

# APEX LEGENDS™ GLOBAL SERIES YEAR THREE OFFICIAL RULES

## 1. OVERVIEW

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

The Apex Legends Global Series Year Three (“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:

- At least twenty-two (22) Invited Teams; and
- No more than eight (8) Teams who qualify through the Preseason Qualifiers.

Split 1 of the Regular Season culminates in the Split 1 Playoffs, which features forty (40) Teams who qualify through performance in the Regular Season Split 1.

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

- Teams who qualify through the Split 1 Playoffs;
- Teams who qualify through the Regular Season Split 1; and
- Teams who 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 who qualify through performance in the Regular Season Split 2.

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

- who qualify through Playoff Points (described in **Section 3.6.2**); and
- who 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 can qualify into the Split 2 Pro League Qualifier; and
- Challenger Circuit Split 2, where Teams can qualify into the LCQ.

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](http://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 minimum age requirements as of the time of registration:
  - Players from South Korea - at least eighteen (18) years old;
  - Players from Japan - at least seventeen (17) years old;
  - All other players - at least sixteen (16) years old;
- For players under the age of majority in their territory of residence, have a parent or legal guardian 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;
- Own or have access to the Game on a Supported Platform and have connected it to their valid EA Account;
- Agree to EA's User Agreement, located at [terms.ea.com](http://terms.ea.com) ("User Agreement"), and acknowledge that EA's Privacy and Cookie Policy, located at [privacy.ea.com](http://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;
- 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 Steam account connected to their EA Account. PC system requirements for the Game can be found [here](#).
- Have a valid Battlefy account ([battlefy.com](http://battlefy.com));
- Have a valid Discord account ([discord.com](http://discord.com)) for certain tournaments; and
- Attain the rank of Silver IV (4) or higher in the current season of the Game's Ranked Leagues 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 the event, the ineligible player will be removed from the event and may forfeit all future matches in the event.

## 2.2. TEAM COMPOSITION, ELIGIBILITY, AND REQUIREMENTS

### 2.2.1. Rosters & 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 2.3.1**. 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. 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 roster lock date (“Roster Lock Date”). The Roster Lock Dates are as follows:

- Each Regular Season weekly series: the Tuesday 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.
- Split 1 Playoffs: the Tuesday before the Regional Finals in each region at 12:00 PM PT.
- Split 2 Playoffs: the Tuesday before the Regional Finals in each region at 12:00 PM PT.
- Championship: Wednesday, June 14, 2023 at 12:00 PM PT.

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. For greater clarity, a majority vote is not required if a player elects to leave a Team voluntarily.
- 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.
- 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.
  - 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.
- 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 week 1 of the Regular Season Split 2.
  - Teams that qualify from the Regular Season Split 1 or the Split 1 Playoffs 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.
- For each Pro League Regular Season Split:

- Teams are permitted to make a total of two (2) roster changes 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 Split's on their locked roster 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.
- 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 that qualify via the LCQ are required to maintain all of the Competitors from their locked roster for LCQ for the Championship.

#### 2.2.2. Team Captain

The Competitor who creates the Team on the Tournament Site (described in **Section 2.3**) 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](mailto: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.

#### 2.2.3. 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.

#### 2.2.4. Representing An Organization In The ALGS

Teams may represent an organization in the ALGS, subject to the following restrictions:

- Multiple Teams may not represent the same organization; and
- Competitors and Teams may not represent an organization that may have direct or indirect operational control of another organization in any ALGS event. Teams are required to report any potential concurrent organizational conflict to EA.

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

## **2.3. REGISTRATION PROCESS AND DEADLINES**

### **2.3.1. 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](https://battlefy.com/algs) ("Tournament Site") by the registration dates noted in **Section 2.3.2**:

- 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](https://playapex.com/algs) for details.

### **2.3.2. Registration Deadlines**

- (A) Preseason Qualifiers, Challenger Circuit tournaments, Split 2 Pro League Qualifier, Last Chance Qualifiers: 12:00 PM PT the Wednesday prior to the event.
- (B) Pro League Regular Season Split 1 & 2: two (2) weeks prior to the Pro League Regular Season Split 1 or 2 opening match.
- (C) For the Split 1 Playoffs, Split 2 Playoffs and the Championship, the registration deadlines will be published to [battlefy.com/algs](https://battlefy.com/algs) prior to the event.
- (D) Invited Teams are subject to the registration deadlines noted in their invitations. Failure to complete registration as described in **Section 2.3.1** by the noted dates will result in the invitation being rescinded.

