

APEX LEGENDS™ GLOBAL SERIES YEAR FOUR OFFICIAL RULES

1. OVERVIEW

NO PURCHASE NECESSARY TO ENTER. VOID WHERE PROHIBITED BY LAW.

The Apex Legends Global Series Year Four (“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, PlayStation 4 and Xbox One, and PlayStation 5 and Xbox Series X|S (“Supported Platforms”), depending on the competition.

The ALGS is divided by two (2) series of events (each, a “Split”).

Split 1 of each regional Pro League Regular Season (“Regular Season”) consists of thirty (30) Teams:

- No more than eight (8) Teams that qualify through the Preseason Qualifiers; and
- At least twenty-two (22) Teams invited based on their performance in the ALGS Year 3, in descending order of priority:
 - Teams who competed in the Year 3 Championship, Pro League Split 1 Playoffs or Pro League Split 2 Playoffs.
 - Teams invited at the discretion of the ALGS.
 - Teams with an average Split Ranking of 15.00 or better across both Split 1 and Split 2 of the Year 3 Regular Season, invited in order of best to worst average Split Ranking
 - Teams with a Year 3 LCQ placement of 10th or better, invited in order of highest to lowest LCQ placement

Split 1 of the Regular Season culminates in the Split 1 Playoffs, which features forty (40) Teams:

- Two (2) Invited Teams from the People’s Republic of China;
- Two (2) Teams who qualify through the Challenger Circuit Split 1 in South America; and
- Thirty-six (36) Teams, as set out below, that qualify through the Regular Season Split 1:
 - Twelve (12) Teams from North America.
 - Eight (8) Teams each of EMEA, APAC S and APAC N Regions

Split 2 of each regional Regular Season consists of thirty (30) Teams:

- Teams that qualify through the Regular Season Split 1; and
- Teams that qualify through the Split 2 Pro League Qualifier.

Split 2 of the Regular Season culminates in the Split 2 Playoffs, which features forty (40) Teams:

- No less than Two (2) Invited Teams from the People’s Republic of China;
- No less than Two (2) Teams that qualify through the Challenger Circuit Split 2 in South America; and
- No more than Thirty-six (36) Teams that qualify through performance in the Regular Season Split 2. The exact number of available slots per Region will be determined in accordance with Section 3.3.3 below.

Advancement to Championship

The top Team in each Region (6 Teams total) by Playoff Points followed by Twenty Six (26) Teams with the highest total Playoff Points earned across both the Split 1 and Split 2 Playoffs qualify for the Championship.

The ALGS concludes with the ALGS Championship (“Championship”), which features forty (40) Teams:

- that qualify through Playoff Points (described in **Section 3.6.3**); and
- that qualify through the Last Chance Qualifier (“LCQ”).

Additionally, there are two (2) Challenger Circuits that run concurrently with the Regular Season Splits:

- Challenger Circuit Split 1, where:
 - Teams in North America, EMEA, APAC North and APAC South can qualify into the Split 2 Pro League Qualifier; and
 - Teams in South America can qualify into the Split 1 Playoffs.
- Challenger Circuit Split 2, where:
 - Teams in North America, EMEA, APAC North and APAC South can qualify into the LCQ; and
 - Teams in South America can qualify into the Split 2 Playoffs.

Each event involves gameplay that may be broadcast over the internet or other media and/or require in-person participation at a specific place and time at a live venue (“Live Events”).

All federal, state, provincial, and local laws and regulations apply.

Any third party that operates another video game competition incorporating the Game is the sponsor of such competition and will determine the applicable terms and conditions for participation. Non-ALGS competitions are governed by separate terms and conditions for participation.

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

2. ELIGIBILITY AND REGISTRATION

2.1. Player Eligibility

Each player is required to meet the following eligibility requirements to be considered a “Competitor”:

- Be the minimum age required to have a full (not underage) EA account in their territory of residence, and meet the following age requirements at the time of registration:
 - Players from South Korea - at least eighteen (18) years old;
 - Players from Japan - at least seventeen (17) years old; and
 - All other players - at least sixteen (16) years old.
- For players under the age of majority in their territory of residence, a parent or legal guardian must review and consent to these Official Rules on their behalf, and accompany them to any in-person Live Events.
- Be a legal resident of one of the eligible countries/territories listed in **Appendix B**.
- Have a valid EA account (<https://www.ea.com/register>).
- Own or have access to the Game on a Supported Platform and have connected it to their valid EA Account.
- Players competing in the Preseason Qualifier, Challenger Circuit Split 1 & 2, Pro League Qualifier, or the Last Chance Qualifier on PlayStation 4, PlayStation 5, Xbox One or Xbox Series X|S, have a valid Xbox gamertag or PSN ID and have connected it to their valid EA Account.
- Players competing in the Pro League Regular Season must have a compatible PC to support and play the Game. These players must also have a valid EA Account or if using Steam, a Steam account connected to their EA Account. PC system requirements for the Game can be found [here](#).
- Agree to EA’s User Agreement (<https://terms.ea.com>, “User Agreement”) and acknowledge that EA’s Privacy and Cookie Policy (<https://privacy.ea.com>, “Privacy and Cookie Policy”) applies.
- Register their valid EA Account for eligibility and accept the Official Rules; for all players under the age of majority in their territory of residence, a parent or legal guardian must review and consent to the Official Rules on their behalf.
- Enable Two Factor Authentication on their EA Account.
- Have a valid Battlefy account (battlefy.com).

- Have a valid Discord account (discord.com) connected to your EA Account for certain tournaments.
- Attain the Player Level of at least fifty (50) or higher in the Game on a Supported Platform using the EA Account used to register for the ALGS at the time of registration for the specific ALGS event.

If a Competitor is found to be ineligible after the start time of an Event, the ineligible player will be removed from the Event and may forfeit all future matches in the Event.

2.2. Registration Process and Deadlines

2.2.1. Registration Process

To register to be considered for eligibility for the ALGS, Competitors are required to register their valid EA Account at <https://events.ea.com/algs> (“Registration Site”), fill out the required fields, and accept the Official Rules.

In addition, Teams are required to register for each ALGS event separately by completing the following steps on battlefy.com/algs (“Tournament Site”) by the registration dates noted in **Section 2.2.2**:

- Sign into Battlefy account;
- Link Battlefy account with EA Account;
- Fill out required fields;
- Create or join a team for the ALGS event; and
- Read and accept the Official Rules.

Certain ALGS events may have additional registration requirements in order to participate; see playapex.com/algs for details.

2.2.2. Registration Deadlines

Preseason Qualifiers, Challenger Circuit tournaments, Split 2 Pro League Qualifier, Last Chance Qualifiers: 12:00 PM PT the Wednesday prior to the Event.

Pro League Regular Season Split 1 & 2: two (2) weeks prior to the Pro League Regular Season Split 1 or 2 opening match.

For the Split 1 Playoffs, Split 2 Playoffs and the Championship, the registration deadlines will be published to battlefy.com/algs prior to the Event.

Invited Teams are subject to the registration deadlines noted in their invitations. Failure to complete registration as described in **Section 2.2.1** by the noted dates will result in the invitation being rescinded.

2.3. Team Composition, Eligibility, and Requirements

2.3.1. Rosters and Roster Lock

Competitors join or create teams of at least three (3) but no more than four (4) Competitors (each, a “Team”) slotted into the “Player” position on the Tournament Site as described in **Section 2.2.1**. 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. Each Team will also have the opportunity to identify up to one (1) non-playing individual who will be authorized to communicate with players in official ALGS communication channels between matches (the “Coach”). For greater clarity, the Coach is not considered a Competitor in the ALGS and therefore is not eligible to participate in Team votes or prizing, as applicable.

Competitors are required to register for every event with a Team. With the exception of Competitors on a Pro League Roster who choose to compete in Challenger Circuit competitions in accordance with the roster requirements below, Competitors and Coaches may not be a member of more than one (1) registered Team.

Competitors and Coaches may change Teams for an event at any time following the conclusion of a Team's participation in any active ALGS events or the prior week's tournaments (if any) until the event's applicable roster lock date ("Roster Lock Date"). The Roster Lock Dates are as follows:

For Competitors & Coaches:

- Each Regular Season weekly series:
 - For any removals: the Tuesday before that week's event at 12:00 PM PT.
 - For any additions: the Wednesday before that week's event at 12:00 PM PT.
- Preseason Qualifiers, Challenger Circuit, Split 2 Pro League Qualifier, LCQ tournaments:
 - The Wednesday prior to that week's event at 12:00 PM PT.

For Competitors

- Split 1 Playoffs:
 - For any removals: the Tuesday before Regional Finals in each Region at 12:00 PM PT
 - For any additions: the Wednesday before the Regional Finals in each Region at 12:00 PM PT.
- Split 2 Playoffs:
 - For any removals: the Tuesday before Regional Finals in each Region at 12:00 PM PT
 - For any additions: the Wednesday before the Regional Finals in each Region at 12:00 PM PT
- Championship:
 - For any removals: the Tuesday before the start of the LCQ at 12:00 PM PT
 - For any additions: the Wednesday before the start of the LCQ at 12:00 PM PT.

For Coaches:

- Split 1 and 2 Playoffs and Championship:
 - For any removals: the Tuesday, two (2) weeks before the first match day of each of these events.
 - For any additions: the Wednesday, two (2) weeks before the first match day of each of these events.

Additionally, any changes to the Team roster are subject to the following requirements:

- Roster changes to remove a player from the Team roster or change the Team Captain require a majority vote from Competitors on the Team with the Team Captain breaking any ties. Only players that have participated in at least one (1) match in the current Split will be eligible to vote. For greater clarity, a majority vote is not required if a player elects to leave a Team voluntarily.
- Any Competitor added to a Team's Roster must reside in the same Region that the Team indicated they are representing as part of their registration on the Tournament Site.
- For South America Regional Finals:
 - Teams that qualify from the South America Regional Finals are required to maintain the roster from the Team's most recently completed Challenger Circuit event for the South America Regional Finals.
- For Regular Season Split 1:
 - Teams that qualify from the Preseason Qualifiers are required to maintain the roster from the Team's most recently completed Preseason Qualifier event for the Team's first series of the Regular Season Split 1.
 - Teams that were invited are required to maintain at least two (2) Competitors from the Team's invited roster, for the Team's first series of the Regular Season Split 1. Competitors on a Pro League roster are permitted to participate in upcoming Challenger Circuit competitions unless they have participated in their Pro League team's most recent series.
- For the Split 2 Pro League Qualifier:

