the same area.

T7. Additional Match Guidelines

The guidelines below are in addition to the guidelines noted in **Section C6**.

T7.1. Gameplay Settings

- The items detailed below have been altered from default match settings in Apex Legends:
 - Legendary (Gold) Knockdown Shield - REMOVED
 - Mobile Respawn Beacon - REMOVED
- Matches for each Super Region will be initially hosted on these datacenters:
 - Americas: Dallas (any)
 - EMEA: Frankfurt (any)

- APAC North: Tokyo (any)
- APAC South: Singapore (any)
- If there are technical or connection issues that require a Match be hosted on a different datacenter than specified above, the information about the new datacenter will be posted on the SC Playoffs Site.

T7.2. Map(s)

- All Matches will be played on one of the following maps:
 - World's Edge
 - Kings Canyon
- The first two (2) matches will be played on World's Edge. The map played will rotate every two (2) matches until the SC Playoffs conclude.

T7.3. General Rules

- Competitors may use a keyboard and mouse, a Playstation 4 controller, or an Xbox controller when competing in this event.
 - Competitors may not utilize macro functions on an input device.
 - Competitors may not utilize macros or scripts that result in actions, either in a series or simultaneously, to be executed in the game.
- Teams are responsible for their own team communication during the event.

T7.5. Disconnects & Game Start

- Matches will continue if players disconnect or fail to load into the game.
- If a player disconnects from a Match, they may attempt to rejoin the game using the in-Game reconnect feature.

T7.6 Game Files

Competitors may only add or edit the following Game files:

- local.cfg
- autoexec.cfg
- videoconfig.txt

Competitors may only add or edit the following lines in the files specified above:

- fps_max
- mat_letterbox_aspect_goal
- mat_letterbox_aspect_threshold
- "setting.csm_enabled" "0"

T8. Prizing

SC Playoffs prize money breakdown is detailed in **Section 6 Prizes**.

APPENDIX U: AUTUMN CIRCUIT

U1. Overview

The Autumn Circuit is a series of online video game competitions within the ALGS. Each tournament in the Autumn Circuit, except for the Last Chance Qualifiers, will award ALGS Points to the Competitors on the top placing Teams.

The Autumn Circuit consists of:

- Four (4) preliminary Online Tournaments (each, a “AC OT,” described in **Section U4**) for each of the North America, South America, Europe, Middle East & Africa Regions and for each of the APAC North and APAC South Super Regions;
- An online Last Chance Qualifier (“AC LCQ,” described in **Section U5**) for each Region, except as noted in **Section U5.2**; and
- An online playoffs event (“AC Playoffs,” described in **Section U7**) for each of the APAC North, APAC South, and EMEA Super Regions, and for each of the North America and South America Regions.

A Team qualifies for the AC Playoffs through the methods described in **Section U7.2**.

U2. Additional Eligibility Requirements

Each Competitor on a Team must attain the rank of Gold IV or higher in the current season and split of Apex Legends Ranked Leagues on the PC platform using the EA Account used to register for the ALGS by 2:00 PT of the registration dates noted in **Section U3.2**.

U3. Registration and Check-in

U3.1. Registration Process

Teams are required to register for each event in the Autumn Circuit separately. For each Autumn Circuit event, each Team is required to complete the following steps by the registration dates noted in **Section U3.2**:

U3.2:

- Team Captain: Go to the Battlefy webpage dedicated to the specific Autumn Circuit event (“AC Event Webpage”) at [Battlefy.com/leagues/algs](https://battlefy.com/leagues/algs), select the appropriate tournament and click the “Join Tournament” button;
- Team Captain: On the AC Event Webpage, set the Team lineup by selecting the Competitors who will participate in the tournament from the Team roster and send these Competitors an invite to join the tournament;
- Other participating Competitors on the Team: Accept the invite to join the tournament; and
- All Competitors on the Team: Read and accept the Official Rules.

U3.2. Registration Deadlines

For AC OT 1: 12:00 PM PT, Thursday, October 1, 2020
For AC OT 2: 12:00 PM PT, Thursday, October 15, 2020
For AC OT 3: 12:00 PM PT, Thursday, October 29, 2020
For AC OT 4: 12:00 PM PT, Thursday, November 19, 2020
For AC LCQ: 12:00 PM PT, Thursday, December 3, 2020
For AC Playoffs: 12:00 PM PT, Thursday, December 17, 2020

U3.3. Check-in

Registered Teams are required to check-in to the Online Tournament on the AC Event Webpage starting one (1) hour prior to and up until the start of each tournament stage, if there are multiple stages, to confirm their attendance. Competitors are required to check in using the EA Account ID provided during the ALGS registration process on the Registration Site. Once all Competitors on a Team have checked-in, the Team will be seeded into the tournament.

The Team roster may be edited up until the following Roster Lock Dates:

For AC OT 1: 12:00 PM PT, Thursday, October 1, 2020
For AC OT 2: 12:00 PM PT, Thursday, October 15, 2020
For AC OT 3: 12:00 PM PT, Thursday, October 29, 2020
For AC OT 4: 12:00 PM PT, Thursday, November 19, 2020
For AC LCQ: 12:00 PM PT, Thursday, December 3, 2020
For AC Playoffs: 12:00 PM PT, Thursday, December 17, 2020

Players may only change Teams if they are not on a registered Roster and subject to a Tournament's Roster Lock period.

Changes to a roster after the Roster Lock Date are subject to approval by EA.

Teams that participate in the North America and Europe AC OT Finals rounds, and the North America and EMEA AC LCQ Finals round, and the AC Playoffs are required to join a specific Discord channel for communication during the broadcast. The specific Discord channel to join will be provided to players via email prior to the start of the AC OT Finals round, prior to the start of the LCQ Finals round, and following the conclusion of the AC Playoffs Regional Stage .

U4. Preliminary Online Tournaments

AC OTs use single-elimination gameplay and will include at least one (1) round. Teams' results after a set number of Matches in each round will be compared to determine advancement to the next round or, if it is the final round, the tournament winners.

U4.1. Tournament Schedule

Each preliminary Online Tournament will be held over one (1) or more days of competition. The exact schedule and format will be announced in the event-specific rules.

U4.2. Tournament Format

U4.2.1. Maximum Number of Teams

The North America & Europe Regions will each feature a maximum of 320 Teams. All other Regions will each feature a maximum of 160 Teams.

U4.2.2. Seeding & Grouping

Teams will be randomly distributed into groups of up to twenty (20) at the start of the tournament. Teams will be randomly seeded within these groups.

U4.2.3. Rounds, Finals, and Winner Determination

Each AC OT may feature multiple rounds of competition, including a final round (“AC OT Finals”), the round immediately preceding the final round (“AC OT Semifinals”) and round immediately preceding the AC OT Semifinals (“AC OT Quarterfinals”). Each round will include a series of matches.

The top ten (10) placing Teams from the immediately preceding AC OT, if any, (each, a “AC OT Advanced Start Team”) will begin the tournament in the AC OT Finals. All other Teams will begin the tournament in Round 1.

The total number of rounds in the tournament will vary pending the final amount of Teams that check-in to the tournament on the day of the competition, but will feature a maximum number of rounds. North America & Europe Regions will have a maximum of five (5) rounds, including the AC OT Finals round. All other Regions will have a maximum of four (4) rounds, including the AC OT Finals round.

Each round prior to the AC OT Finals will feature four (4) Matches, with Teams accumulating points in each Match. The points awarded are described in **Section U6.1 Scoring**.