## **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, 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 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](http://battlefy.com/algs) or [playapex.com/algs](http://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 8.1** of the Official Rules.

### **3. COMPETITION STRUCTURE**

#### **3.1. REGIONAL PLAY**

The Playoffs and Championship will include all regions. All other ALGS events will be divided by region ("Region").

All regional ALGS events are divided by the following Regions:

- Europe, Middle East & Africa ("EMEA");
- North America;
- South 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. APAC South Preseason Qualifiers will feature a maximum of 640 Teams. Each of the APAC North & South America Preseason Qualifiers will feature a maximum of 320 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 on a Team 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 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 by the following, in descending order of priority:

- Invited Teams
  - Teams who participated in the 2021-2022 season of the Apex Legends Global Series ("ALGS Year 2") Championship will be seeded by their final placement in that competition;
  - Teams who participated in the ALGS Year 2 Split 2 Playoffs will be seeded by their final placement in that competition.
  - Teams who participated in the ALGS Year 2 LCQ2 will be seeded by their final placement in that competition.
  - Any other invited teams will be seeded at the discretion of the ALGS.
- Teams who 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 who qualified via Total PQ Points will be seeded based on Total PQ Points.

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

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

### 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 (3<sup>rd</sup>) 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 placement 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**.

### 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:
  - Nine (9) Teams with highest total Placement Points from each of the North America, EMEA, and APAC North Regions qualify.
  - Four (4) Teams with highest total Placement Points from each of the APAC South and South America Regions qualify.
  - One (1) Team that wins the Regional Finals in each of the North America, EMEA, APAC South, APAC North and South America Regions qualify.
  - These Teams also qualify for the Pro League Regular Season Split 2.
- Pro League Regular Season Split 2:
  - Twelve (12) Teams with the next highest total Placement Points from each of the North America, EMEA, and APAC North Regions qualify.
  - Seventeen (17) Teams with the next highest total Placement Points from each from the APAC South and South America Regions 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:
    - Seven (7)\* Teams with highest total Placement Points from each of the North America, EMEA, and APAC North Regions qualify.
    - Three (3)\* Teams with highest total Placement Points from each of the APAC South and South America Regions qualify.
    - One (1) Team that wins the Regional Finals in each of the North America, EMEA, APAC South, APAC North and South America Regions qualify.
- \*For every 590 Playoff Points ("Additional Team Threshold") earned by Teams from the same Region in the Split 1 Playoffs, one (1) additional Team from that Region qualifies. The additional Team(s) will be the Team(s) with the next highest total points from that Region. After seven (7) Teams have qualified through their Region hitting the Additional Team Threshold, if no Region hits the Additional Team Threshold, then one (1) additional Team qualifies from the Region whose Teams earn total Playoff Points closest to the Additional Team Threshold.
- Last Chance Qualifier:
    - All Pro League Teams in every Region that do not qualify for the Championship by Playoff Points will qualify for the Last Chance Qualifier. The final number of Teams in each Region will be posted on Battlefy.com/algs following the Split 2 Playoffs.

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

### 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 1,280 Teams. APAC South Challenger Circuit tournaments will feature a maximum of 640 Teams. Each of the APAC North and South America Challenger Circuit tournaments will feature a maximum of 320 Teams.

For the first tournament in Challenger Circuit Split 1, Teams will be seeded according to a Team's total Preseason Qualifier Points earned by the Team's highest Points earning Competitors from the Team's locked roster for the event. 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.

#### 3.4.3. Advancement: Qualification into Future Events

##### (A) Qualification into Split 2 Pro League Qualifier:

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:

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
- Top Teams by Total CC2 Points, the final amount to be announced on Battlefy.com/algs within a week following the conclusion of the Split 2 Playoffs event.

### 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 Format as described in **APPENDIX C3**. The winners bracket and losers bracket each feature an eight (8) match series with Teams earning points in each match as described in **APPENDIX C5.1**.

The twelve (12) 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. The remaining Teams who qualified from Challenger Circuit Split 1 start in the losers bracket.