- Teams that qualify from the Challenger Circuit are required to maintain at least two (2) Competitors from the Team's locked roster from the Team's most recently completed Challenger Circuit Split 1 event on their locked roster for the Split 2 Pro League Qualifier. A Team's seeding in the Pro League Qualifier will not be improved based on the addition or removal of Competitors to the Team.
- Teams that qualify from the Regular Season are required to maintain at least two (2) Competitors from the Team's locked roster from the Team's most recently completed Regular Season Split 1 event. Competitors that leave their Split 1 Pro League roster following the final Roster Lock may not rejoin that roster until after the first matchday of the Regular Season Split 2.
- For Regular Season Split 2:
 - Teams that qualify from the Pro League Qualifier are required to maintain the roster from the Team's Pro League Qualifier locked roster on their locked roster for the Team's first series of the Regular Season Split 2.
 - Teams that qualify from the Regular Season Split 1 are required to maintain two (2) Competitors from the Team's Split 1 final week's locked roster on their locked roster for week 1 of the Regular Season Split 2. Competitors on a Pro League roster are permitted to participate in upcoming Challenger Circuit competitions unless they have participated in their Pro League team's most recent series. Competitors that leave their Split 1 Pro League roster following the final Roster Lock may not rejoin that roster until after the first matchday of the Regular Season Split 2.
- For each Pro League Regular Season Split:
 - Teams are permitted to make a total of two (2) roster additions between the first week and final week of the current Pro League Regular Season Split. The removal of a Competitor from a Team and subsequent addition of a new Competitor to the same Team counts as one roster change.
 - Where Teams elect to make a roster change, Teams are required to maintain at least two (2) Competitors from their first series' locked roster on their locked rosters for the remainder of that Split.
 - Teams that competed in Regular Season Split 1 are required to maintain at least two (2) Competitors from the Team's locked roster from the Team's most recently completed Regular Season Split 1 event on their locked roster until the first Roster Lock of Regular Season Split 2.
- For each Playoffs:
 - Teams are required to maintain all of the Competitors from the final Roster Lock Date of the corresponding Regular Season Splits on their locked roster for the Playoffs.
 - Teams who qualified through the South American Regional Finals are required to maintain all of the Competitors on the Team's locked roster from the South American Regional Finals event for the Playoffs.
- For the LCQ:
 - Teams are required to maintain at least two (2) Competitors from their most recently completed ALGS event on their locked roster. Team's seeding in the Last Chance Qualifier will not be improved based on the addition or removal of Competitors to the Team. Competitors that leave their Split 2 Pro League roster following the final Roster Lock may not rejoin that roster for the LCQ.
- For the Championship:
 - Teams that qualify via Playoff Points are required to maintain at least two (2) Competitors from their most recently completed ALGS event on their locked roster for the Championship. Teams from NA, EMEA, APAC S and APAC N must compete in the Regular Season Split 2 to be eligible to qualify via Playoff Points.
 - Teams that qualify via the LCQ are required to maintain all of the Competitors from their locked roster for LCQ for the Championship.

2.3.2. Team Captain

The Competitor who creates the Team on the Tournament Site (described in **Section 2.2**) 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 Tournament Site, for inviting new players to become Competitors on the Team, and for registering the Team for each event.

A Team Captain role assignment may be changed by a majority of Competitors on the Team separately emailing ALGS League Operations at algs@ea.com from the email address associated with their EA Account ID with the Team Captain change request and with the same name of the potential new team captain. The new captain must be an existing Competitor on the Team. Any ties in votes for a new Team Captain will be broken by the existing Team Captain. Any change is subject to confirmation by ALGS administration.

2.3.3. Team Eligibility

For online tournaments, all Competitors are required to physically participate from an eligible country/territory for the Region (described in **Section 3.1**) for which the Team is registered.

At least one (1) Competitor on a Team is required to be a resident of an eligible country/territory for the Region in which the Team is registered.

Prior to each Pro League Regular Season Split's first Roster Lock Date, each Team participating in the Regular Season is required to provide the following by emailing algs@ea.com:

- Official Team Name (max 16 alphanumeric characters);
- Official Team Short (2-4 alphanumeric characters); and
- Team logo and authorization for use.

All team names, shorts and logos as set out above, must conform with the Code of Conduct found at **APPENDIX A**.

EA will inform qualified Competitors of any other applicable deadlines and required information. This information may be incorporated into the broadcast and web coverage of the Event.

2.4. Acceptance of Official Rules; Changes to the ALGS and Official Rules

Competitors are required to accept the Official Rules on the Registration Site and Tournament 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 their publication.

EA reserves the right to cancel, suspend and/or modify all or part of the ALGS if any fraud, technical failures, act of God, fire, flood, storm, war, public disaster, or other calamity, strike or labor difficulties, public health emergency, cessation of air travel to a Live Event, or any governmental or regulatory determination or action, regulation or order, or any other cause beyond EA's reasonable control whether similar or dissimilar to those enumerated in this **Section 2.4**, or any other factor impairs the integrity or proper operation of the ALGS, including the safety of Competitors or fairness 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 ALGS administrators.

2.5. Proof of Residency

Competitors may be required to provide proof of residency in an eligible country/territory to compete in the ALGS. The sufficiency of any such proof or documentation will be determined by EA (or its agent) in its sole discretion. The list of eligible countries/regions can be found in **APPENDIX B**.

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

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.

Competitors may also be required to produce a recent invoice from a utility (energy, telephone, or cable) company with a name and physical address in an eligible country/territory.

2.6. Employees and Conflicts of Interest

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

2.7. Registration Data and Leaderboard

As part of the registration process, Competitors will be asked to provide information such as an ALGS username, first and last names, Team name, country/territory (and state, if applicable) of residence, and optional information, such as X (formerly, Twitter) and Twitch usernames and chosen Country/Region of representation (if different from country of residence). This information may be used in any leaderboard data created as part of the ALGS. The leaderboard will be published on battlefy.com/algs or playapex.com/algs and updated with point totals on a regular basis, as determined by EA in its sole discretion.

Competitor and Team demographics provided during registration or otherwise maintained by EA, along with gameplay statistics, may also be publicly announced as part of broadcast commentary during events. For more information about how we may process your personal information, please see **Section 9.1** of the Official Rules.

3. COMPETITION STRUCTURE

3.1. Regional Play

The Playoffs and Championship will include all regions set out in **APPENDIX B** ("Regions" or each a "Region"). All other ALGS events will be divided by Region .

Challenger Circuit and Regional Finals are divided by the following Regions:

- Europe, Middle East & Africa ("EMEA");
- North America;
- South America;
- APAC North; and
- APAC South.

Preseason Qualifier, Pro League Regular Season, Split 2 Pro League Qualifier, and Last Chance Qualifier are divided by the following Regions:

- EMEA;
- North America;
- APAC North; and
- APAC South.

See **APPENDIX B** for the full list of countries/territories in each Region.

3.2. Preseason Qualifiers

The Preseason Qualifiers consist of four (4) tournaments per Region.

3.2.1. Maximum Number of Teams; Seeding and Grouping

Each of the North America & EMEA Preseason Qualifiers will feature a maximum of 1,280 Teams. The APAC South and APAC North Preseason Qualifiers will feature a maximum of 640 Teams.

Teams will be seeded randomly for the first Preseason Qualifier and will be randomly distributed into groups of up to twenty (20) at the start of the tournament. For subsequent Preseason Qualifiers, Teams will be seeded by the cumulative Preseason Qualifier Points (described in **Section 3.2.2**) of the three (3) highest points earning Competitors from the Team's locked roster for the event and then placed into groups of up to twenty (20) Teams using a snake draft beginning with the highest seed.

3.2.2. Tournament Format

The Preseason Qualifiers will use the single-elimination format described in **APPENDIX C1**.

Each Competitor who participates in a Preseason Qualifier earns Preseason Qualifier Points as detailed in **APPENDIX C5.3** based on their Team's Finishing Rank in specific rounds of the tournament.

3.2.3. Advancement - Qualification into Pro League Regular Season Split 1

A Team's total Preseason Qualifier Points earned across all Preseason Qualifiers by the three (3) highest Points earning Competitors on a Team's locked roster from the Team's most recently completed Preseason Qualifier tournament ("Total PQ Points") will determine qualification into the Pro League Regular Season Split 1:

- Winner of each Preseason Qualifier (four (4) Teams total); and
- Top Teams by Total PQ Points (four (4) Teams total).

Teams that have already qualified for or been invited to compete in the Pro League Regular Season Split 1 are not eligible to participate in subsequent Preseason Qualifiers.

3.3. Pro League Regular Season

3.3.1. Seeding and Grouping

Teams are seeded into groups of ten (10) at the start of each Regular Season Split.

For Split 1, Teams are seeded in a snake draft by the following, in descending order of priority:

- Invited Teams
 - Teams that participated in the ALGS Year 3 Championship will be seeded by their Finishing Rank in that competition;
 - Teams that participated in the ALGS Year 3 Split 2 Playoffs will be seeded by their Finishing Rank in that competition.

- Teams that participated in the ALGS Year 3 Split 1 Playoffs will be seeded by their Finishing Rank in that competition.
- Teams with an average Split Ranking of 15.00 or better across both Split 1 and Split 2 of the Year 3 Regular Season, invited in order of best to worst average Split Ranking
- Teams that participated in the ALGS Year 3 LCQ will be seeded by their Finishing Rank in that competition.
- Any other invited teams will be seeded at the discretion of the ALGS.
- Teams that qualified by winning a Preseason Qualifier will be seeded by the date on which they won a Preseason Qualifier, with earlier dates earning a higher seed; and
- Teams that qualified via Total PQ Points will be seeded based on Total PQ Points.

For Split 2, Teams are seeded in a snake draft by the following, in descending order of priority:

- Finishing Rank in the Split 1 Playoffs;
- Placement Points (described in Section 3.3.2) earned during Pro League Regular Season Split 1; and
- Finishing Rank in the Split 2 Pro League Qualifier.

3.3.2. Format

Each Split of the Regular Season consists of thirty (30) Teams, with three (3) groups of ten (10) Teams in each Region. Each group will play against every other group in their Region three (3) times in a six (6) match series. Once all Teams have completed their third (3rd) six (6) match series, the twenty (20) Teams in each Region with the highest total Placement Points will qualify to compete in one (1) additional series using the Match Point mechanic described in **APPENDIX C4** (“Regional Finals”).

Teams accumulate points in each match as described in **APPENDIX C5.1**. At the end of each match series, Teams in each series are ranked by Round Score and are awarded points toward their Regular Season standings (“Placement Points”) as described in **APPENDIX C5.4**. A Team’s total Placement Points earned across all match series in a Regular Season Split determines the Team’s finishing rank for that Regular Season Split. Teams in the Regional Finals will be ranked according to **APPENDIX C4** and are awarded Placement Points towards their Regular Season standings as described in **APPENDIX C5.4**.

For the Split 2 Regular Season and Regional Finals, eligible Teams will participate in a POI Draft to select their drop spots for each competition day using the POI Draft format and seeding as described in **APPENDIX F**.

3.3.3. Advancement

At the conclusion of all Split 1 Regular Season match series, a Team’s total Placement Points earned in the Regular Season Split 1 will determine qualification into:

- Split 1 Playoffs:
 - One (1) Team that wins the Regional Finals in each of the North America, EMEA, APAC South, and APAC North Regions qualify.
 - Eleven (11) Teams with the highest total Placement Points from North America
 - Seven (7) Teams with highest total Placement Points from each of the EMEA APAC North and APAC South Regions qualify.
- Pro League Regular Season Split 2:
 - Twenty Two (22) Teams with the highest total Placement Points from North America, EMEA, APAC North and APAC South qualify.
- Pro League Split 2 Qualifier: Remaining (maximum of eight (8)) Teams qualify.

At the conclusion of all the Split 2 Regular Season match series, a Team’s total Placement Points earned in the Regular Season Split 2 will determine qualification into:

- Split 2 Playoffs:
 - One (1) Team that wins the Regional Finals in each of the North America, EMEA, APAC South and APAC North Regions qualify.
 - A minimum of nine (9) to a maximum of eleven (11) Teams with highest total Placement Points from North America qualify.
 - A minimum of five (5) to a maximum of nine (9) Teams with highest total Placement Points from each of the EMEA, APAC North and APAC South Regions qualify

Ties in total Placement Points will be resolved by the methods described in **APPENDIX C6.2**.