After all Matches are completed in a given round, the Teams with the round’s highest Round Scores (as described in **Section U6.1 Scoring**) in each group advance to the next round or, if twenty (20) or fewer total Teams remain across all groups, the AC OT Finals. The exact number of teams that will advance to the next round from each group will be announced to the Teams on the AC Event Webpage after check-in has closed on the first day of the tournament. The remaining Teams will be eliminated from the event.

Each round will attempt to feature the maximum number of Teams in each group, and the number of Teams that advance to the next round in the competition may vary from one group to another.

The AC OT Finals will feature six (6) Matches, with Teams accumulating points in each Match. The points awarded are described in **Section U6.1 Scoring**. After all Matches are completed in the Finals, the Teams with the Finals round’s highest Round Scores (as described in **Section U6.1 Scoring**) are declared the winners of the AC OT for that Region or Super Region.

U5. Last Chance Qualifiers

Teams that have not already qualified for the AC Playoffs may compete in their Region’s AC LCQ for an opportunity to qualify for the AC Playoffs. A Player cannot participate in more than one (1) regional AC LCQ.

The AC LCQ will be held online from Saturday, December 5, 2020 to Monday, December 7, 2020.

U5.1. Schedule

The exact schedule will be announced in the event-specific rules.

U5.2. Tournament Format

This tournament will be separated by Region, except for:

- Japan and South Korea, which will be separated by Super Region (APAC North);
- Australia & New Zealand and Greater Southeast Asia, which will be separated by Super Region (APAC South); and
- The Finals round for Europe, and Middle East & Africa, which will be separated by Super Region.

AC LCQs feature a single stage with multiple rounds of competition, including a final round (“AC LCQ Finals”), the round immediately preceding the final round (“AC LCQ Semifinals”) and round immediately preceding the AC LCQ Semifinals (“AC LCQ Quarterfinals”). Each round will include a series of matches.

U5.2.1. Maximum Teams

The North America & Europe AC LCQs will each feature a maximum of 320 Teams. All other AC LCQs will each feature a maximum of 160 Teams.

U5.2.2. Seeding & Grouping

Teams will be randomly distributed into groups of up to twenty (20) at the start of the tournament. Teams will be randomly seeded within these groups.

U5.2.3. Rounds and Advancement

All Regions will have a maximum of five (5) rounds, including the AC LCQ Finals round.

Each round, except for the AC LCQ Semifinals and Finals round, will feature four (4) Matches. The AC LCQ Semifinals and Finals rounds will feature six (6) Matches.

Teams accumulate points in each Match; the points awarded are described in **Section U6.1 Scoring**.

All Teams will be initially placed into Round 1. After all Matches are completed in a given round, the Teams with the round’s highest Round Scores (as described in **Section U6.1 Scoring**) in each group advance to the next round. The remaining Teams will be eliminated from the event.

The exact number of teams that will advance to the next round from each group will be announced to the Teams on the AC Event Webpage after check-in has closed on the first day of the tournament.

Each round will attempt to feature the maximum number of Teams in each group, and the number of Teams that advance to the next round in the competition may vary from one group to another.

After all Matches are completed in the AC LCQ Semi Finals (for North America, South America, Europe, APAC North, and APAC South, the round of 40; for Middle East & Africa, the round of 20), the top finishing Teams with the round’s highest Round Scores in each group advance to the AC LCQ Finals. The top placing Teams from each Region will advance to the AC LCQ Finals for their Super Region or Region as follows:

- Europe
- Top eight (8) Teams
- Middle East & Africa
- Top four (4) Teams
- APAC North, APAC South, North America, South America
- Top ten (10) Teams

U5.2.4. Winners Determination

After all Matches are completed in the AC LCQ Finals, the Teams with the highest Round Scores (as described in **Section U6.1 Scoring**) in the AC LCQ Finals are declared the winners of AC LCQ for that Super Region or Region.

U6. Scoring and Tiebreakers for AC OTs and AC LCQs

U6.1. Scoring

At the end of each Match, Teams are awarded points for their placement and the Team's total number of kills ("Match Score").

The points awarded in each Match are:

- Placement
 - 1st: 12
 - 2nd: 9
 - 3rd: 7
 - 4th: 5
 - 5th: 4
 - 6th – 7th: 3
 - 8th – 10th: 2
 - 11th – 15th: 1
 - 16th – 20th: 0
- Kills
 - 1 for each kill

If a Team misses a Match (no Competitors from the Team competed in the Match), then the Team receives a Match Score of zero (0) for that Match.

At the end of each round, a Team's total points will include the Team's Match Scores for all Matches in that round ("Round Score").

The final scores of each Match and round will be reported by a Battlefy Tournament Official. The final standings of each Round will be communicated via the AC Event Webpage at the conclusion of each round.

U6.2. Tiebreakers

In the event two (2) or more Teams are tied in Round Score, the tie will be resolved by the following, in descending order of priority:

- Single Match Scores

- Each tied Team's single highest Match Score is compared against all tied Teams' single highest Match Score. These may have been in the same or different Matches in the round for each tied Team. The Team that earned the highest single Match Score will win the tiebreaker. Example: Team 1 and Team 2 have tied Round Scores of 67. Team 1's highest single Match Score is 20 points in the first Match of the round and Team 2's highest single Match Score is 22 points in the second Match of the round. Team 2 would win the Single Match Score Tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional individual Match Scores are available. Example: Team 1's and Team 2's single highest Match Score is 20 points in Matches 1 & 3 respectively. Team 1's next highest single Match Score is 18 Points from Match 3, while Team 2's next highest single Match Score is 15 in Match 2. Team 1 would win the Single Match Score Tiebreaker. If two (2) or more teams are still tied after review of Single Match Scores, then ties will be resolved using Single Match Best Placement.
 - Single Match Best Placement
- Each tied Team's best placement in a single Match is compared against the best placement in a single match of all tied Teams. These best placements may have been in the same or different Matches for each tied Team. The Team with the best placement (lowest number) will win the tiebreaker. A 1st place finish in a single match is the best possible placement. This is repeated for all Matches played in the round until all ties are broken or no additional individual Matches are available. If two (2) or more teams are still tied after review of Single Match Scores and Single Match Best Placement, then ties will be resolved using Single Match Total Kills.
 - Single Match Total Kills
- Each tied Team's single highest total kills in a single Match is compared against all tied Teams' highest total kills in a single Match. The Team with the most kills in a single Match will win the tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional Matches are available.

U7. AC Playoffs

The AC Playoffs are the pinnacle event in the Autumn Circuit. Qualified Teams compete in the AC Playoffs for their Region (North America and South America only) or Super Region.

U7.1 Schedule and Registration

The exact schedule will be announced in the event-specific rules.

All Teams that qualify for the AC Playoffs must complete the separate registration process for the AC Playoffs.

U7.2. Qualification

Teams qualify for the AC Playoffs through one of the following methods:

- Preliminary Online Tournaments
 - Based on each Team's Region or Super Region, the top one (1), two (2), or three (3) placing teams (exact number of Teams detailed below), as determined by a Team's finishing placement in the AC OT Finals from each preliminary Online Tournament, will qualify to participate in the AC Playoffs ("AC OT Playoffs Teams").
 - For South America AC OT 1-3 and Middle East & Africa: Top one (1) Team per Region qualifies. For North America AC OT 1-3 and Europe: Top two (2) Teams per Region qualify. For APAC North and APAC South: Top three (3) Teams per Super Region qualify.