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 by their finishing rank from the corresponding Regular Season in their Region. 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. according to the below table:

Split 1 Playoffs Groups

	Group 1		Group 2		Group 3		Group 4	
	Region	Rank	Region	Rank	Region	Rank	Region	Rank
Team 1	EMEA	1	NA	1	APAC N	1	APAC S	1
Team 2	NA	2	APAC N	2	EMEA	2	SA	1
Team 3	APAC S	2	SA	2	NA	3	EMEA	3
Team 4	APAC N	4	APAC S	3	SA	3	APAC N	3
Team 5	SA	4	EMEA	4	APAC S	4	NA	4
Team 6	SA	5	EMEA	5	APAC S	5	NA	5
Team 7	APAC N	5	APAC N	6	NA	6	EMEA	6
Team 8	NA	7	NA	8	EMEA	7	APAC N	7
Team 9	EMEA	9	NA	9	APAC N	8	EMEA	8
Team 10	EMEA	10	APAC N	9	APAC N	10	NA	10

Information on the Split 2 Playoffs groups will be posted on [playapex.com/algs](http://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 Format described in **APPENDICES C2 and C3**. The Winners bracket, Losers bracket Round 1, and Losers bracket Round 2 each feature a six (6) match series.

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

#### 3.6.3. Advancement

All Teams from the Split 1 Playoffs qualify for the Pro League Regular Season Split 2.

Thirty (30) Teams with the highest total Playoff Points earned across both the Split 1 and Split 2 Playoffs qualify for the Championship.

Any Teams that do not qualify for the Championship but participated in the Split 2 Playoffs qualify for the LCQ.

### 3.7. LAST CHANCE QUALIFIER

#### 3.7.1. Seeding and Grouping

Teams who have not already qualified into the Championship, will be seeded by their finishing placement in the following events, in descending order to 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 Format as described in **APPENDIX C3**. The winners bracket round 1, winners bracket round 2, losers bracket round 1 and losers 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 who are tied in total Playoff Points will be broken according to the tiebreakers listed in C6.3 Playoff Points Tiebreakers
- Team’s finishing placement in the LCQ across all regions
  - Teams who are tied in LCQ finishing placement will be ranked by Round Score from the LCQ final round.
  - Teams who 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 format described in **APPENDICES C2** and **C3**. The Winners bracket Round 1, Losers bracket Round 1, and Losers bracket Round 2 each feature an eight (8) match series.

## 3.9. **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 except for the Pro League Regular Season where you will require a Steam account that is connected to your registered EA account. Competitors in the Pro League Regular Season will also be required to compete on their connected Steam account and a version of the Game as provided by EA. The PSN account and Xbox account for their respective platforms may share a single EA account.

The Pro League Regular Season and any Live Events will be available on the PC platform only.

## 4. **ADDITIONAL TEAM & COMPETITOR REQUIREMENTS**

### 4.1. **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 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.

## **5. PARTICIPATION IN LIVE EVENTS**

### **5.1. 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.

## **5.2. 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.

## **5.3. 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.

## **6. 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.

## **7. PRIZES**

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

## **7.1. PRIZES 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, 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 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.

## **8. GENERAL TERMS**

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

### **8.1. PERSONAL INFORMATION**

By participating in the ALGS, Competitors acknowledge that EA will process their personal information (including name, address, date of birth, EA Account Name, email address, Supported Platform username, country of residence) in accordance with the Privacy and Cookie Policy for the purposes listed therein. If personal information has been collected from Competitors by an organizing entity, Competitors agree to the organizing entity transferring such information to EA.

Personal information will be used and processed as described in the Privacy and Cookie Policy, including, but not limited, 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 and team demographics, along with gameplay statistics, as part of event broadcast commentary, as well as providing such information to Third-Party Leaderboards, as further described below;
- Sharing 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 (such as Broadcast Listen In's) that may reference player information).

Personal information will be processed in the United States or any other country in which EA, its subsidiaries, or third-party agents operate. By entering the ALGS, 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 their 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 our Privacy Portal, <https://www.ea.com/privacy-portal>.

Please note that we may request background investigations for Competitors that we invite to Live Events. We 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.

#### **8.1.1. 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.

#### **8.1.2. 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.

### **8.2. RELEASE AND PUBLICATION OF PLAYER INFORMATION**

#### **8.2.1. Winner's List**

EA will post a winner's list online after all winners are confirmed two (2) weeks after the end of ALGS event at [battlefy.com/algs](http://battlefy.com/algs). This list will remain posted for three (3) months after the end of the ALGS.