The final number of available slots for each Region will be determined based on the Split 2 Playoffs Slot Allocation Process described below:

Split 2 Playoffs Slot Allocation Process:

At the conclusion of the Split 1 Playoffs, the performance of each Region will be used to determine the number of Teams that will qualify from each Region to the Split 2 Playoffs. Each Region may also only gain or lose up to two (2) slots. For the avoidance of doubt, the maximum and minimum number of slots for each Region is as below:

- NA: minimum of ten (10) and maximum of twelve (12)
- EMEA: minimum of six (6) and maximum of ten (10)
- APAC S: minimum of six (6) and maximum of ten (10)
- APAC N: minimum of six (6) and maximum of ten (10)
- South America: minimum of two (2) and maximum of four (4)
- People’s Republic of China, invited at the discretion of the ALGS: minimum of two (2) and maximum of four (4)

Each Region’s performance will be measured based on the number of Playoff Points earned by that Region at the Split 1 Playoffs, relative to the number of Teams that participated from that Region.

The number of Playoff Points available at the Split 1 Playoffs is four thousand seven hundred twenty (4,720), which means that each slot that a Region has is equal to one hundred eighteen (118) Playoff Points.

If the total number of Playoff Points earned by all Teams from a Region is less than [(118 x the number of participating Teams from that Region) - 58], one (1) slot from that Region becomes available and may be awarded to an Overperforming Region, as defined below. If the total number of Playoff Points earned by all participating Teams from a Region is less than [(118 x the number of participating Teams from that Region) - 176], two (2) slots from that Region become available and may be awarded to an Overperforming Region(s).

A Region is determined to have overperformed when the total number of Playoff Points earned by all participating Teams from that Region is greater than [(118 x the number of participating Teams from that Region) + 59] (“Overperforming Region(s)”). A Region is eligible for being awarded two (2) slots when the total number of Playoff Points earned by all participating Teams from that Region is greater than [(118 x the number of participating Teams from that Region) + 177].

In the event that there are fewer available slots than slots for which Overperforming Region(s) are eligible, the available slot(s) will be awarded to the Region(s) with the greatest overperformance first. For example, if only two (2) slots were available, Region A overperformed by one hundred eighty (180) points, Region B overperformed by sixty-five (65) points, and Region C overperformed by sixty (60) points, Region A and Region B would each receive one (1) slot, while Region C would not receive any slots.

In the event that there are more available slots than slots for which Overperforming Region(s) are eligible, the surplus available slot(s) will be first returned to the Region(s) that underperformed the least. For example, if Region A underperformed by sixty (180) points, Region B underperformed by sixty-five (65) points, Region C overperformed by seventy-five (75) points, Region D overperformed by seventy (70) points, and no other Region had an overperformance eligible of being awarded a slot, a Region A slot would be awarded to Region D, a Region B slot would be awarded to Region C and a Region A slot would be returned.

	Maintain 11 Slots	Maintain 12 Slots		
NA	1240-1357 Points	1358+ Points		
	Maintain 7 Slots	Maintain 8 Slots	Eligible for 9 Slots	Eligible for 10 Slots
EMEA	768-885 Points	886+ Points	1004+ Points	1122+ Points
APAC North	768-885 Points	886+ Points	1004+ Points	1122+ Points
APAC South	768-885 Points	886+ Points	1004+ Points	1122+ Points
	Eligible for 3 Slots	Eligible for 4 Slots		
South America	296+ Points	414+ Points		
People’s Republic of China	296+ Points	414+ Points		

Information on the final number of slots available per Region for Split 2 Playoffs will be posted on playapex.com/algs prior to the start of the Split 2 Regular Season.

3.4. Challenger Circuit

Challenger Circuit Split 1 and Challenger Circuit Split 2 each consist of four (4) tournaments per Region.

3.4.1. Seeding and Grouping: Maximum Number of Teams

Each of the North America & EMEA Challenger Circuit tournaments will feature a maximum of one thousand two hundred eighty (1,280) Teams. APAC South and APAC North Challenger Circuit tournaments will feature a maximum of six hundred forty (640) Teams. Each of the South America Challenger Circuit tournaments will feature a maximum of three hundred twenty (320) Teams.

For the first tournament in Challenger Circuit Split 1 in North America, EMEA, APAC North and APAC South, Teams will be seeded according to a Team’s total Preseason Qualifier Points earned by the Team’s three (3) highest Points earning Competitors from the Team’s locked roster for the event. For the first tournament in the Challenger Circuit Split 1 in South America, teams will be seeded randomly at the discretion of the ALGS. For subsequent Challenger Circuit Split 1 tournaments, Teams will be seeded according to the total Challenger Circuit Points (as described in **Section 3.4.2**) earned across all Challenger Circuit Split 1 tournaments by the three (3) highest Points

earning Competitors from the Team's locked roster for the event. For the first tournament in Challenger Circuit Split 2, Teams will be seeded according to a Team's total Challenger Circuit Points earned across all Challenger Circuit Split 1 tournaments by the three (3) highest Points earning Competitors from the Team's locked roster for the event. For subsequent Challenger Circuit Split 2 tournaments, Teams will be seeded according to a Team's total Challenger Circuit Points earned across all Challenger Circuit Split 2 tournaments by the three (3) highest Points earning Competitors on a Team's locked roster for the event.

After seeding, Teams will be placed into groups of up to twenty (20) Teams using a snake draft beginning with the highest seed.

3.4.2. Tournament Format

Each tournament within the Challenger Circuit uses the single-elimination format described in **APPENDIX C1**.

Each Competitor on a Team earns Challenger Circuit Points as detailed in **APPENDIX C5.3** based on their Team's Finishing Rank in specific rounds of the tournament.

In South America once all Challenger Circuit tournaments have been completed, the winning Teams from each Challenger Circuit tournament (up to four (4) Teams total) and sixteen (16) Teams with the next highest total Challenger Circuit Points will qualify to compete in an additional series of matches using the Match Point mechanic described in **APPENDIX C4** ("South America Regional Finals"). Teams in the South America Regional Finals will be ranked according to **APPENDIX C4**. If a Team wins a Challenger Circuit tournament with the same locked roster that have previously won a Year 4 Challenger Circuit tournament, in that Split, that available spot for South America Regional Finals will go to the next top Team based on Total Challenger Circuit Points for the corresponding Split who have not already qualified.

3.4.3. Advancement - Qualification into Future Events

(A) Qualification into Split 2 Pro League Qualifier in North America, EMEA, APAC N and APAC S Regions:

A Team's total Challenger Circuit Points earned across all Challenger Circuit Split 1 tournaments by the three (3) highest Points earning Competitors on a Team's locked roster from the Team's most recently completed Challenger Circuit tournament ("Total CC1 Points") will determine qualification into the Split 1 Pro League Qualifier:

- Winner of each Challenger Circuit Split 1 tournament (up to four (4) Teams total); and
- No less than eighteen (18) Teams by Total CC Split 1 Points.

(B) Qualification into the LCQ in North America, EMEA, APAC N and APAC S Regions:

A Team's total Challenger Circuit Points earned across all Challenger Circuit Split 2 tournaments by the three (3) highest earning Competitors on a Team's locked roster from the Team's most recently completed Challenger Circuit tournament ("Total CC2 Points") will determine qualification into LCQ:

- Winner of each Challenger Circuit Split 2 tournament (four (4) Teams total); and
- A minimum of the top six (6) Teams by Total CC2 Points, the final amount to be announced on [Battlefy.com/algs](https://battlefy.com/algs) within a week following the conclusion of the Split 2 Playoffs event.

For greater clarity if a Team wins a Challenger Circuit with the same locked roster that have previously won a Year 4 Challenger Circuit competition, in that Split, that available spot for the Pro League Qualifier or the Last Chance Qualifier will go to the next top Team based on Total Challenger Circuit Points for the corresponding Split who have not already qualified.

(C) Invitation to Playoffs

The top two (2) Teams from the Split 1 and at least the top two (2) Teams from the Split 2 South America Regional Finals will be invited to participate in the corresponding Playoffs.

3.4.4. South America Regional Finals Prizes:

Teams who participate in the South America Regional Finals may be awarded Prizes based on their Finishing Rank. Prize amounts for the South America Regional Finals are detailed in **APPENDIX E**.

3.5. Split 2 Pro League Qualifier

The Split 2 Pro League Qualifier (“PLQ”) will consist of one (1) tournament per Region. Each PLQ will feature thirty (30) Teams in a Double Elimination Bracket Stage format as described in **APPENDIX C3**. The winners bracket and elimination bracket each feature an eight (8) match series with Teams earning points in each match as described in **APPENDIX C5.1**.

The two (2) Teams with the highest Total CC1 Points from Challenger Circuit Split 1 and the eight (8) Teams with the lowest total Placement Points from the Pro League Regular Season Split 1 start in the Winners Bracket Round 2. All remaining teams start in the Winners Bracket Round 1.

The top eight (8) Teams qualify to participate in the Pro League Regular Season Split 2.

3.6. Split 1 And Split 2 Playoffs (“Playoffs”)

3.6.1. Seeding and Grouping

For each Playoffs, Teams are seeded according to the following:

- Teams qualifying from NA, EMEA, APAC S or APAC N: Finishing Rank from the corresponding Regular Season in their Region
- Teams qualifying from SA: Finishing Rank in the South America Regional Finals
- Invited Teams from the People’s Republic of China: at the sole discretion of the ALGS

Any ties in seeding will be resolved by the tiebreakers described in **APPENDIX C6.2**. Teams will be placed into four (4) groups of ten (10) Teams.

Split 1 Playoff Groups

	Group 1		Group 2		Group 3		Group 4	
	Region	Rank	Region	Rank	Region	Rank	Region	Rank
Team 1	NA	1	EMEA	1	APAC N	1	APAC S	1
Team 2	EMEA	2	APAC N	2	APAC S	2	NA	2
Team 3	APAC N	3	APAC S	3	NA	3	EMEA	3
Team 4	APAC S	4	NA	4	EMEA	4	APAC N	4
Team 5	APAC S	5	NA	5	EMEA	5	APAC N	5
Team 6	APAC N	6	APAC S	6	NA	6	EMEA	6

Team 7	EMEA	7	EMEA	8	APAC S	7	NA	7
Team 8	NA	8	APAC N	7	APAC N	8	APAC S	8
Team 9	NA	12	NA	11	NA	10	NA	9
Team 10	CN	1	SA	1	CN	2	SA	2

Information on the Split 2 Playoffs groups will be posted on playapex.com/algs within two (2) weeks following the conclusion of the Split 1 Playoffs.

3.6.2. Format

Each of the Playoffs feature forty (40) Teams competing using the Group Stage and Double Elimination Bracket Stage format described in **APPENDICES C2 and C3**. The Winners bracket, Elimination bracket Round 1, and Elimination bracket Round 2 each feature a six (6) match series.

Teams are awarded the Playoff Points as described in **APPENDIX C5.5**.

For the Split 2 Playoffs, eligible Teams will participate in a POI Draft to select their drop spots for each stage of competition using the POI Draft format and seeding as described in **APPENDIX F**.

3.6.3. Advancement

Thirty-two (32) Teams with the highest total Playoff Points earned across both the Split 1 and Split 2 Playoffs qualify for the Championship.