- For North America and South America in AC OT 4: Top three (3) Teams per Region qualifies.
- After qualifying, AC OT Playoffs Teams may continue to participate in additional preliminary Online Tournaments to improve their AC Playoffs seeding.
- AC OT Playoffs Teams must maintain at least two (2) Competitors from the qualifying event roster in their locked rosters for any subsequent AC OTs and the AC Playoffs in order to retain their qualification for the AC Playoffs. If a Competitor joins a new Team (i.e., a team that does not include either of their teammates from the qualifying roster) for a subsequent AC OT or AC LCQ, that Competitor will be removed from the AC OT Playoffs Team.
 - AC OT Playoffs Teams may not make any roster changes between the conclusion of AC OT 4 and the Playoffs Roster Lock Date.
 - Autumn Circuit ALGS Points
 - The top one (1) to nine (9) Teams with the highest cumulative total ALGS Points earned in the Autumn Circuit will qualify for the AC Playoffs.
 - The exact number will depend upon the number of repeated winners among Teams qualifying by way of preliminary Online Tournaments and how many spots are forfeited due to roster changes.
 - This qualification method is open only to Teams who have not already qualified for the Playoffs and who check in for AC OT 4.
 - Total ALGS Points earned in the Autumn Circuit will be calculated following the conclusion of the AC OT 4 and will include the ALGS Points earned across all AC OTs by each Competitor on a Team's AC OT 4 locked roster.
 - After qualifying through this method, Teams are required to register for the AC Playoffs with the same three (3) Competitors from their qualifying roster.
 - Last Chance Qualifiers
 - The top five (5) Teams, as determined by finishing placement in each Region's or Super Region's AC LCQ, will advance to the AC Playoffs for their Super Region or Region.
 - These Teams may not change any member of their Team after qualifying for the AC Playoffs.

U7.3. Format

The AC Playoffs will feature twenty (20) Teams in a single series of matches.

U7.3.1 Seeding

Teams will be seeded by their cumulative total ALGS Points earned across all AC OTs.

Teams that qualify through an AC LCQ will be seeded below other AC Playoff teams.

In the event Teams are tied in cumulative total ALGS Points earned across all AC OTs, all tied Teams will be awarded the points detailed in **Section U7.3.2** for the seed.

U7.3.2 Scoring

The top ten (10) seeded Teams that qualify for the Playoffs through AC OTs or by Autumn Circuit ALGS Points will start the AC Playoffs with points as follows:

- 1st seed = 10 points
- 2nd seed = 9 points
- 3rd seed = 8 points

- 4th seed = 7 points
- 5th seed = 6 points
- 6th seed = 5 points
- 7th seed = 4 points
- 8th seed = 3 points
- 9th seed = 2 points
- 10th seed = 1 point

At the end of each match, Teams are awarded points for their placement and the Team's total number of kills.

The points awarded in each match are:

- Placement
 - 1st: 12
 - 2nd: 9
 - 3rd: 7
 - 4th: 5
 - 5th: 4
 - 6th – 7th: 3
 - 8th – 10th: 2
 - 11th – 15th: 1
 - 16th – 20th: 0
- Kills
 - 1 for each kill

U7.3.3 Match Point

The AC Playoffs Champion will be determined using the Match Point mechanic.

Once a Team reaches a certain point threshold ("AC Playoffs Match Point Threshold"), it is "Match Point Eligible."

The AC Playoffs Match Point Threshold will be specified in the event-specific rules.

Once a Team is Match Point Eligible, winning a Match (placing first) after the Match in which they reach the Match Point Threshold will result in them being declared winners of the AC Playoffs.

After a Team has been declared the winners of the AC Playoffs, the remaining Teams will be ranked 2nd-20th based on their total Match Scores earned during the AC Playoffs ("Total AC Playoffs Points").

U8. Match Rules

- The unique code(s) to join the appropriate Online Tournament Match in the Game will be posted on the AC Event Webpage. There may be unique codes for each match in the tournament.
 - Competitors may request a Joining a Tournament Match guide by emailing ALGSLeagueOps@ea.com.

- Competitors are recommended to add LeagueOps@battlefy.com to their email contacts.
- Competitors may not share the code. In the event a Competitor shares the code, the Competitor and their Team may be subject to penalties as described in Section A6 Penalties in APPENDIX A.
 - Competitors that elect to stream their matches that display the code on their stream will be found to have shared the code.
 - Prior to the start of each Match, the Team Captain is required to enter the Team name in the custom in-Game lobby for each Match. The Team name provided in the lobby must match the Team name provided during registration on the AC Event Webpage. The only permissible change to Team names in-Match are shortening of Team names in the event the character limit is reached.
 - Competitors must be present in the in-Game Match lobby at the scheduled start time for each Match detailed in the Tournament Schedule section of the event-specific rules in order to participate in that match.
 - Matches may be started at the scheduled start time without all Competitors or Teams present.
 - Competitors or Teams that miss a Match may join the next Match in the round.
 - Matches may contain less than twenty (20) Teams and/or sixty (60) Competitors.
 - If there are less Teams in the Group than the number of advancing spots to the next Round, all Teams will advance.
 - Competitors may not leave the normal boundaries of a map in a way that does not activate an “out-of-bounds” timer or other exploit that results in the Competitor being able to remain outside of the circle (in the orange) without taking damage.
 - Competitors may not exploit a game mechanic to enter and exit the 30-second “out-of-bounds” kill timer consecutively in the same area.

U9. Additional Match Guidelines

The guidelines below are in addition to the guidelines noted in **Section C6**.

U9.1. Map(s)

Any map available in a public Playlist in the Game may be played in an Online Tournament.

- The specific map rotation for each AC OT will be announced in the event-specific rules.

U9.2. General Rules

- Competitors may use a keyboard and mouse, a Playstation 4 controller, or an Xbox controller when competing in this event.
 - Competitors may not utilize macro functions on an input device.
 - Competitors may not utilize macros or scripts that result in actions, either in a series or simultaneously, to be executed in the game.
- Teams are responsible for their own team communication during the event.

U9.3. Disconnects & Game Start

- Matches will continue if players disconnect or fail to load into the game.
- If a player disconnects from a Match, they may attempt to rejoin the game using the in-Game reconnect feature.

U9.4. Game Files

Competitors may only add or edit the following Game files:

- local.cfg

- autoexec.cfg
- videoconfig.txt

Competitors may only add or edit the following lines in the files specified above:

- fps_max
- mat_letterbox_aspect_goal
- mat_letterbox_aspect_threshold
- "setting.csm_enabled" "0"

U10. Autumn Circuit Prizes and ALGS Points

The Autumn Circuit will award a total of USD \$619,000.00. See **Section 6 Prizes** for exact prizing details.

The Autumn Circuit will award ALGS Points according to **Section E5 Autumn Circuit** of APPENDIX E.

Competitors may request their Team's current total Autumn Circuit ALGS Points by emailing ALGSLeagueOps@ea.com.

The top ten (10) Teams of each AC OT, based on their finishing rank in the AC OT, are also awarded with starting placement in the Finals round of the next consecutive AC OT.

APPENDIX V: AUTUMN CIRCUIT PRELIMINARY ONLINE TOURNAMENT 1 RULES

V1. Overview

The 1st preliminary Online Tournament in the Autumn Circuit (“AC OT1”), will be held online from Saturday, October 3, 2020 to Monday, October 5, 2020.