#### 8.2.2. 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 info: Full name, country/territory of residency, age, Supported Platform Usernames (e.g., Xbox Live Gamertag, PSN ID, EA Account ID)
- Social Media info: 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 tournament administration 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)

#### 8.2.3. EA Account Information

Competitors acknowledge and agree that EA may provide Competitor's EA account Information (name, Online ID, age, country/territory, game play stats and scores, and email address) to Battlefy, and other vendors who may use the account information for the purposes of administering the ALGS and related events, including without limitation that Battlefy or other vendors may contact Competitor by email and/or other means.

### 8.3. **GOVERNING LAW; RELEASE OF LIABILITY**

#### 8.3.1. EA's Decisions

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

#### 8.3.2. 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.

#### 8.3.3. 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.

#### 8.3.4. 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.

#### **8.3.5. 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.

#### **8.3.6. 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.

### **9. COMMERCIAL RIGHTS**

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

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

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

The recording and dissemination of images or footage of ALGS for commercial purposes by or on behalf of Competitor is strictly prohibited, except when explicitly authorized by EA.

### **10. LIMITATION OF LIABILITY**

EA is not responsible for: (1) inaccurate information, whether caused by entrants, typographical errors, or by equipment or programming associated with the tournament; (2) technical failures, including without limitation network malfunctions, interruptions, or disconnections; (3) unauthorized intervention in the entry process or the tournament; (4) technical or human error in the administration of the tournament or the processing of registrations; (5) late, lost, undeliverable,

erroneous, damaged or stolen mail or electronic communications; (6) ineligibility for any reason, including entrant's misunderstanding of the Official Rules and requirements or the entry process.

## APPENDIX A: CODE OF CONDUCT

This Code of Conduct applies to all Competitors at all levels of the ALGS unless otherwise specified. EA reserves the right to levy penalties, sanction or disqualify any Competitor and/or Teams, as applicable, 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 are held to a high standard by EA, the public and the media. Competitors must conduct themselves in a reasonable manner, maintaining an appropriate and respectful demeanor to spectators, members of the press, tournament administrators, and to other Competitors.

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

These requirements apply to live, offline, and online interactions, 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.

Prohibited conduct includes, but is not limited to:

- Violating any law, rule or regulation, as determined by EA in its sole discretion;
- Using any software or program that damages, interferes with or disrupts the ALGS or another's computer or property;
- Using any external software designed to give the competitor an unfair advantage;
- Interfering with or disrupting another player'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;
- Abusive behavior, including harassment and verbal threats;
- Publishing, posting, uploading distributing content, or organizing/participating in any activity, group or guild that EA (acting reasonably and objectively) determines is inappropriate, abusive, hateful, harassing, profane, defamatory, threatening, hateful, obscene, sexually explicit, infringing, privacy-invasive, vulgar, offensive, indecent or unlawful;
- Using exploits, cheats, undocumented features, design errors or problems in the ALGS;
- Selling, buying, trading or otherwise transferring or offering to transfer an EA Account, any personal access to EA services, 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 any confidential information provided by EA or any of its affiliates;
- Disclosing or sharing match codes with anyone outside of a Competitors own Team;
- Communicating with anyone outside of the active, playing members of a Competitors own Team in any way during an ALGS match until the Competitors 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 disturbs the professional, fair, and respectful gaming environment of the ALGS;
- Promoting, encouraging or taking part in any prohibited activity described above;
- Failure to attend a scheduled match 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.

## **A2. Live Event Conduct**

Competitors must maintain an appropriate level of respect, in EA's sole judgment, towards other Competitors, referees, officials, event staff, and tournament administrators. Threatening or inappropriate behavior towards the referees and the other Competitors will not be tolerated. Incidents and punishment will be identified at the sole discretion of the ALGS Officials or EA. Competitors must follow the instructions of ALGS officials or EA at all times.

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

- Using vulgar or offensive language;
- Abusive behavior, including harassment and verbal threats;
- Physical abuse, fighting, or any other threatening action directed at any Competitor, spectator, official or any other person;
- Damage and/or abuse to game devices, hardware, and peripherals, tournament equipment, or the facility/venue/lodging;
- Interfering with or interrupting the broadcast or broadcast production;
- Interfering with gameplay, including purposely breaking a game station, interrupting a power supply, leaving a station before the conclusion of a match, refusing to play, and abuse of in-game pausing;
- Failure to cooperate with safety and security requirements, such as metal detectors and bag searches;
- Failure to follow instructions given by tournament sponsors, referees, and security personnel;
- Logging in to the provided game devices with a personal account or playing any game other than the copy of the Game provided for use in the tournament; and
- Failing to be available for any post-tournament awards ceremonies, interviews, and the entirety of a Live Event or online tournament, as well as any promotional activities reasonably requested by EA or other sponsors.