All Pro League Teams in North America, EMEA, APAC N and APAC S Regions that do not qualify for the Championship by Playoff Points will qualify for the Last Chance Qualifier in their Region. The final number of Teams in each Region will be posted on Battlefy.com/algs following the Split 2 Playoffs.

3.7. Last Chance Qualifier

3.7.1. Seeding and Grouping

Teams that have not already qualified into the Championship, will be seeded by their Finishing Rank in the following events, in descending order of priority:

- Split 2 Playoffs;
- Pro League Regular Season Split 2; and
- Challenger Circuit Split 2

Any ties in seeding will be resolved by the tie breakers described in **APPENDIX C6**.

After seeding, Teams are placed into two (2) match series featuring twenty (20) Teams each using a snake draft.

3.7.2. Format

The Last Chance Qualifier (“LCQ”) will consist of one (1) tournament per Region. Each LCQ will feature forty (40) Teams in a Double Elimination Bracket Stage format as described in **APPENDIX C3**. The winners bracket round 1, winners bracket round 2, elimination bracket round 1 and

elimination bracket round 2 each feature an eight (8) match series with Teams earning points in each match as described in **APPENDIX C5.1**.

3.7.3. Advancement

The top two (2) Teams per Region as defined in **APPENDIX C4** will qualify for the Championship.

3.8. Championship

3.8.1. Seeding and Grouping

Teams are seeded by the following, in descending order of priority:

- Total Playoff Points earned in the Split 1 and Split 2 Playoffs
 - Teams that are tied in total Playoff Points will be broken according to the tiebreakers listed in Playoff Points Tiebreakers
- Team's Finishing Rank in the LCQ across all regions
 - Teams that are tied in LCQ Finishing Rank will be ranked by Round Score from the LCQ final round.
 - Teams that are tied in Round Score from the LCQ final round will be ranked by a Team's highest Match Score from a single LCQ Finals match. Any remaining ties will be resolved randomly.

After seeding, Teams are placed into four (4) groups featuring ten (10) Teams each using a snake draft.

3.8.2. Format

Forty (40) Teams compete using the Group Stage and Double Elimination Bracket Stage format described in **APPENDICES C2** and **C3**. The Winners bracket Round 1, Elimination bracket Round 1, and Elimination bracket Round 2 each feature an eight (8) match series.

Eligible Teams will participate in a POI Draft to select their drop spots for each stage of competition using the POI Draft format and seeding as described in **APPENDIX F**.

4. PLATFORMS & EQUIPMENT

4.1. Platforms

Competitors may register and compete in the ALGS on a Supported Platform using a single PSN account on the PlayStation 4 or PlayStation 5, a single Xbox account on the Xbox One or Xbox Series X|S, and a single EA account on PC. The PSN account and Xbox account for their respective platforms may share a single EA account.

Any Live Events will be available on the PC platform only.

4.2. Equipment and Accessories Provided On Site

Event Officials may provide the following equipment at Live Events to facilitate the tournament:

- Tables and chairs
- Access-restricted player lounge or equivalent practice facility
- Consoles
- TV monitors
- Controllers
- Controller conversion adaptors
- Digital game codes
- Game accounts and roster content
- Practice area

4.3. Competitor-Owned Equipment

Competitors can bring their own controllers to be used during the ALGS. All controllers must first be reviewed and approved by Event Officials prior to use during an Event.

Competitors may not have possession of any personal communication devices (e.g., smartphones, tablets, or other items capable of mobile communications, etc.) while they are actively engaged in a match. Event Officials will provide a storage area for all personal items.

5. ADDITIONAL TEAM & COMPETITOR REQUIREMENTS

5.1. Team & Competitor Additional Requirements for Pro League Regular Season, Playoffs, and Championship Events, and any Live Events.

Competitors and Teams competing in the ALGS are required to adhere to the following:

- Competitors that choose to stream their matches must utilize a minimum ten (10) minute delay.
- Competitors may use a keyboard and a mouse, a PlayStation or Xbox controller while competing (“Input Device”). Competitors must use the same Input Device for the entirety of each match. Input Devices may be changed between matches, as needed. Competitors who elect to change their Input Device must inform a Tournament Official of the change and which Input Device they will be using before the start of their next match.

Competitors and Teams competing in the Pro League Regular Season are also required to adhere to the following:

- All Competitors are required to join the ALGS Pro League Discord server before the start of each Split's Regular Season, after receiving an invitation from EA, and are required to remain in this server for the duration of each Split they compete in.
- All Competitors are required to submit photographs of themselves before each Split's Regular Season, as requested by EA.
- A minimum of one (1) Competitor from each Team is required to attend an Online Pro League Media Day prior to each Regular Season Split.
- At least one (1) Competitor from each Team is required to attend one (1) mandatory virtual Player Meeting prior to each Split's Regular Season. Meeting date and time to be provided by EA at least seven (7) days in advance.
- All Competitors are required to be in the ALGS Pro League Discord server and Team Voice Channels for the entirety of each of their Regular Season matches and any Playoffs and Championship events that the Team qualifies for to accommodate the recording and playback of a Team's voice communications during a match either in an ALGS live broadcast or a post-produced piece of ALGS content (“Broadcast Listen In's”). All Competitors consent to the recording and use of their voice communications by EA, including third-parties authorized by EA, as part of Broadcast Listen In's.
- Each Team is required to identify to EA at least one (1) Competitor from the Team who will be available for a live post-game broadcast interview following each match series. Teams are required to indicate which Competitor will assume this responsibility via their Team's text channel in the ALGS Pro League Discord server at least one (1) hour before the start of each Pro League Regular Season match series.
 - Each of these Competitors is required to be available for an interview with the ALGS broadcast crew for at least thirty (30) minutes following the end of the final match on each Pro League match series.

Competitors and Teams competing in an ALGS Live Event are also required to adhere to the following:

- All Competitors are required to attend the in-person media day for each event they compete in. A media day schedule and further details will be provided via email by EA shortly after the Teams participating in these events are identified.
- All Competitors may be required to be available for an interview with EA's broadcast team and/or approved press for at least thirty (30) minutes following the end of the final match on each series of the Live Event.

- All Competitors from the winning Team may be required to participate in a media session for up to one (1) hour following the end of the competition.

6. PARTICIPATION IN LIVE EVENTS

6.1. Travel for Competing In 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 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 Competitor 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. 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, who may assume that Competitor's place in the ALGS. 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 or parent/guardian, 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 parent/guardian. Valid passport and/or other travel documentation may be required, which is the responsibility of each Competitor. Additional restrictions may apply.

6.2. Declaration of Eligibility and Request for Biographical Information

Competitors must sign a Declaration of Eligibility to Travel and complete the Request for Biographic Information prior to accepting travel accommodations to any Live Events. The Declaration of Eligibility to Travel will be provided to Competitors via email to the email address associated with the Competitor's EA Account. If a Competitor does not complete the Declaration of Eligibility to Travel within seven (7) calendar days of 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 Event(s), the Competitor forfeits travel accommodations, as well as their place in the Live Event/ALGS. 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 any Live Events. 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.

6.3. Background Checks

In order to participate in a Live Event, and to the extent permissible in the Competitor's country/territory of residence, potential prize winners may first be required to submit to a background check and provide the necessary information that EA requests to be eligible to receive a prize. EA reserves the right, in its sole discretion, to disqualify any potential winner based on such background check if EA determines, in its sole discretion, that awarding a prize to such winner might reflect negatively on EA.

7. ENFORCEMENT

EA Accounts, the leaderboard, and match data may be audited, including for malicious behavior and cheating. Any Competitor may be disqualified immediately from the ALGS and related competitions, at the discretion of EA or its designees, for any reason, including for any failure to comply with the User Agreement, Privacy and Cookie Policy, and these Official Rules, including the Code of Conduct at APPENDIX A, which may include but is not limited to:

- using any cheats, hacks or other third-party “helper” applications in playing Game matches;
- intentionally disconnecting from the Internet during any Game match;
- colluding with other Teams/Competitors in playing Game 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 restart any match at any time and/or 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 a Competitor may result in the disqualification of the Competitor’s entire Team from an ALGS event or the entire ALGS. EA’s failure to enforce any term of these Official Rules shall not constitute a waiver of that provision.

8. PRIZES

Prize amounts for Events that award prizes are detailed in **APPENDIX E**.

8.1. 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 or not allowed by local law. For winning Competitors with a place of residence in Uruguay, prizes will be awarded in the form of a gift card(s) instead of cash. All federal, state, provincial and local taxes, and international tariffs, are the sole responsibility of the individual winner.

Potential winners will be required to complete and sign a Prize Winner Declaration and Release to claim a prize within ninety (90) days of completion of the event in order to claim the prize. If a potential winner fails to sign and/or return the Prize Winner Declaration and Release, refuses the prize, is ineligible to accept the prize, or the prize is returned as undeliverable, the potential winner forfeits the prize.

Failure to communicate banking information or delivery method to prize distribution vendor in a timely manner may result in forfeiture of the prize. If a potential winner is considered a minor in his or her territory of residence, the winner's parent or legal guardian (as required by law) will be required to sign all necessary documents upon verification of identification. 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 a potential 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 valid shipping address to claim the prize. Allow up to three (3) months for delivery of prizes.

In the event EA cancels or suspends the ALGS pursuant to **Section 2.4** above, prizes will be awarded for all events prior to such cancellation or suspension.

9. GENERAL TERMS

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

9.1. Personal Information

By participating in the ALGS, all Competitors acknowledge that EA will process their personal information (including name, address, date of birth, EA Account Name, email address, Supported Platform username, and country of residence) (collectively, “Personal Information”) in accordance with the EA Privacy and Cookie Policy, available at <https://privacy.ea.com> for the purposes listed therein. If Personal Information has been collected from Competitors by another organizing entity, Competitors agree to the organizing entity transferring such Personal Information to EA.

Personal Information will be used and processed as described in the Privacy and Cookie Policy, including for the purposes of:

- Organizing, running, and monitoring the ALGS and prize fulfillment, including for Competitors that win a prize, publishing Competitor names and countries of residence online or in any other media in connection with the ALGS, as described further below;
- Announcing player demographics, along with gameplay statistics, as part of the Event broadcast commentary, as well as providing such information to Third-Party Leaderboards, as further described below;
- Sharing Personal Information with designated ALGS operators and/or administrators, including for booking travel and soliciting feedback on the ALGS, gameplay and features of EA game titles; and
- Promotional and marketing materials that may reference Personal Information.
- Other purposes to which Competitors consent.

Personal Information will be processed in the United States and potentially other countries in which EA, its subsidiaries, or third party agents operate. By entering the ALGS, Competitors consent that their 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, as further explained in the Privacy and Cookie Policy.

Competitors have the right to access, withdraw, and correct their Personal Information. Competitors may request such action by visiting EA’s Privacy Portal, <https://www.ea.com/privacy-portal>.

Please note that EA may request background investigations for Competitors that EA invites to Live Events. EA may request Competitor consent and provide details about such investigations if applicable and necessary.

The organizing entity for the ALGS, if applicable, shall be considered a data controller for the database containing the Personal Information submitted by Competitors. Please refer to the privacy policy of such organizing entity for details regarding how your data is processed and your rights with respect to it.