V2. Tournament Schedule

V2.1. Applicable Time Zone

- APAC South
 - AEST
- APAC North
 - JST
- Middle East & Africa
 - TRT
- Europe
 - BST
- North America
 - PDT
- South America
 - BRT

V2.2. Regional Stage Start Times

The Tournament start time for all regions on Saturday, October 3, 2020 is:

- 12:00 PM

The Tournament start times for Sunday, October 4, 2020 are:

- Europe and North America
 - 12:00 PM
- APAC North
 - 6:00 PM

Each round is scheduled to last 150 minutes (2.5 hours) and will start following the conclusion of the previous Round.

The specific start time of each round may vary from the schedule listed above. Specific start times for Matches will be available on the AC Event Webpage on the day of the tournament.

V2.3 Daily Schedules

All rounds for APAC South, Middle East & Africa, and South America will be held on October 3, 2020.

All rounds for APAC North, except for the Finals round (20 max teams), will be held on October 3, 2020. The Finals round for APAC North will be held on October 4, 2020.

For Europe and North America, the following rounds will be played on the following days:

- October 3, 2020

- Round of 320 max teams (if needed)
- Round of 160 max teams (if needed)
- October 4, 2020
- Round of 80 max teams (if needed)
- Round of 40 max teams (if needed)
- October 5, 2020
- Finals (20 max teams)

V2.4. Broadcast Start Times

The AC OT 1 Finals for the North America and Europe Regions will be featured on broadcasts operated by EA. All Competitors on a Team must be in the in-Game Match lobby by 5:40 PM BST (EMEA) or 4:40 PM PT (Americas) on Monday, October 5, 2020 to confirm their attendance. The first Match in these Finals will start at 6:00 PM BST (Europe) and 5:00 PM PT (North America).

V3. Additional Match Guidelines

The guidelines below are in addition to the guidelines noted in **Section U9**.

V3.1. Gameplay Settings

- The items detailed below have been altered from default match settings in the Game:
 - Legendary (Gold) Knockdown Shield - REMOVED
- Matches will be initially hosted on these datacenters:
 - North America: Iowa (any)
 - Europe: Frankfurt (any)
 - South America: São Paulo (any)
 - APAC North: Tokyo (any)
 - APAC South: Singapore (any)
 - Middle East & Africa: Frankfurt (any)
- If there are technical or connection issues that require a Match be hosted on a different datacenter than specified above, the information about the new datacenter will be posted on the AC Event Webpage.

V3.2. Map(s)

- The maps for each Match by round are:
 - AC OT 1 Finals:
 - Matches 1, 2, & 3: Kings Canyon
 - Matches 4, 5, & 6: World's Edge
 - AC OT 1 Round 1 (if different from AC OT 1 Finals):
 - Matches 1 & 2: Kings Canyon
 - Matches 3 & 4: World's Edge
 - AC OT 1 Round 2 (if needed):
 - Matches 1 & 2: World's Edge
 - Matches 3 & 4: Kings Canyon
 - AC OT 1 Round 3 (if needed):
 - Matches 1 & 2: Kings Canyon
 - Matches 3 & 4: World's Edge
 - AC OT 1 Round 4 (if needed):

- Matches 1 & 2: World's Edge
- Matches 3 & 4: Kings Canyon

APPENDIX W: AUTUMN CIRCUIT PRELIMINARY ONLINE TOURNAMENT 2 RULES

W1. Overview

The 2nd preliminary Online Tournament in the Autumn Circuit will be held online from Saturday, October 17, 2020 to Monday, October 19, 2020.

W2. Tournament Schedule

W2.1. Applicable Time Zone

- APAC South
 - SGT
- APAC North
 - JST
- Middle East & Africa
 - TRT
- Europe
 - BST
- North America
 - PDT
- South America
 - BRT

W2.2. Regional Stage Start Times

The tournament start time for all regions on Saturday, October 17, 2020 is:

- 12:00 PM

The tournament start times for Sunday, October 18, 2020 are:

- Europe and North America
 - 12:00 PM
- APAC North
 - 6:00 PM

Each round is scheduled to last 150 minutes (2.5 hours) and will start following the conclusion of the previous Round.

The specific start time of each round may vary from the schedule listed above. Specific start times for Matches will be available on the AC Event Webpage on the day of the tournament.

W2.3 Daily Schedules

All rounds for APAC South, Middle East & Africa, and South America will be held on October 17, 2020.

All rounds for APAC North, except for the Finals round (20 max teams), will be held on October 17, 2020. The Finals round for APAC North will be held on October 18, 2020.

For Europe and North America, the following rounds will be played on the following days:

- October 17, 2020

- Round of 320 max teams (if needed)
- Round of 160 max teams (if needed)
- October 18, 2020
- Round of 80 max teams (if needed)
- Round of 40 max teams (if needed)
- October 19, 2020
- Finals (20 max teams)

W2.4. Broadcast Start Times

The AC OT 2 Finals for the North America and Europe Regions will be featured on broadcasts operated by EA. All Competitors on a Team must be in the in-Game Match lobby by 5:40 PM BST (EMEA) or 4:40 PM PT (Americas) on Monday, October 19, 2020 to confirm their attendance. The first Match in these Finals will start at 6:00 PM BST (Europe) and 5:00 PM PT (North America).

W3. Additional Match Guidelines

The guidelines below are in addition to the guidelines noted in **Section U9**.

W3.1. Gameplay Settings

- The items detailed below have been altered from default match settings in the Game:
 - Legendary (Gold) Knockdown Shield - REMOVED
- Matches will be initially hosted on these datacenters:
 - North America: Iowa (any)
 - Europe: Frankfurt (any)
 - South America: São Paulo (any)
 - APAC North: Tokyo (any)
 - APAC South: Singapore (any)
 - Middle East & Africa: Frankfurt (any)
- If there are technical or connection issues that require a Match be hosted on a different datacenter than specified above, the information about the new datacenter will be posted on the AC Event Webpage.

W3.2. Map(s)

- The maps for each Match by round are:
 - AC OT 2 Finals:
 - Matches 1, 2, & 3: World's Edge
 - Matches 4, 5, & 6: Kings Canyon
 - AC OT 2 Round 1 (if different from AC OT 2 Finals):
 - Matches 1 & 2: World's Edge
 - Matches 3 & 4: Kings Canyon
 - AC OT 2 Round 2 (if needed):
 - Matches 1 & 2: Kings Canyon
 - Matches 3 & 4: World's Edge
 - AC OT 2 Round 3 (if needed):
 - Matches 1 & 2: World's Edge
 - Matches 3 & 4: Kings Canyon
 - AC OT 2 Round 4 (if needed):

- Matches 1 & 2: Kings Canyon
- Matches 3 & 4: World's Edge

APPENDIX X: AUTUMN CIRCUIT PRELIMINARY ONLINE TOURNAMENT 3 RULES

X1. Overview

The 3rd preliminary Online Tournament in the Autumn Circuit will be held online from Saturday, October 31, 2020 to Monday, November 2, 2020.

X2. Tournament Schedule

X2.1. Applicable Time Zone

- APAC South
 - SGT
- APAC North
 - JST
- Middle East & Africa
 - TRT
- Europe
 - BST (Until 2:00 AM November 1, then GMT)
- North America
 - PDT (until 2:00 AM November 1, then PST)
- South America
 - BRT

X2.2. Regional Stage Start Times

The tournament start time for all regions on Saturday, October 31, 2020 is:

- 12:00 PM

The tournament start times for Sunday, Sunday, November 1, 2020 are:

- Europe and North America
 - 12:00 PM
- APAC North
 - 6:00 PM

Each round is scheduled to last 150 minutes (2.5 hours) and will start following the conclusion of the previous Round.