### **A3. Collusion and Match-fixing Policy**

Any action or agreement to disadvantage other Competitors, one's own Team, or other Teams in the ALGS, 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 prohibited conduct include, but are not limited to:

- Intentionally losing a match for any reason at any time during the ALGS;
- Playing on behalf of another Competitor, including using a secondary account, at any time during the ALGS;
- Any form of match-fixing or communication between Competitors or Coaches on different Teams 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 among two or more Teams; and
- Allowing an opponent to score more or less points than they normally would in order to impact the rankings.

### **A4. ALGS Drug & Alcohol Policy**

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

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

### **A5. ALGS Dress Code**

Competitors attire and/or other items Competitors bring into in the Competition Area must be appropriate to the Competition (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.

### **A6. Reporting Violations**

To report a potential breach of these Official Rules, please email [algs@ea.com](mailto:algs@ea.com).

### **A7. Penalties**

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

- Warning

- Final Warning
- Reprimand
- Forfeiture of single match
- Forfeiture of all matches
- Reduction in Match Score
- Loss of awards (including prize money and paid travel expenses)
- Loss of points
- 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
- Temporary or permanent suspension from the ALGS
- Suspension of one 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.

#### **A8. 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.

Subject to these Official Rules and EA's right in its sole discretion to prohibit, reject, remove, blur or obscure any mark, logo or signage, Competitors in the ALGS may include the display of promotional sponsors. Competitors may not display or promote any products or services in conjunction with EA, its partners, or the ALGS that offer or are associated with:

- Gambling/wagering/lottery product 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;
- Tattoos or body branding services;
- Firearms or any type of weapons;
- Pornographic or any sexually explicit or adult material;
- High fat, salt, or sugar foods and drinks;
- Political ads or otherwise promoting a political agenda;
- 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; and
- Unauthorized game key selling websites or companies.
- Cryptocurrency companies and/or websites promoting/relating to the trade of cryptocurrency.



- Anything that is detrimental to EA's business (e.g. hacking, gold services, account/coin selling)
- 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.

#### **A9. 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 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; (b) reference an organization that is not affiliated with the Team; (c) violate the law, EA's User Agreement or a third party's right of privacy or right of publicity.

## APPENDIX B: ELIGIBLE COUNTRIES & 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.

<b>APAC North</b>	<b>APAC South</b>	<b>EMEA</b>	<b>North America</b>	<b>South America</b>
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		

## APPENDIX C: TOURNAMENT FORMATS & 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 tournaments will have a maximum of six (6) rounds, and APAC North and South America tournaments will have a maximum of five (5) rounds, including the Finals round.
  - Each round prior to the Semifinals will feature four (4) matches and each of the 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 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 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 losers bracket round 1.

### C3. Double Elimination

For each of the Playoffs and the Championship, this double elimination bracket includes one (1) round of the winners bracket, two (2) rounds of the losers bracket and a final round. For all other

tournaments using this format, this double elimination bracket includes two (2) rounds each of the winners and losers brackets and a final round.

Each of the rounds in the winners and losers 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 losers bracket round 2.
  - Losers bracket round 1: The ten (10) Teams with the highest Round Scores advance to the losers bracket round 2. The remaining Teams are eliminated from the tournament.
  - Losers 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 losers 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 losers bracket round 2.
  - Losers bracket round 1: The ten (10) Teams with the highest Round Scores advance to the losers bracket round 2. The remaining teams are eliminated from the tournament.
  - Losers 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: The ten (10) Teams with the highest Round Scores advance to the final round. The remaining Teams fall to the Losers bracket.
  - Losers 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**. 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 Pro League Regular Season, 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.

## **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 through:

#### **(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 competed 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").

### **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 placement in the below-noted rounds of each tournament in the Preseason Qualifiers or Challenger Circuit.

Competitors who compete in a Challenger Circuit event after competing in a Pro League Regular Season will be awarded the maximum amount of Challenger Circuit Points for Challenger Circuit events that were missed while that Competitor was competing in Regular Season events.