9.1.1. Third-Party Leaderboards

Certain websites and online services may publish ALGS, Team, and/or individual Competitor statistics, including those that personally identify Competitors by their public usernames (“Third-Party Leaderboards”). Some of these Third-Party Leaderboards compile publicly available information, while others may receive certain additional Competitor statistics directly from EA. Additional Competitor information provided by EA to Third-Party Leaderboards may include player identifiers (such as their character name and ALGS username), performance in the game (such as kills, assists, revives, shots, damage dealt), overall competitive placement relative to other participants and teams, and the type of gaming hardware with which they are playing.

In all cases Third-Party Leaderboards are independent data controllers of the information they collect or receive, and process it according to their privacy policies. If Competitors desire to exercise their privacy rights with respect to such information (such as access, deletion, restriction, etc.), they must utilize the process provided for by the Third-Party Leaderboards in their privacy policies. Competitors acknowledge that it is within EA’s legitimate interests and its sole discretion to provide Competitor statistics, including those not otherwise publicly available, to Third-Party Leaderboards for the purpose of enhancing the ALGS experience.

9.1.2. Applicability of User Agreement and Privacy and Cookie Policy

If there is any conflict between these Official Rules and the Privacy and Cookie Policy or the User Agreement, then the Privacy and Cookie Policy or User Agreement, as applicable, will control.

9.2. Release and Publication of Player Information

9.2.1. Winner’s List

EA will post a winner’s list on the Registration Site after all winners are confirmed within two (2) weeks after the end of each Event. This list will remain posted at least for three (3) months after the end of the ALGS.

9.2.2. Grant of Rights

Competitor grants to EA the right to publish and otherwise use Competitor's statistics and rankings in connection with the ALGS for any purpose, including for marketing and promotional purposes, without consent or compensation to Competitor.

By accepting a prize, Competitor grants to EA the right to use their Personal Information and any other information provided by Competitor, without further consent or compensation to Competitor, for the administration, marketing and promotion of the ALGS, EA, and/or the Game, unless otherwise noted below:

- Background Information: full name, country of residency, age, Supported Platform Username (e.g., Xbox Live Gamertag, PSN ID, EA Account ID)
- Social Media Information: X (formerly Twitter) handle, YouTube channel, Twitch account, Discord username, Instagram username
- Photos: Any photos provided by Competitor to EA or photos of Competitor taken onsite at a Live Event
- Other Information for Event Officials only: shirt size, dietary restrictions, mobile phone number
- Any Other Biographical Information Provided by Competitor (e.g., favorite Legend, short bio provided during registration process on Tournament Site)

9.2.3. EA Account Information

Competitors acknowledge and agree that EA may provide their Account Information (name, Online ID, age, country, game play stats and scores, and email address) to Battlefy Technologies Inc. for the purposes of administering any and all Events.

9.3. Governing Law; Release of Liability

9.3.1. EA's Decisions

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

9.3.2. Governing Law

To the extent permissible by local law, the ALGS is governed by the laws of the State of California and all claims must be resolved in the United States.

9.3.3. Release

To the extent permissible by law, 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 the ALGS or any ALGS-related activity, or the receipt, acceptance, possession, use or misuse of EA-provided travel or any prize won.

9.3.4. For Residents of Austria, Germany, and Poland

Notwithstanding any other provision herein, nothing in these Official Rules shall have the effect to deprive a Competitor of the consumer protection rights granted by the laws of your residence that cannot be derogated from by agreement. With respect 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 case of slight negligence, however, EA is only liable for the breach of essential contractual obligations, such as delay or impossibility of performance, which 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" 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.

9.3.5. For Residents of the United Kingdom and France

Notwithstanding any other provision herein, to the extent allowable under applicable law, each Player 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 the 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.

9.3.6. 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 Competitor may be entitled as a consumer under the consumer guarantee provisions of the Australian Consumer 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 the ALGS or any ALGS-related activity or the receipt, possession, use or misuse of any prize won.

10. COMMERCIAL RIGHTS

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

Competitors shall not associate themselves with the 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 the 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 the ALGS for commercial purposes by or on behalf of any Competitor is strictly prohibited, except when explicitly authorized by EA.

11. LIMITATION OF LIABILITY

EA is not responsible for: (i) inaccurate information, whether caused by entrants, typographical errors, or equipment or programming associated with the tournament; (ii) technical failures, including without limitation, network malfunctions, interruptions, or disconnections; (iii) unauthorized intervention in the entry process of the tournament; (iv) technical or human error in the administration of the tournament or the processing of registrations; (v) late, lost, undeliverable, erroneous, damaged or stolen mail or electronic communications; (vi) 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 reserved the right to levy penalties, sanction or disqualify any Competitor, for violations of this Code of Conduct in its sole discretion. Competitors will be responsible for the conduct of their Coaches, including but not limited to, ensuring their Coaches follow the Code of Conduct.

A1. Competitor Behavior

Competitors are some of the best and highest profile players in the world and are therefore ambassadors of the ALGS and as held to a high standard by EA, the public, and the media. Competitors must 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, in and out of the ALGS, including with respect to social media conduct and activity on live streams, past conduct and during Live Events. All Competitors are expected to adhere to these standards of sportsmanship and the EA Rules of Conduct, available at <https://terms.ea.com>, at all times, including when not participating in EA sanctioned events.

Competitors must maintain an appropriate level of respect, in EA's sole judgment, towards other Competitors, referees, officials, event staff, and tournament administrators (collectively, "Event Officials"). Threatening or inappropriate behavior towards Event Officials and/or other Competitors will not be tolerated. Competitors must follow the instructions of Event Officials at all times.

Prohibited conduct includes, but it 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 an EA service or another's computer or property;
- Using any external software designed to give the Competitor an unfair advantage;
- Interfering with or disrupting other Competitor's participation in the ALGS;
- Harassing, threatening, bullying, engaging in hate speech, repeatedly sending unwanted messages, including making personal attacks or statements about race, gender, sexual orientation, religion, heritage, etc.;
- Using vulgar or offensive language;
- Physical abuse, fighting, or any other threatening action directed at any Competitor, spectator Event Official, or any other person;
- Damage and/or abuse to game devices, hardware, and peripherals, tournament equipment, or the facility/venue/lodging;
- Publishing, posting, uploading, or distributing content, or organizing/participating in any activity, group or guild that EA reasonably determines is inappropriate, abusive, hateful, harassing, profane, defamatory, threatening, obscene, sexually explicit and/or exploitive, infringing, privacy-invasive, vulgar or otherwise inconsistent with the goodwill of EA, offensive, indecent or unlawful;
- Interfering with or interrupting the broadcast or broadcast production;
- Interfering with gameplay, including purposefully breaking a game station, interrupting the power supply, leaving a station before the conclusion of a match, referring 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 Event Officials and security personnel;
- Logging into the provided game devices with a personal account or playing any game other than the copy of the Game provided for use in the tournament;
- Failing to be available for any post-tournament awards ceremonies, interviews, and the entirety of a Live Event, as well as any promotional activities reasonably requested by EA or other sponsor;
- Competitors watching video streams and/or listening to live coverage of their own match while the match is still in progress;
- Carrying out any third-party promotional activity in connection with the ALGS unless approved in advance in writing by EA.

- Using exploits, bugs, cheats, undocumented features, design errors or other problems which, as determined in the sole discretion of EA, is causing the Game or the ALGS to not function as intended. A non-exhaustive list of Competitor actions which will be deemed an exploit can be found below at Section A10 below;
- 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;
- Playing on behalf of another Competitor, or allowing someone else to play on Competitor's behalf, in any competitive game mode;
- Gambling, including betting on the outcome of ALGS matches;
- Disclosing confidential information provided by EA or any of its affiliates;
- Disclosing or sharing match codes with anyone outside of a Competitor's own Team;
- Communicating with anyone outside of the active, playing members of a Competitor's own Team or ALGS Officials in any way during an ALGS match until the Competitor's Team is eliminated from the match;
- Accepting or giving gifts, bribes, rewards or compensation for services that are rendered in connection with competing in the ALGS (with an exception for Competitors with sponsors who pay them based on their performance);
- Causing or contributing to scandal, reputational harm or risk to the integrity and reputation of the ALGS or EA;
- Engaging in any other activity that significantly disturbs a peaceful, fair and respectful gaming environment of the ALGS;
- Failure to attend a Live Event at the applicable date(s) and time(s) posted on the Tournament Site or otherwise communicated to Competitors by tournament sponsor or staff; and
- Failure to join and remain in the official Pro League Discord server's voice channel, as identified by tournament sponsor or staff, for the duration of Competitor's matches.
- Promoting, encouraging or taking part in any prohibited activity described above.

A2. Collusion and Match-Fixing Policy

Any action or agreement to disadvantage other Competitors to predetermine the outcome of a match, to try to lose a match, to affect the fairness of the ALGS, or to limit efforts to win a match is strictly prohibited.

Any Competitors determined by EA to be violating this rule at any phase in the ALGS may be removed from the ALGS. Such Competitors may be forced to forfeit or return any compensation and/or prizes and may have their EA and/or Game accounts suspended.

Examples of collusion include, but are not limited to:

- Intentionally losing a match for any reason at any portion of an Event;
- Playing on behalf of another Competitor, including using a secondary account, to aid them during any portion of an Event;
- Any form of match-fixing or communication with other Competitors or Coaches related to match play or strategy;
- "Soft play", defined as a Competitor not giving their best effort or not taking reasonable and fair actions to gain advantages against their opponent(s) in a match;
- Agreeing to split prize money; and
- Allowing an opponent to score more or less points than they normally would to impact the rankings.

A3. Drug & Alcohol Policy

Competitors may not be under the influence of drugs or alcohol while participating in the ALGS. Competitor use of alcohol or drugs is prohibited on any Live Event premises.

Smoking, including the use of e-Cigarettes and vaporizers, is prohibited during any Live Event except in designated areas. Some Live Event venues may ban smoking entirely.

A4. Dress Code

Competitors who compete in Live Events must wear attire that is appropriate under the circumstances (as determined by EA).

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.

A5. Reporting Violations

To report a potential breach of these Official Rules, please email algs@ea.com.

A6. Penalties

Violation of these Official Rules or Event Rules may, at EA's discretion, result in penalties, disqualification, change in match results, loss of winner status, and/or forfeiture of prizes. All decisions and rulings of EA or Event Officials relating to the ALGS are final and binding. EA reserves the right to penalize any Competitor in the Competition at any level, at any time, for any reason. Penalties may include, but are not limited to, any or all of the following:

- Warning
- Reprimand
- Forfeiture of single matches
- Forfeiture of all matches
- Reduction in Match Score
- Loss of awards (including prize money and paid travel expenses)
- Loss of points
- Temporary or permanent suspension from the ALGS
- Disqualification from the ALGS and future competitions
- Forfeiture of any registration fees to participate in an Event
- Loss of future prize money
- Suspension of one (1) or multiple game accounts for the EA service(s) used by the Competitor

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

A7. Competitor Sponsorship

Competitors in the ALGS may acquire and work with promotional sponsors. Promotional sponsorship is limited, however, to exclude certain categories and industries. If the promotional sponsor falls under one of the below categories, the Competitor may not display or promote the sponsorship in conjunction with EA, its partners, or the ALGS that offer or are associated with:

- Gambling, wagering, or lottery products or services including but not limited to sports betting, fantasy sites gambling or similar websites or services;
- Alcohol, tobacco, prescription drugs, restricted drugs and/or similar products or paraphernalia;
- Pharmaceutical products or services, dietary supplements or medical devices;
- Firearms or any type of weapons;
- Pornographic or any sexually explicit or adult material;
- High fat, salt, or sugar foods and drinks;
- Energy drinks;
- Political ads or otherwise promoting a political agenda;
- Cryptocurrency companies and/or websites promoting/relating to the trade of cryptocurrency;
- Illegal products or services, or content that otherwise violates any applicable laws in the territories where the Game is available;
- Products or services from direct competitors of EA, its partners, and its other subsidiary brands;
- Direct competitors of ALGS official marketing partners;
- Anything that is detrimental to EA's business (e.g., hacking, gold services, account/coin selling, etc.)
- Anything that is inconsistent with the ESRB, PEGI, OFLC, USK or applicable rating(s) of the Game in a given territory.