The specific start time of each round may vary from the schedule listed above. Specific start times for Matches will be available on the AC Event Webpage on the day of the tournament.

X2.3 Daily Schedules

All rounds for APAC South, Middle East & Africa, and South America will be held on Saturday, October 31, 2020.

All rounds for APAC North, except for the Finals round (20 max teams), will be held on Saturday, October 31, 2020. The Finals round for APAC North will be held on Sunday, November 1, 2020.

For Europe and North America, the following rounds will be played on the following days:

- Saturday, October 31, 2020
- Round of 320 max teams (if needed)
- Round of 160 max teams (if needed)
- Sunday, November 1, 2020
- Round of 80 max teams (if needed)
- Round of 40 max teams (if needed)
- Monday, November 2, 2020
- Finals (20 max teams)

X2.4. Broadcast Start Times

The AC OT 3 Finals for the North America and Europe Regions will be featured on broadcasts operated by EA. All Competitors on a Team must be in the in-Game Match lobby by 5:40 PM BST (EMEA) or 4:40 PM PT (Americas) on Monday, November 2, 2020 to confirm their attendance. The first Match in these Finals will start at 6:00 PM BST (Europe) and 5:00 PM PT (North America).

X3. Additional Match Guidelines

The guidelines below are in addition to the guidelines noted in **Section U9**.

X3.1. Gameplay Settings

- The items detailed below have been altered from default match settings in the Game:
 - Legendary (Gold) Knockdown Shield - REMOVED
- Matches will be initially hosted on these datacenters:
 - North America: Iowa (any)
 - Europe: Frankfurt (any)
 - South America: São Paulo (any)
 - APAC North: Tokyo (any)
 - APAC South: Singapore (any)
 - Middle East & Africa: Frankfurt (any)
- If there are technical or connection issues that require a Match be hosted on a different datacenter than specified above, the information about the new datacenter will be posted on the AC Event Webpage.

X3.2. Map(s)

- The maps for each Match by round are:
 - AC OT 3 Finals:
 - Matches 1, 2, & 3: Kings Canyon
 - Matches 4, 5, & 6: World's Edge
 - AC OT 3 Round 1 (if different from AC OT 3 Finals):
 - Matches 1 & 2: Kings Canyon
 - Matches 3 & 4: World's Edge
 - AC OT 3 Round 2 (if needed):
 - Matches 1 & 2: World's Edge
 - Matches 3 & 4: Kings Canyon
 - AC OT 3 Round 3 (if needed):
 - Matches 1 & 2: Kings Canyon
 - Matches 3 & 4: World's Edge

- AC OT 3 Round 4 (if needed):
 - Matches 1 & 2: World's Edge
 - Matches 3 & 4: Kings Canyon

APPENDIX Y: AUTUMN CIRCUIT PRELIMINARY ONLINE TOURNAMENT 4 RULES

Y1. Overview

The 4th preliminary Online Tournament in the Autumn Circuit will be held online from Saturday, November 21, 2020 to Monday, November 23, 2020.

Y2. Tournament Schedule

Y2.1. Applicable Time Zone

- APAC South
 - SGT
- APAC North
 - JST
- Middle East & Africa
 - TRT
- Europe
 - GMT
- North America
 - PST
- South America
 - BRT

Y2.2. Regional Stage Start Times

The tournament start time for all regions on Saturday, November 21, 2020 is:

- 12:00 PM

The tournament start times for Sunday, November 22, 2020 are:

- APAC South, Europe and North America
 - 12:00 PM
- APAC North
 - 6:00 PM

Each round is scheduled to last 150 minutes (2.5 hours) and will start following the conclusion of the previous Round.

The specific start time of each round may vary from the schedule listed above. Specific start times for Matches will be available on the AC Event Webpage on the day of the tournament.

Y2.3 Daily Schedules

All rounds for Middle East & Africa, and South America will be held on November 21, 2020.

All rounds for APAC North and APAC South, except for the Finals round (20 max teams), will be held on November 21, 2020. The Finals round for APAC North and APAC South will be held on November, 22.

For Europe and North America, the following rounds will be played on the following days:

- November, 21, 2020

- Round of 320 max teams (if needed)
- Round of 160 max teams (if needed)
- November 22, 2020
- Round of 80 max teams (if needed)
- Round of 40 max teams (if needed)
- Semifinals (if needed)
- November, 23, 2020
- Finals (20 max teams)

Y2.4. Broadcast Start Times

The AC OT 4 Finals for the North America and Europe Regions will be featured on broadcasts operated by EA. All Competitors on a Team must be in the in-Game Match lobby by 5:40 PM BST (EMEA) or 4:40 PM PT (Americas) on Monday, November 23, 2020 to confirm their attendance. The first Match in these Finals will start at 6:00 PM BST (Europe) and 5:00 PM PT (North America).

Y3. Additional Match Guidelines

The guidelines below are in addition to the guidelines noted in **Section U9**.

Y3.1. Gameplay Settings

- The items detailed below have been altered from default match settings in the Game:
 - Legendary (Gold) Knockdown Shield - REMOVED
- Matches will be initially hosted on these datacenters:
 - North America: Iowa (any)
 - Europe: Frankfurt (any)
 - South America: São Paulo (any)
 - APAC North: Tokyo (any)
 - APAC South: Singapore (any)
 - Middle East & Africa: Frankfurt (any)
- If there are technical or connection issues that require a Match be hosted on a different datacenter than specified above, the information about the new datacenter will be posted on the AC Event Webpage.

Y3.2. Map(s)

- All matches will be played on World's Edge.

APPENDIX Z: AUTUMN CIRCUIT LAST CHANCE QUALIFIER RULES

Z1. Overview

The Last Chance Qualifier in the Autumn Circuit will be held online from Saturday, December 5, 2020 to Monday, December 7, 2020.

Z2. Tournament Schedule

Z2.1. Applicable Time Zones

- APAC South
 - SGT
- APAC North
 - JST
- EMEA
 - GMT
- North America
 - PST
- South America
 - BRT

Z2.2. Start Times

The tournament start times for all Regions and Super Regions on Saturday, December 5, 2020 is:

- 12:00 PM

The tournament start times for all Regions on Sunday, December 6, 2020 are:

- APAC South, EMEA, North America, and South America
 - 12:00 PM
- APAC North
 - 6:00 PM

Each round is scheduled to last 150 minutes (2.5 hours) and will start following the conclusion of the previous Round.

The specific start time of each round may vary from the schedule listed above. Specific start times for Matches will be available on the AC Event Webpage on the day of the tournament.

Z2.3 Daily Schedules

The following Rounds will be played on Saturday, December 5 for each Region and Super Region:

- APAC North, APAC South, South America
 - All rounds until Finals
- EMEA, North America
 - All rounds until Quarterfinals

The following Rounds will be played on Sunday, December 6 for each Region and Super Region:

- APAC North, APAC South, South America
 - Finals
- EMEA, North America

- Quarterfinals
- Semifinals

The Finals for EMEA and North America will be played on Monday, December 7, 2020.

Z2.4. Broadcast Start Times

The AC LCQ Finals for the North America Region and EMEA Super Region will be featured on broadcasts operated by EA. All Competitors on a Team must be in the in-Game Match lobby by 5:40 PM BST (EMEA) or 4:40 PM PT (North America) on Monday, December 7, 2020 to confirm their attendance. The first Match in these Finals will start at 6:00 PM BST (EMEA) and 5:00 PM PT (North America).