The list is illustrative and non-exhaustive. EA reserves the right to add or remove any product or service from the list at any time without notice.

A8. Stage and Player Names

Competitors will be asked to select a unique username during the registration process. This username will be used to identify Competitors during any Live Events. This username can be the same as their EA Account ID, PSN ID or XBL Gamertag, but is not required to be the same. The username must be unique from other Competitor names and must not be deemed vulgar by EA and its affiliates. Usernames must not: (a) infringe on a third party's intellectual property rights; or (b) violate the law, EA's User Agreement or a third party's right of privacy or right of publicity.

A10. Exploit

An exploit is a behavior by a Competitor to take advantage of a bug or defect within the Game which may cause incorrect results, behaviors or give an unintended competitive advantage. Below is a non-exhaustive list of Competitor actions which will be deemed an exploit and if found, may result in a penalty.

- Leaving 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.
- Slip surface terrain is designed to be in/on non-playable areas and is intended to be non-playable. Spamming or use of game mechanics to prevent slipping on the slip surface is seen as an exploit.
- Use of one-sided textures on map geometry to block or avoid any incoming damage that would have otherwise connected without the exploited geometry.
- Any other actions communicated to Competitors by ALGS officials or EA.

EA may, in its sole discretion, update this list from time to time.

APPENDIX B: ELIGIBLE COUNTRIES AND TERRITORIES

To be eligible to participate in the ALGS, Competitors are required to be a legal resident of one of the below-listed countries/territories. Note: Region groupings are only for purposes of the ALGS and are not indicative of official geographic regions.

APAC North	APAC South	EMEA	North America	South America
Japan	Australia	Austria	Canada	Argentina
Mongolia	Bangladesh	Belgium	Costa Rica	Bolivia
South Korea	Hong Kong	Bosnia and Herzegovina	Dominican Republic	Brazil
	India	Bulgaria	El Salvador	Chile
	Indonesia	Croatia	Honduras	Colombia
	Macau	Cyprus	Mexico	Ecuador
	Malaysia	Czech Republic	Panama	Paraguay
	New Zealand	Denmark	Puerto Rico	Peru
	Philippines	Egypt	Trinidad & Tobago	Uruguay
	Singapore	Estonia	United States of America	Venezuela
	Taiwan	Finland		
	Thailand	France		
	Vietnam	Georgia		
		Germany		
		Greece		
		Hungary		
		Iceland		
		Ireland		
		Israel		
		Italy		
		Kazakhstan		
		Kuwait		
		Latvia		
		Lebanon		
		Lithuania		
		Luxembourg		
		Malta		
		Netherlands		
		Norway		
		Poland		
		Portugal		
		Qatar		

		Romania		
		Saudi Arabia		
		Serbia		
		Slovakia		
		South Africa		
		Spain		
		Sweden		
		Switzerland		
		Turkey		
		Ukraine (excluding Crimea)		
		United Arab Emirates		
		United Kingdom		

People's Republic of China by invite only.

APPENDIX C: TOURNAMENT FORMATS AND SCORING

C1. Single-Elimination Tournaments

In tournaments featuring single-elimination gameplay, 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. There may be multiple rounds of competition, including a final round ("Finals"), a round immediately preceding the Finals ("Semifinals"), and a round immediately preceding the Semifinals ("Quarterfinals"). Each tournament will include at least one (1) round. Each round will include a series of matches. All Teams begin the tournament in Round 1.

The total number of rounds in the tournament will vary pending the final number of Teams that check-in to the tournament on the day of the competition, but will feature a maximum number of rounds.

- For Challenger Circuit Split 1 & 2 and the Preseason Qualifiers:
 - North America and EMEA tournaments will have a maximum of seven (7) rounds, including the Finals round. APAC South and APAC North tournaments will have a maximum of six (6) rounds, and South America tournaments will have a maximum of five (5) rounds, including the Finals round.
 - Each round prior to the Quarterfinals will feature four (4) matches and each of the Quarterfinals, Semifinals and Finals will feature six (6) matches. Teams accumulate points in each match as described in **APPENDIX C5.1**.
 - After all matches are completed in a given round, the Teams with the round's ten (10) highest Round Scores (as described in **APPENDIX C5.1**) in each group advance to the next round. When twenty (20) or fewer total Teams remain across all groups, the round to which these Teams advance is the Finals. The remaining Teams will be eliminated from the event.
 - The Finals will feature six (6) matches, with Teams accumulating points in each match according to **APPENDIX C5.1**. After all matches are completed in the Finals, the Team with the final round's highest Round Score (as described in **APPENDIX C5.1**) is declared the winner of the tournament for that Region. All remaining Teams will be ranked by their Finals Round Scores.

C2. Group Stage

In this stage, each group plays every other group in a six (6) match series ("Group Stage"), with Teams accumulating points from each match as described in **APPENDIX C5.1** and moving on to a Double Elimination Bracket Stage (described in **APPENDIX C3**).

At the end of the Group Stage, the forty (40) Teams are ranked by the total Match Score earned across all matches played in the Group Stage ("Group Stage Total Match Score") and start the Double Elimination Bracket Stage as follows:

- For each of the Playoffs and the Championship:
 - Twenty (20) Teams with the highest Group Stage Total Match Score start in the winners bracket;
 - Twenty (20) Teams with the lowest Group Stage Total Match Score start in the elimination bracket round 1.

C3. Double Elimination Bracket Stage

For each of the Playoffs and the Championship, this Double Elimination Bracket Stage includes one (1) round of the winners bracket, two (2) rounds of the elimination bracket and a final round. For all other tournaments using this format, this Double Elimination Bracket Stage includes two (2) rounds each of the winners and elimination brackets and a final round.

Each of the rounds in the winners and elimination brackets will feature a series of matches, with Teams accumulating points in each match as described in **APPENDIX C5.1**. A Team's Round Score (as described in **APPENDIX C5.1**) at the end of each round will determine advancement to the following round, or elimination from the tournament as follows:

- For each of the Playoffs and the Championship:

- Winners bracket: The ten (10) Teams with the highest Round Scores advance to the final round. The remaining Teams fall to the elimination bracket round 2.
- Elimination bracket round 1: The ten (10) Teams with the highest Round Scores advance to the elimination bracket round 2. The remaining Teams are eliminated from the tournament.
- Elimination bracket round 2: The ten (10) Teams with the highest Round Scores advance to the final round. The remaining Teams are eliminated from the tournament.
- For the Last Chance Qualifier:
 - Winners bracket round 1: The ten (10) Teams with the highest Round Scores advance to the winners bracket round 2. The remaining Teams fall to the elimination bracket round 1.
 - Winners bracket round 2: The ten (10) teams with the highest Round Scores advance to the final round. The remaining Teams fall to the elimination bracket round 2.
 - Elimination bracket round 1: The ten (10) Teams with the highest Round Scores advance to the elimination bracket round 2. The remaining teams are eliminated from the tournament.
 - Elimination bracket round 2: The ten (10) Teams with the highest Round scores advance to the final round. The remaining teams are eliminated from the tournament.
- For the Pro League Qualifier:
 - Winners bracket round 1: The ten (10) Teams with the highest Round Scores advance to the Winners bracket round 2. The remaining Teams fall to the Elimination bracket.
 - Winners bracket round 2: The ten (10) Teams with the highest Round Scores advance to the final round. The remaining Teams fall to the Elimination Bracket.
 - Elimination bracket: The ten (10) Teams with the highest Round Scores advance to the final round. The remaining Teams are eliminated from the tournament.

In the final round for each of the Playoffs, the Championship, the Last Chance Qualifier and the Pro League Qualifier, the twenty (20) Teams will compete using the Match Point Mechanic described in **APPENDIX C4**. For the Split 1 Playoffs, the Last Chance Qualifier and Pro League Qualifier, the ten (10) Teams advancing from the winners bracket will be seeded by their Round Scores from the last round in the winners bracket and will start the final round with the Advance Starting Points detailed in **APPENDIX C5.2**.

C4. Match Point

The Regional Finals, Playoffs, Championship, Last Chance Qualifier and Pro League Qualifier use the “Match Point” mechanic in the final round to determine the winners of these events. In this round, Teams compete in a series of matches, with Teams accumulating points in each match according to **APPENDIX C5.1**. Once a Team reaches fifty (50) points (“Match Point Threshold”) in this round, 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 that tournament. Other Teams will be ranked according to their Round Score from this final round. In the Regional Finals, Pro League Qualifier and Last Chance Qualifier, if a winning Team is declared before six (6) matches have been played the winning Team will stop playing and the match series will continue uninterrupted with all remaining teams continuing to compete until six (6) matches have been completed. Following the match series all remaining Teams will be ranked according to their Round Score from the final round.

C5. Scoring

C5.1. Match 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:

(A) Placement:

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

(B) Kills:

1 point for each kill

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

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

In the Pro League Regular Season and the Winners Bracket Finals of the PLQ, LCQ, and Split 1 Playoffs bonus points can be earned by Teams according to the following criteria:

- One (1) bonus point will be awarded if the Team that finished in 1st place has a margin of victory of fifty (50) points or greater over the 2nd place Team.
- One (1) bonus point will be awarded to any Team that wins 50% or more of their matches in a match series. For each match won over the 50% threshold, that Team will be awarded an additional bonus point.

Any Regular Season bonus points earned will be added to the Team's Regular Season Placement Points. Any Winners Bracket Finals bonus points earned will be added to the Team's Advance Starting Points. Bonus points will not be awarded during Regional Finals.

C5.2. Advance Starting Points

Certain tournaments will award Teams with Advance Starting Points as follows:

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

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

C5.3. Preseason Qualifier and Challenger Circuit Points

Each Competitor is awarded the following points based on their Team’s Finishing Rank in the below-noted rounds of each tournament in the Preseason Qualifiers or Challenger Circuit.

Competitors who played in a Challenger Circuit event after competing in a Pro League Regular Season will be awarded 320 Challenger Circuit Points for Challenger Circuit events that were missed while that Competitor was playing in Regular Season events.

Finishing Rank	Finals	Semifinals	Quarterfinals
1st	500	Advance to Finals	Advance to Semis
2nd	480	Advance to Finals	Advance to Semis
3rd	470	Advance to Finals	Advance to Semis
4th	460	Advance to Finals	Advance to Semis
5th	450	Advance to Finals	Advance to Semis
6th	440	Advance to Finals	Advance to Semis
7th	430	Advance to Finals	Advance to Semis
8th	420	Advance to Finals	Advance to Semis
9th	410	Advance to Finals	Advance to Semis
10th	400	Advance to Finals	Advance to Semis
11th	390	280	170
12th	380	270	160
13th	370	260	150
14th	360	250	140
15th	350	240	130
16th	340	230	120
17th	330	220	110
18th	320	210	100
19th	310	200	90

20th	300	190	80
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C5.4. Placement Points

At the end of each match series in the Regular Season, Teams in each series are ranked by Round Score and are awarded points toward their Regular Season standings as described below.