Z3. Additional Match Guidelines

The guidelines below are in addition to the guidelines noted in **Section U9**.

Z3.1. Gameplay Settings

- The items detailed below have been altered from default match settings in the Game:
 - Legendary (Gold) Knockdown Shield - REMOVED
- Matches will be initially hosted on these datacenters:
 - North America: Iowa (any)
 - Europe: Frankfurt (any)
 - South America: São Paulo (any)
 - APAC North: Tokyo (any)
 - APAC South: Singapore (any)
 - Middle East & Africa: Frankfurt (any)
- If there are technical or connection issues that require a Match be hosted on a different datacenter than specified above, the information about the new datacenter will be posted on the AC Event Webpage.

Z3.2. Map(s)

- All matches will be played on World's Edge

APPENDIX AA: AUTUMN CIRCUIT PLAYOFFS RULES

AA1. Overview

The Playoffs in the Autumn Circuit will be held online from Saturday, December 19, 2020 to Sunday, December 20, 2020.

AA2. Tournament Schedule

AA2.1. Applicable Time Zones

- APAC South
 - SGT
- APAC North
 - JST
- EMEA
 - GMT
- North America
 - PST
- South America
 - BRT

AA2.2. Start Times

- APAC South
 - 3:00 PM on Saturday, December 19, 2020
- South America
 - 2:00 PM on Saturday, December 19, 2020
- North America
 - 3:00 PM on Saturday, December 19, 2020
- APAC North
 - 6:00 PM on Sunday, December 20, 2020
- EMEA
 - 4:00 PM on Sunday, December 20, 2020

Each match is scheduled to last 30 minutes and will start following the conclusion of the previous match.

A fifteen (15) minute break will be held after every sixth match played.

Specific start times for matches will be available on the AC Event Webpage on the day of the tournament.

AA2.3. Broadcast Overview

The AC Playoffs for the APAC South and EMEA Super Regions, and the North America Region, will be featured on broadcasts operated by EA. All Competitors on a Team must be in the in-Game Tournament Match lobby no later than twenty (20) minutes prior to the start time detailed in **Section AA2.2**.

AA3. Additional Match Guidelines

The guidelines below are in addition to the guidelines noted in **Section U9**.

AA3.1. Gameplay Settings

- The items detailed below have been altered from default match settings in the Game:
 - Legendary (Gold) Knockdown Shield - REMOVED
- Matches will be initially hosted on these datacenters:
 - North America: Iowa (any)
 - EMEA: Frankfurt (any)
 - South America: São Paulo (any)
 - APAC North: Tokyo (any)
 - APAC South: Singapore (any)
 - If there are technical or connection issues that require a Match be hosted on a different datacenter than specified above, the information about the new datacenter will be posted on the AC Event Webpage.

AA3.2. Map(s)

- All matches will be played on World's Edge

APPENDIX AB: WINTER CIRCUIT

AB1. Overview

The Winter Circuit is a series of online video game competitions within the ALGS. Each tournament in the Winter Circuit, except for the Last Chance Qualifiers, will award ALGS Points to the Competitors on the top placing Teams.

The Winter Circuit consists of:

- Four (4) preliminary Online Tournaments (each, a “WC OT,” described in **Section AB4**) for each of the North America, South America, Europe, Middle East & Africa Regions and for each of the APAC North and APAC South Super Regions;
- An online Last Chance Qualifier (“WC LCQ,” described in **Section AB5**) for each Super Region, except North America and South America, which will be separated by Region; and
- An online playoffs event (“WC Playoffs,” described in **Section AB7**) for each of the APAC North, APAC South, and EMEA Super Regions, and for each of the North America and South America Regions.

A Team qualifies for the WC Playoffs through the methods described in **Section AB7.2**.

AB2. Additional Eligibility Requirements

Each Competitor on a Team must attain the rank of Gold IV or higher in the current season and split of Apex Legends Ranked Leagues on the PC platform using the EA Account used to register for the ALGS by 2:00 PT of the registration deadline noted in the event-specific rules.

AB3. Registration and Check-in

AB3.1. Registration Process

Teams are required to register for each event in the Winter Circuit separately. For each Winter Circuit event, each Team is required to complete the following steps by the registration deadlines noted in the event-specific rules:

- Team Captain: Go to the Battlefy webpage dedicated to the specific Winter Circuit event (“WC Event Webpage”) at [Battlefy.com/leagues/algs](https://battlefy.com/leagues/algs), select the appropriate tournament and click the “Join Tournament” button;
- Team Captain: On the WC Event Webpage, set the Team lineup by selecting the Competitors who will participate in the tournament, including a Substitute Player (if any), from the Team roster and send these Competitors an invite to join the tournament;
- Other Competitors on the Team: Accept the invite to join the tournament; and
- All Competitors on the Team: Read and accept the Official Rules.

AB3.2. Check-in

Registered Teams are required to check-in to the Online Tournament on the WC Event Webpage starting one (1) hour prior to and up until the start of each tournament stage, if there are multiple stages, to confirm their attendance. Competitors are required to check in using the EA Account ID provided during the ALGS registration process on the Registration Site. Once three (3) Competitors on a Team have checked-in, the Team will be seeded into the tournament.

The Team roster may be edited up until the following Roster Lock Dates noted in the event-specific rules.

Players may only change Teams if they are not on a registered Roster and subject to a Tournament's Roster Lock period.

Changes to a roster after the Roster Lock Date are subject to approval by EA.

Teams that participate in the North America and Europe WC OT Finals rounds, and the North America and EMEA WC LCQ Finals round, and the WC Playoffs are required to join a specific Discord channel for communication during the broadcast. The specific Discord channel to join will be provided to players via email prior to the start of the WC OT Finals round, prior to the start of the WC LCQ Finals round, and prior to the start of the WC Playoffs.

AB4. Preliminary Online Tournaments

WC OTs use single-elimination gameplay and will include at least one (1) round. Teams' results after a set number of Matches in each round will be compared to determine advancement to the next round or, if it is the final round, the tournament winners.

AB4.1. Tournament Schedule

Each preliminary Online Tournament will be held over one (1) or more days of competition. The exact schedule and format will be announced in the event-specific rules.

AB4.2. Tournament Format

AB4.2.1. Maximum Number of Teams

The North America & Europe WC OTs will each feature a maximum of 320 Teams. All other WC OTs will each feature a maximum of 160 Teams.

AB4.2.2. Seeding & Grouping

Teams will be randomly distributed into groups of up to twenty (20) at the start of the tournament. Teams will be seeded using the total cumulative ALGS points of the Competitors on the team roster for the event, not including the Substitute Player, as of the event's Roster Lock Date.

AB4.2.3. Rounds, Finals, and Winner Determination

Each WC OT may feature multiple rounds of competition, including a final round ("WC OT Finals"), the round immediately preceding the final round ("WC OT Semifinals") and round immediately preceding the WC OT Semifinals ("WC OT Quarterfinals"). Each round will include a series of matches.

The top ten (10) placing Teams from the immediately preceding WC OT, if any, (each, a "WC OT Advanced Start Team") will begin the tournament in the WC OT Finals. All other Teams will begin the tournament in Round 1.

The total number of rounds in the tournament will vary pending the final amount of Teams that check-in to the tournament on the day of the competition, but will feature a maximum number of rounds. North

America & Europe WC OTs will have a maximum of five (5) rounds, including the WC OT Finals round. All other WC OTs will have a maximum of four (4) rounds, including the WC OT Finals round.