Placement	Placement Points
1st	25
2nd	21
3rd	18
4th	16
5th	15
6th	14
7th	13
8th	12
9th	11
10th	10
11th	9
12th	8
13th	7
14th	6
15th	5
16th	4
17th	3
18th	2
19th	1
20th	0

C5.5. Playoff Points

Teams are awarded the following points (“Playoff Points”) based on their Finishing Rank in the Playoffs.

Finishing Rank	Points
1	500
2	420
3	380
4	340
5	300
6	260
7	240
8	220
9	200
10	180
11	160
12	150
13	140
14	130
15	120
16	110
17	100
18	90
19	80
20	70
21	60
22	56
23	52
24	48
25	44
26	40
27	36
28	32
29	28
30	24

Finishing Rank	Points
31	20
32	18
33	16
34	14
35	12
36	10
37	8
38	6
39	4
40	2

C6. Tiebreakers

C6.1. Series & Group Stage 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:

(A) Single Match Scores

The Team with the highest Match Score from a single match wins the tiebreaker. The highest single Match Scores may have been in the same or different matches in the round for each tied Team. 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.

(B) Single Match Best Placement

The Team with the best finishing placement (lowest number) in a single match wins the tiebreaker. These best placements may have been in the same or different matches for each tied Team. 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.

(C) Single Match Total Kills

The Team with the highest number of kills in a single match wins the tiebreaker. This is repeated for all matches played in the round until all ties are broken or no additional Matches are available.

C6.2 Tiebreakers for Pro League Regular Season Ranking

In the event two (2) or more Teams are tied in total Placement Points at the end of a Regular Season Split, the tie will be resolved by the following, using information from the Regular Season for which the tie is being resolved, in descending order of priority:

(A) Total Match Score

The Team with the highest total Match Score earned across all matches played in a Regular Season wins the tiebreaker. If two (2) or more Teams are still tied after review of total Match Scores, then ties will be resolved using Total Series Wins.

(B) Total Series Wins

The Team with the highest number of first place placements across all Regular Season match series wins the tiebreaker. If two (2) or more Teams are still tied after review of Total Series Wins, then ties will be resolved using Total Match Wins.

(C) Total Match Wins

The Team with the highest number of first place placements across all Regular Season matches wins the tiebreaker. If two (2) or more Teams are still tied after review of Total Match Wins, then ties will be resolved using Highest Single Series Round Score.

(D) Highest Single Series Round Score

The Team with the highest Round Score from a single Regular Season match series wins the tiebreaker. If two (2) or more Teams are still tied after review of Highest Single Series Round Score, then ties will be resolved using Highest Single Match Score.

(E) Highest Single Match Score

The Team with the highest Match Score from a single Regular Season match wins the tiebreaker.

C6.3. Playoff Points Tiebreakers

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

(A) Split 2 Playoff final rank

The Team with the best Finishing Rank in the Split 2 Playoffs event wins the tiebreaker. If two (2) or more teams are still tied after review of Split 2 Playoff final rank, then ties will be resolved using Split 2 Regular Season final rank.

(B) Split 2 Regular Season final rank

The Team with the best Finishing Rank in the Split 2 Regular Season wins the tiebreaker. If two (2) or more teams are still tied after review of Split 2 Regular Season final rank, then ties will be resolved using the methods described in **APPENDIX C6.2**.

C6.4 Tiebreakers for Challenger Circuit and Preseason Qualifier Points Rankings

In the event two (2) or more Teams are tied in Challenger Circuit or Preseason Qualifier Points, the tie will be resolved by the following, in descending order:

- The Team with the best Finishing Rank in the most recent Challenger Circuit or Preseason Qualifier Tournament wins the tiebreaker.
- Any remaining ties in placement in the most recent Challenger Circuit or Preseason Qualifier will be broken by the Series Tiebreakers detailed in **APPENDIX C6.1**.

APPENDIX D: DAILY SCHEDULES

The specific start time of each round may vary from the schedule listed below. Specific start times will be posted on battlefy.com/algs or Discord after the close of check-in on the first event day.

D1. Time Zones

The governing time zone for each Region will be the local time in the city noted for each Region as follows:

APAC North - Tokyo

APAC South - Singapore

EMEA - London

North America - Los Angeles

South America - Rio de Janeiro

D2. Preseason Qualifiers

The following rounds in each tournament will be held on the following days and matches each day will begin at the stated time:

	EMEA	North America	APAC South	APAC North
Day 1	Rounds 1-3 12:00 PM	Rounds 1-3 12:00 PM	Rounds 1-3 12:00 PM	Rounds 1-3 12:00 PM
Day 2	All remaining rounds until Finals 12:00 PM	All remaining rounds until Finals 12:00 PM	All remaining rounds 12:00 PM	All remaining rounds 12:00 PM
Day 3	Finals 6:00 PM	Finals 6:00 PM		

Each round prior to the Semifinals will feature four (4) matches that are scheduled to last 150 minutes (2.5 hours). Each of the Semifinals and Finals rounds will feature six (6) matches that are scheduled to last 210 minutes (3.5 hours). In both cases, after the first round of the day, the next rounds will start following the conclusion of the previous round.

D3. Challenger Circuit Tournaments

The following rounds in each tournament will be held on the following days and matches each day will begin at the stated time:

	EMEA	North America	APAC South	APAC North	South America
Day 1	Rounds 1-3 12:00 PM	Rounds 1-3 12:00 PM	Rounds 1-3 12:00 PM	Rounds 1-3 12:00 PM	Rounds 1-3 12:00 PM
Day 2	All remaining rounds until Finals 12:00 PM	All remaining rounds until Finals 12:00 PM	All remaining rounds 12:00 PM	All remaining rounds 12:00 PM	All remaining rounds 12:00 PM
Day 3	Finals 6:00 PM	Finals 6:00 PM			

D4. Split 2 Pro League Qualifier

	Start Time
Day 1	Winners Round 1 5:00 PM
Day 2	Winners Round 2 12:00 PM
Day 2	Elimination Round 1 1
Day 3	Match Point Finals (APAC S) 12:00 PM
Day 3	Match Point Finals (NA) 3:00 PM
Day 3	Match Point Finals (APAC N) 5:00 PM
Day 3	Match Point Finals (EMEA) 6:00 PM

D5. Last Chance Qualifier

NA, EMEA, APAC S & APAC N

	Start Time
Day 1	Winners Round 1 5:00 PM
Day 2	Winners Round 2 12:00 PM
Day 2	Elimination Round 1 1 12:00 PM
Day 2	Elimination Round 2 2 5:00 PM
Day 3	Match Point

	Finals (APAC S) 12:00 PM
Day 3	Match Point Finals (NA) 3:00 PM
Day 3	Match Point Finals (APAC N) 5:00 PM
Day 3	Match Point Finals (EMEA) 6:00 PM

D6. Playoffs

Day 1	Group Stage
Day 2	Group Stage
Day 3	Bracket Stage
Day 4	Finals

D7. Championship

Day 1	Group Stage
Day 2	Group Stage
Day 3	Bracket Stage
Day 4	Bracket Stage
Day 5	Finals

APPENDIX E: PRIZES

All amounts are in USD.

E1. South America Regional Finals

Each South America Regional Finals shall have a Prize pool of USD \$31,250. Prizes will be awarded to Teams based on Team’s Finishing Rank at the end of each Regional Finals. All prizes will be distributed equally among the Competitors on the Team that participated in the event.

Finishing Rank	Prize Amount per Team
1	\$10,000
2	\$6,000
3	\$4,500
4	\$3,000
5	\$2,000
6	\$1,750
7	\$1,500
8	\$1,250
9	\$750
10	\$500

E2. Pro League Regular Season

Each Regular Season Split shall have a Prize pool of Five Hundred Thousand United States Dollars (USD \$500,000). Prizes will be awarded to Teams based on their Finishing Rank at the end of each Regular Season Split. A Team’s prize total for each Split will be divided by the number of matches played by the Team during that Regular Season Split to determine a Team’s “Match Prize Amount” for that particular Split. For each match a Team played in the Regular Season Split, the Match Prize Amount will then be divided equally between all Competitors who participated in the match.

Split Ranking	North America	EMEA	APAC North	APAC South
1	\$20,000	\$20,000	\$20,000	\$20,000
2	\$15,000	\$15,000	\$15,000	\$15,000
3	\$12,000	\$12,000	\$12,000	\$12,000
4	\$9,000	\$9,000	\$9,000	\$9,000
5	\$7,000	\$7,000	\$7,000	\$7,000
6	\$6,000	\$6,000	\$6,000	\$6,000
7	\$5,000	\$5,000	\$5,000	\$5,000
8	\$4,000	\$4,000	\$4,000	\$4,000
9	\$4,000	\$4,000	\$4,000	\$4,000

10	\$3,000	\$3,000	\$3,000	\$3,000
11	\$3,000	\$3,000	\$3,000	\$3,000
12	\$3,000	\$3,000	\$3,000	\$3,000
13	\$3,000	\$3,000	\$3,000	\$3,000
14	\$3,000	\$3,000	\$3,000	\$3,000
15	\$3,000	\$3,000	\$3,000	\$3,000
16	\$2,000	\$2,000	\$2,000	\$2,000
17	\$2,000	\$2,000	\$2,000	\$2,000
18	\$2,000	\$2,000	\$2,000	\$2,000
19	\$2,000	\$2,000	\$2,000	\$2,000
20	\$2,000	\$2,000	\$2,000	\$2,000
21	\$1,500	\$1,500	\$1,500	\$1,500
22	\$1,500	\$1,500	\$1,500	\$1,500
23	\$1,500	\$1,500	\$1,500	\$1,500
24	\$1,500	\$1,500	\$1,500	\$1,500
25	\$1,500	\$1,500	\$1,500	\$1,500
26	\$1,500	\$1,500	\$1,500	\$1,500
27	\$1,500	\$1,500	\$1,500	\$1,500
28	\$1,500	\$1,500	\$1,500	\$1,500
29	\$1,500	\$1,500	\$1,500	\$1,500
30	\$1,500	\$1,500	\$1,500	\$1,500

Additionally, for each of the Playoffs, up to three (3) Competitors on qualifying Teams will receive travel to the Live Event venue (including roundtrip, economy/coach class airfare from a major commercial airport near the Competitor’s residence to a major commercial airport near the Live Event venue (ground transport to be substituted for air travel at EA’s discretion), hotel accommodations (two (2) double occupancy rooms for each Team) for six (6) nights near the Live Event venue, and ground transportation to/from hotel and Live Event venue) with an approximate retail value (“ARV”) of USD \$2,500. Actual ARV may vary based on travel fare fluctuations and the distance between departure and destination. Winner will not receive the difference between actual value and ARV.

E3. Playoffs

Each Playoffs shall have a Prize pool of One Million United States Dollars (USD \$1,000,000). Prizes will be distributed to Teams based on their finishing rank in each Playoffs. All prizes will be distributed equally among the Competitors on the Team who participated in the event.

Finishing Rank	Prize Amount Per Team
1	\$300,000
2	\$160,000
3	\$105,000
4	\$85,000
5	\$65,000
6	\$50,000

7	\$40,000
8	\$30,000
9	\$25,000
10	\$20,000
11	\$16,000
12	\$15,000
13	\$14,000
14	\$13,000
15	\$12,000
16	\$11,000
17	\$10,500
18	\$10,000
19	\$9,500
20	\$9,000

Additionally, up to the three (3) Competitors on all Teams that qualify into the ALGS Championship will receive travel to the Live Event venue (including roundtrip, economy/coach class airfare from a major commercial airport near the Competitor’s residence to a major commercial airport near the Live Event venue (ground transport to be substituted for air travel at EA’s discretion), hotel accommodations (two (2) double occupancy rooms for each Team) for seven (7) nights near the Live Event venue, and ground transportation to/from hotel and Live Event venue) with an ARV of USD \$2,700. Actual ARV may vary based on travel fare fluctuations and the distance between departure and destination. Winner will not receive the difference between actual value and ARV.

E4. Championship

The Championship shall have a Prize pool of Two Million United States Dollars (USD \$2,000,000). Prizes will be distributed to Teams based on their Finishing Rank in the Championship. All prizes will be distributed equally among the Competitors on the Team who participated in the event.

Finishing Rank	Prize Amount Per Team
1	\$600,000
2	\$320,000
3	\$210,000
4	\$170,000
5	\$130,000
6	\$100,000
7	\$80,000
8	\$60,000
9	\$50,000
10	\$40,000
11	\$32,000

12	\$30,000
13	\$28,000
14	\$26,000
15	\$24,000
16	\$22,000
17	\$21,000
18	\$20,000
19	\$19,000
20	\$18,000

APPENDIX F: POI DRAFTS

F1. POI Draft

In advance of the Split 2 Pro League, Pro League Regional Finals, Split 2 Playoffs and ALGS Championship events the ALGS League Operations team will host drafts for eligible Teams to select their drop spots, one Team at a time, in sequential order, from a selection of pre-determined landing spots on the applicable game maps (the “POI Draft”). Split 2 Pro League POI Drafts will be randomly seeded snake drafts, where the Round 2 order is the inverse of Round 1. Pro League Regional Finals, Split 2 Playoffs, and ALGS Championship POI Drafts will be performance-based, weighted drafts where each Team has the same numbered pick in Round 1 and Round 2.

F2. Format

Each POI Draft will utilize the format set out below:

- A representative for each eligible Team, as designated by the Team Captain, is required to join the ALGS Pro League Discord server before the start of each applicable POI Draft.
- Each eligible Team will be given no more than ninety (90) seconds per round to make their selections during the POI Drafts for the Split 2 Pro League, Regional Finals, Split 2 Playoffs Group Stage and Championship Group Stage.
- Each eligible Team will be given no more than thirty (30) seconds per round to make their selections during the POI Drafts for the Split 2 Playoffs Bracket Stage and Finals as well as the ALGS Championship Bracket Stage and Finals.
- If an eligible Team does not make a selection during their allotted time, they will be marked as away from keyboard (“AFK”) by the ALGS League Operations team and the POI Draft will move on to the next seeded Team.
 - Any eligible Team who was marked as AFK during their initial selection time must confirm with the ALGS League Operations team once they are ready to make their selection. Once confirmed with the ALGS League Operations team, the AFK Team will be eligible to make their selection after the current Team on the clock makes their selection.
 - If multiple eligible Teams marked as AFK confirm with the ALGS League Operations team they are ready to make their selection while the same Team is on the clock, they will become eligible to make their selection in the order they were originally seeded, once the current Team on the clock has made their selection.
 - If an eligible Team is still marked as AFK after all seeded Teams have made their selections, the AFK Team’s selection(s) will be made randomly by the ALGS League Operations team from remaining available landing spots.
- Eligible Teams may choose a landing spot from either available map during the first selection but must make a selection from both maps before the end of each POI Draft.
- When an eligible Team makes a landing spot selection, that landing spot is removed from the pool of available landing spots and cannot be selected by another Team.
- Game maps with all available pre-determined landing spots will be shared with all eligible Teams, via Discord.

F3. POI Draft Schedule:

Information on the dates and times of each POI Draft will be shared with eligible Teams, via Discord, in advance of each event.

F4. Seeding

In tournaments utilizing a POI Draft, eligible Teams will be assigned a POI Draft seed position as set out below:

F.4.1 Pro League Regular Season Split 2:

Eligible Teams will be seeded randomly and assigned a number between one (1) and ten (10) within their Regular Season groups.

F.4.2 Pro League Regular Season, Regional Finals:

Eligible Teams will be seeded based on their rank in the Pro League Regular Season Split 2 following Match Day 9.

F.4.3 Split 2 Playoffs:

(A) Group Stage

Regional Allocation of Seed Position: At the conclusion of the Split 1 Playoffs, the performance of each Region will be used to determine the regional seeding for the Split 2 Playoffs Group Stage. The position of seeding for each Region will be determined by the Finishing Rank of Teams in the Split 1 Playoffs. For example, the first seed for the Split 2 Playoffs Group Stage will be allocated to the Region of the Team with the top Finishing Rank in the Split 1 Playoffs, the second seed will be allocated to the Region of the Team with the second highest Finishing Rank and so on.

Team Seeding: Eligible Teams for the Split 2 Playoffs Group Stage will be seeded within their Region's allocated seed positions based on the following:

- Teams qualifying from NA, EMEA, APAC S or APAC N: Finishing Rank from the corresponding Regular Season in their Region.
- Teams Finishing Rank in the Split 2 South America Challenger Circuit Finals.
- Invited Teams from the People's Republic of China: at the sole discretion of the ALGS

If an Invited Team from the People's Republic of China also competed in the Split 1 Playoffs, they will be allocated the seed that corresponds with their Finishing Rank in the Split 1 Playoffs. If an Invited Team from the People's Republic of China did not compete in the Split 1 Playoffs they will be randomly drawn into their Region's allocated seed positions.

If the Regional allocation of seed positions dictates that a seed is to be awarded to a Region, but all the Teams from that Region have already been awarded a seed, the Region will be changed to the Region with the best average Split 1 Playoffs performance, by Playoff Points, which does not already have enough allocated seed positions.

(B) Winners Round & Elimination Round 1

Teams will be seeded based on each Team's Group Stage Total Match Score.

(C) Elimination Round 2

Teams will be seeded based on each Team's total Match Score after adding their Group Stage Total Match Score to their Winners Round or Elimination Round 1 Total Match Score. Teams from the Winners Round will be seeded between one (1) and ten (10) and Teams from Elimination Round 1 will be seeded between eleven (11) and twenty (20).

(D) Match Point Finals

Teams will be seeded based on each Team's total Match Score after adding their Group Stage Total Match Score to their Winners Round or Elimination Round 2 Total Match Score. Teams from the Winners Round will be seeded between one (1) and ten (10) and Teams from Elimination Round 2 will be seeded between eleven (11) and twenty (20).

F.4.4 Championship

(A) Group Stage

Teams will be seeded based on their total number of Playoff Points.

(B) Winners Round & Elimination Round 1

Teams will be seeded based on each Team's Group Stage Total Match Score.

(C) Elimination Round 2

Teams will be seeded based on each Team's total Match Score after adding their Group Stage Total Match Score to their Winners Round or Elimination Round 1 Total Match Score. Teams from the Winners Round will be seeded between one (1) and ten (10) and Teams from Elimination Round 1 will be seeded between eleven (11) and twenty (20).

(D) Match Point Finals

Teams will be seeded based on each Team's total Match Score after adding their Group Stage Total Match Score to their Winners Round or Elimination Round 2 Total Match Score. Teams from the Winners Round will be seeded between one (1) and ten (10) and Teams from Elimination Round 2 will be seeded between eleven (11) and twenty (20).

APPENDIX G: EA POSITIVE PLAYER AWARD

EA will award one (1) Competitor with the EA Positive Player Award. The winner of the EA Positive Player Award will receive a prize pack with a selection of Game merchandise, and the Positive Player trophy, all with an approximate retail value of USD \$200. If for any reason an advertised prize is unavailable, EA reserves the right to substitute a prize of equal or greater value. Winners are responsible for any applicable taxes on prizes. Prizes are not transferable, and no substitution of prizes for cash or other goods and services is permitted.

Starting July 5, 2024 at 12:00 AM PT and ending on July 21, 2024 at 11:59 PM PT (the "Nomination Period"), Competitors and Coaches can nominate an eligible ALGS Competitor, on the nomination site <https://www.ea.com/commitments/positive-play/positive-player-award/> (the "Nomination Site"), who they feel demonstrates the Positive Player Award Principles, as defined below, while playing in the ALGS (the "Nomination"). Only Nominations of current, active Competitors within the ALGS will be accepted.

At the close of the Nomination Period, qualified employees of EA (the "EA Judges") will evaluate the eligible nominees and select between three (3) and ten (10) finalists based on how the eligible nominees exhibit outstanding sportsmanship, including but not limited to, consistently supporting their teams, being an honorable opponent, and exhibiting generous behavior and treatment towards teammates, opponents, and fans, and the program while playing in the ALGS (the "Positive Player Award Principles").

In order to be deemed an eligible Nominee for the EA Positive Player Award, the Competitor nominated must first accept the Nomination, and to the extent permissible in the Competitor's country/territory of residence, potential nominees will be required to submit to a background check, sign and return a release allowing EA to conduct a background check, and provide the necessary information that EA requests to be eligible to receive a prize. EA reserves the right, in its sole discretion, to disqualify any potential nominee and winner based on such background check if EA determines, in its sole discretion, awarding a prize to such winner might reflect negatively on EA.

On or about August 10, 2024, EA will post the finalists on the Nomination Site <https://www.ea.com/commitments/positive-play/positive-player-award/>, at which time the community can vote on the finalist that they feel best demonstrates the Positive Player Award Principles, detailed above. Community voting will start on August 10, 2024 at 12:00 AM PT and end on September 6, 2024 at 11:59 PM PT (the "Voting Period"). Limit one (1) vote per person and per EA account.

Following the close of the Voting Period, the EA Judges will reconvene to evaluate the finalists based on the following criteria: 25% consistently supporting their teams, 25% being an honorable opponent, 25% exhibiting generous behavior and treatment of others, and 25% community votes, collected during the Voting Period.

The winner of the Positive Player Award will be announced during the ALGS Championship broadcast.

By submitting a Nomination, you expressly grant to EA and its agents a non-exclusive, perpetual, worldwide, complete, sub-licensable and irrevocable right to quote, re-post, publish, use, adapt, translate, archive, store, reproduce, modify, create derivative works from, syndicate, license, print, sublicense, distribute, transmit, broadcast, and otherwise communicate, and publicly display and perform the Nomination, or any portion thereof, in any manner or form, without notice, payment or attribution of any kind. You agree not to assert any moral or similar rights you may have in your Nomination. EA has the right, but not the obligation, to use any of the Nominations.

The EA Judges' decisions regarding the selection of the finalists and winner are final and binding and are made in their sole discretion. EA reserves the right to cancel, suspend, or modify the Positive Player Award, (or any part of it) if fraud, technical failure, human error or any other problem impairs its proper operation. EA reserves the right to disqualify any person it finds to not meet the Positive Player Award Principles, or is likely to adversely affect the reputation of EA, as determined in EA's sole discretion.