Each round prior to the WC OT Finals will feature four (4) Matches, with Teams accumulating points in each Match. The points awarded are described in **Section AB6.1 Scoring**.

After all Matches are completed in a given round, the Teams with the round's highest Round Scores (as described in **Section AB6.1 Scoring**) in each group advance to the next round or, if twenty (20) or fewer total Teams remain across all groups, the WC OT Finals. The exact number of teams that will advance to the next round from each group will be announced to the Teams on the WC Event Webpage after check-in has closed on the first day of the tournament. The remaining Teams will be eliminated from the event.

Each round will attempt to feature the maximum number of Teams in each group, and the number of Teams that advance to the next round in the competition may vary from one group to another.

The WC OT Finals will feature six (6) Matches, with Teams accumulating points in each Match. The points awarded are described in **Section AB6.1 Scoring**. After all Matches are completed in the Finals, the Teams with the Finals round's highest Round Scores (as described in **Section AB6.1 Scoring**) are declared the winners of the WC OT for that Region or Super Region.

AB5. Last Chance Qualifiers

Teams that have not already qualified for the WC Playoffs may compete in their Region's (North America and South America only) or Super Region's WC LCQ for an opportunity to qualify for the WC Playoffs. A Player cannot participate in more than one (1) regional WC LCQ.

The WC LCQ will be held online from March 19, 2021 to March 21, 2021.

AB5.1. Schedule

The exact schedule will be announced in the event-specific rules.

AB5.2. Tournament Format

This tournament will be separated by Super Region, except for North America and South America, which will be separated by Region.

WC LCQs feature a single stage with multiple rounds of competition, including a final round ("WC LCQ Finals"), the round immediately preceding the final round ("WC LCQ Semifinals") and round immediately preceding the WC LCQ Semifinals ("WC LCQ Quarterfinals"). Each round will include a series of matches.

AB5.2.1. Maximum Teams

The North America, EMEA, and APAC South WC LCQs will each feature a maximum of 320 Teams. All other WC LCQs will each feature a maximum of 160 Teams.

AB5.2.2. Seeding & Grouping

Teams will be seeded using the total cumulative ALGS points of the Competitors on the team roster for the event, not including the Substitute Player, as of the event's Roster Lock Date.

AB5.2.3. Rounds and Advancement

All Regions will have a maximum of five (5) rounds, including the WC LCQ Finals round.

Each round, except for the WC LCQ Semifinals and Finals round, will feature four (4) Matches. The WC LCQ Semifinals and Finals rounds will feature six (6) Matches.

Teams accumulate points in each Match; the points awarded are described in **Section AB6.1 Scoring**.

All Teams will be initially placed into Round 1. After all Matches are completed in a given round, the Teams with the round's highest Round Scores (as described in **Section AB6.1 Scoring**) in each group advance to the next round. The remaining Teams will be eliminated from the event.

The exact number of teams that will advance to the next round from each group will be announced to the Teams on the WC Event Webpage after check-in has closed on the first day of the tournament.

Each round will attempt to feature the maximum number of Teams in each group, and the number of Teams that advance to the next round in the competition may vary from one group to another.

AB5.2.4. Winners Determination

After all Matches are completed in the WC LCQ Finals, the Teams with the highest Round Scores (as described in **Section AB6.1 Scoring**) in the WC LCQ Finals are declared the winners of WC LCQ for that Super Region or Region.

AB6. Scoring and Tiebreakers for WC OTs and WC LCQs

AB6.1. Scoring

At the end of each Match, Teams are awarded points for their placement and the Team's total number of kills ("Match Score").

The points awarded in each Match are:

- Placement
 - 1st: 12
 - 2nd: 9
 - 3rd: 7
 - 4th: 5
 - 5th: 4
 - 6th – 7th: 3
 - 8th – 10th: 2
 - 11th – 15th: 1
 - 16th – 20th: 0
- Kills
 - 1 for each kill

If a Team misses a Match (no Competitors from the Team competed in the Match), then the Team receives a Match Score of zero (0) for that Match.

At the end of each round, a Team's total points will include the Team's Match Scores for all Matches in that round ("Round Score").

The final scores of each Match and round will be reported by a Battlefy Tournament Official. The final standings of each Round will be communicated via the WC Event Webpage at the conclusion of each round.

AB6.2. Tiebreakers

In the event two (2) or more Teams are tied in Round Score, the tie will be resolved by the following, in descending order of priority:

- Single Match Scores
 - Each tied Team's single highest Match Score is compared against all tied Teams' single highest Match Score. These may have been in the same or different Matches in the round for each tied Team. The Team that earned the highest single Match Score will win the tiebreaker. Example: Team 1 and Team 2 have tied Round Scores of 67. Team 1's highest single Match Score is 20 points in the first Match of the round and Team 2's highest single Match Score is 22 points in the second Match of the round. Team 2 would win the Single Match Score Tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional individual Match Scores are available. Example: Team 1's and Team 2's single highest Match Score is 20 points in Matches 1 & 3 respectively. Team 1's next highest single Match Score is 18 Points from Match 3, while Team 2's next highest single Match Score is 15 in Match 2. Team 1 would win the Single Match Score Tiebreaker. If two (2) or more teams are still tied after review of Single Match Scores, then ties will be resolved using Single Match Best Placement.
- Single Match Best Placement
 - Each tied Team's best placement in a single Match is compared against the best placement in a single match of all tied Teams. These best placements may have been in the same or different Matches for each tied Team. The Team with the best placement (lowest number) will win the tiebreaker. A 1st place finish in a single match is the best possible placement. This is repeated for all Matches played in the round until all ties are broken or no additional individual Matches are available. If two (2) or more teams are still tied after review of Single Match Scores and Single Match Best Placement, then ties will be resolved using Single Match Total Kills.
- Single Match Total Kills
 - Each tied Team's single highest total kills in a single Match is compared against all tied Teams' highest total kills in a single Match. The Team with the most kills in a single Match will win the tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional Matches are available.

AB7. WC Playoffs

The WC Playoffs are the pinnacle event in the Winter Circuit. Qualified Teams compete in the WC Playoffs for their Region (North America and South America only) or Super Region.

AB7.1 Schedule and Registration

The exact schedule will be announced in the event-specific rules.

All Teams that qualify for the WC Playoffs must complete the separate registration process for the WC Playoffs.

AB7.2. Qualification

Teams qualify for the WC Playoffs through one of the following methods:

- Preliminary Online Tournaments
 - Based on each Team's Region or Super Region, the top placing Teams (exact number of Teams detailed below), as determined by a Team's finishing placement in the WC OT Finals from each preliminary Online Tournament, will qualify to participate in the WC Playoffs ("WC OT Playoffs Teams").
 - For North America, South America: Top three (3) Teams per Region qualifies. For APAC North, APAC South: Top three (3) Teams per Super Region qualifies. For Europe: Top two (2) Teams qualify. For Middle East & Africa, zero (0) teams qualify.
 - After qualifying, WC OT Playoffs Teams may continue to participate in additional preliminary Online Tournaments to improve their WC Playoffs seeding.
 - WC OT Playoffs Teams must maintain at least two (2) Competitors from the qualifying event roster in their locked rosters for any subsequent WC OTs and the WC Playoffs in order to retain their qualification for the WC Playoffs.
 - The qualifying event roster consists of the three (3) Competitors (not including the Substitute Player) who were on the Team roster as of the event's Roster Lock Date or the three (3) Competitors were in-Match at the conclusion of the event.
 - If a Competitor joins a new Team (i.e., a team that does not include either of their teammates from the Team roster as of the qualifying event's Roster Lock Date) for a subsequent WC OT or WC LCQ, that Competitor will be removed from the WC OT Playoffs Team.
 - WC OT Playoffs Teams may not make any roster changes between the conclusion of WC OT 4 and the Playoffs Roster Lock Date.
- Winter Circuit ALGS Points
 - Based on each Team's Region or Super Region, the top three (3) or four (4) Teams with the highest cumulative total ALGS Points earned in the Winter Circuit will qualify for the WC Playoffs.
 - For North America, South America and Middle East & Africa: Top three (3) Teams per Region qualify. For Europe: Top four (4) Teams qualify. For APAC North and APAC South: Top three (3) Teams per Super Region qualify.
 - These numbers may vary depending on the number of repeated winners among Teams qualifying by way of preliminary Online Tournaments and how many spots are forfeited due to roster changes.
 - This qualification method is open only to Teams who have not already qualified for the WC Playoffs and who check in for WC OT 4.
 - Total ALGS Points earned in the Winter Circuit will be calculated following the conclusion of the WC OT 4 and will include the ALGS Points earned across all WC OTs by each Competitor, not including the Substitute Player (if any), on a Team's WC OT 4 locked roster.
 - After qualifying through this method, Teams are required to register for the WC Playoffs with the same Competitors, not including the Substitute Player (if any), from their qualifying roster.
- Last Chance Qualifiers
 - The top five (5) Teams, as determined by finishing placement in each Region's or Super Region's WC LCQ, will advance to the WC Playoffs for their Super Region or Region.

- These Teams may not change any member of their Team after qualifying for the WC Playoffs.

AB7.3. Format

The WC Playoffs will feature twenty (20) Teams in a single series of matches.

AB7.3.1 Seeding

Teams will be seeded by their cumulative total ALGS Points earned across all WC OTs, not including any points earned by any Substitute Players (if any).

In the event that a Team makes a roster change prior to the start of the WC Playoffs but after all qualifying methods have concluded, the lesser of the total ALGS Points before the roster change and total ALGS Points after the roster change will be used to determine seeding. A Team's seed may not improve by making a roster change after WC OT 4.

Teams that qualify through a WC LCQ will be seeded below other WC Playoffs Teams.

In the event Teams are tied in cumulative total ALGS Points earned across all WC OTs, all tied Teams will be awarded the points detailed in **Section AB7.3.2** for the seed.

AB7.3.2 Scoring

The top ten (10) seeded Teams that qualify for the WC Playoffs through WC OTs or by Winter Circuit ALGS Points will start the WC Playoffs with points as follows:

- 1st seed = 10 points
- 2nd seed = 9 points
- 3rd seed = 8 points
- 4th seed = 7 points
- 5th seed = 6 points
- 6th seed = 5 points
- 7th seed = 4 points
- 8th seed = 3 points
- 9th seed = 2 points
- 10th seed = 1 point

At the end of each match, Teams are awarded points for their placement and the Team's total number of kills.

The points awarded in each match are:

- Placement
 - 1st: 12
 - 2nd: 9
 - 3rd: 7
 - 4th: 5
 - 5th: 4
 - 6th – 7th: 3
 - 8th – 10th: 2
 - 11th – 15th: 1
 - 16th – 20th: 0
- Kills

- 1 for each kill

AB7.3.3 Match Point

The WC Playoffs Champion will be determined using the Match Point mechanic.

Once a Team reaches a certain point threshold (“WC Playoffs Match Point Threshold”), it is “WC Playoffs Match Point Eligible.”

The WC Playoffs Match Point Threshold will be specified in the event-specific rules.

Once a Team is WC Playoffs Match Point Eligible, winning a Match (placing first) after the Match in which they reach the Match Point Threshold will result in them being declared winners of the WC Playoffs.

After a Team has been declared the winners of the WC Playoffs, the remaining Teams will be ranked 2nd-20th based on their total Match Scores earned during the WC Playoffs (“Total WC Playoffs Points”).

AB8. Match Rules

- The unique code(s) to join the appropriate Online Tournament Match in the Game will be posted on the WC Event Webpage. There may be unique codes for each match in the tournament.
 - Competitors may request a Joining a Tournament Match guide by emailing ALGSLeagueOps@ea.com.
 - Competitors are recommended to add LeagueOps@battlefy.com to their email contacts.
 - Competitors may not share the code. In the event a Competitor shares the code, the Competitor and their Team may be subject to penalties as described in Section A6 Penalties in APPENDIX A.
 - Competitors that elect to stream their matches that display the code on their stream will be found to have shared the code.
- Prior to the start of each Match, the Team Captain is required to enter the Team name in the custom in-Game lobby for each Match. The Team name provided in the lobby must match the Team name provided during registration on the WC Event Webpage. The only permissible change to Team names in-Match are shortening of Team names in the event the character limit is reached.
- Competitors must be present in the in-Game Match lobby at the scheduled start time for each Match detailed in the Tournament Schedule section of the event-specific rules in order to participate in that match.
- Matches may be started at the scheduled start time without all Competitors or Teams present.
- Competitors or Teams that miss a Match may join the next Match in the round.
- Matches may contain less than twenty (20) Teams and/or sixty (60) Competitors.
- If there are less Teams in the Group than the number of advancing spots to the next Round, all Teams will advance.
- Competitors may not leave the normal boundaries of a map in a way that does not activate an “out-of-bounds” timer or other exploit that results in the Competitor being able to remain outside of the circle (in the orange) without taking damage.
- Competitors may not exploit a game mechanic to enter and exit the 30-second “out-of-bounds” kill timer consecutively in the same area.

AB9. Additional Match Guidelines

The guidelines below are in addition to the guidelines noted in **Section C6**.

AB9.1. Map(s)

Any map available in a public Playlist in the Game may be played in an Online Tournament.

- The specific map rotation for each WC OT will be announced in the event-specific rules.

U9.2. General Rules

- Competitors may use a keyboard and mouse, a Playstation 4 controller, or an Xbox controller when competing in this event.
 - Competitors may not utilize macro functions on an input device.
 - Competitors may not utilize macros or scripts that result in actions, either in a series or simultaneously, to be executed in the game.
- Teams are responsible for their own team communication during the event.

AB9.3. Disconnects & Game Start

- Matches will continue if players disconnect or fail to load into the game.
 - If a player disconnects from a Match, they may attempt to rejoin the game using the in-Game reconnect feature.

AB9.4. Game Files

Competitors may only add or edit the following Game files:

- local.cfg
- autoexec.cfg
- videoconfig.txt

Competitors may only add or edit the following lines in the files specified above:

- fps_max
- mat_letterbox_aspect_goal
- mat_letterbox_aspect_threshold
- "setting.csm_enabled" "0"

AB10. Winter Circuit Prizes and ALGS Points

The Winter Circuit will award a total of USD \$750,000. See **Section 6 Prizes** for exact prizing details.

The Winter Circuit will award ALGS Points according to **Section E6 Winter Circuit** of APPENDIX E.

Competitors may request their Team's current total Winter Circuit ALGS Points by emailing ALGSLeagueOps@ea.com.

The top ten (10) Teams of each WC OT, based on their finishing rank in the WC OT, are also awarded with starting placement in the Finals round of the next consecutive WC OT.