Finishing Placement	Finals	Semifinals	Quarterfinals
1st	500	Advance or 290	Advance or 180
2nd	480	Advance or 290	Advance or 180
3rd	470	Advance or 290	Advance or 180
4th	460	Advance or 290	Advance or 180
5th	450	Advance or 290	Advance or 180
6th	440	Advance or 290	Advance or 180
7th	430	Advance or 290	Advance or 180
8th	420	Advance or 290	Advance or 180
9th	410	Advance or 290	Advance or 180
10th	400	Advance or 290	Advance or 180
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 finishing placement in the final round of the Playoffs.

Placement	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
31	20

Placement	Points
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 finishing 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 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 placement

The Team with the best finishing placement 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 placement, then ties will be resolved using Split 2 Regular Season final placement.

### (B) Split 2 Regular Season final placement

The Team with the best finishing placement 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 placement, 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 placement 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](http://battlefy.com/algs) 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	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			

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			
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#### D4. Split 2 Pro League Qualifier

	Start Time
Day 1 - Winners	12:00 PM
Day 1 - Losers	5:00 PM
Day 2 - Finals	2:00 PM (5:00 PM - NA Only)

#### D5. Last Chance Qualifier

	EMEA	North America	APAC South	APAC North	South America
Day 1	Winners Round 1 12:00 PM	Winners Round 1 2:00 PM	Winners Round 1 2:00 PM	Winners Round 1 2:00 PM	Winners Round 1 2:00 PM
Day 1	Losers Round 1 5:00 PM	Losers Round 1 5:00 PM	Losers Round 1 5:00 PM	Losers Round 1 5:00 PM	Losers Round 1 5:00 PM
Day 2	Winners Round 2 12:00 PM	Winners Round 2 12:00 PM	Winners Round 2 12:00 PM	Winners Round 2 12:00 PM	Winners Round 2 12:00 PM
Day 2	Losers Round 2 5:00 PM	Losers Round 2 5:00 PM	Losers Round 2 5:00 PM	Losers Round 2 5:00 PM	Losers Round 2 5:00 PM
Day 3	Finals 5:00 PM	Finals 5:00 PM	Finals 5:00 PM	Finals 5:00 PM	Finals 5:00 PM



**D6. Playoffs**

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

**D7. Championship**

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

## APPENDIX E: PRIZES

All amounts are in USD.

### E1. Pro League Regular Season

Each Regular Season Split shall have a Prize pool of 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	South America
1	\$20,000	\$20,000	\$20,000	\$10,000	\$10,000
2	\$15,000	\$15,000	\$15,000	\$7,500	\$7,500
3	\$12,000	\$12,000	\$12,000	\$6,000	\$6,000
4	\$9,000	\$9,000	\$9,000	\$4,500	\$4,500
5	\$7,000	\$7,000	\$7,000	\$3,500	\$3,500
6	\$6,000	\$6,000	\$6,000	\$3,000	\$3,000
7	\$5,000	\$5,000	\$5,000	\$2,500	\$2,500
8	\$4,000	\$4,000	\$4,000	\$2,000	\$2,000
9	\$4,000	\$4,000	\$4,000	\$2,000	\$2,000
10	\$3,000	\$3,000	\$3,000	\$1,500	\$1,500
11	\$3,000	\$3,000	\$3,000	\$1,500	\$1,500
12	\$3,000	\$3,000	\$3,000	\$1,500	\$1,500
13	\$3,000	\$3,000	\$3,000	\$1,500	\$1,500
14	\$3,000	\$3,000	\$3,000	\$1,500	\$1,500
15	\$3,000	\$3,000	\$3,000	\$1,500	\$1,500
16	\$2,000	\$2,000	\$2,000	\$1,000	\$1,000
17	\$2,000	\$2,000	\$2,000	\$1,000	\$1,000
18	\$2,000	\$2,000	\$2,000	\$1,000	\$1,000
19	\$2,000	\$2,000	\$2,000	\$1,000	\$1,000
20	\$2,000	\$2,000	\$2,000	\$1,000	\$1,000
21	\$1,500	\$1,500	\$1,500	\$750	\$750
22	\$1,500	\$1,500	\$1,500	\$750	\$750
23	\$1,500	\$1,500	\$1,500	\$750	\$750
24	\$1,500	\$1,500	\$1,500	\$750	\$750

25	\$1,500	\$1,500	\$1,500	\$750	\$750
26	\$1,500	\$1,500	\$1,500	\$750	\$750
27	\$1,500	\$1,500	\$1,500	\$750	\$750
28	\$1,500	\$1,500	\$1,500	\$750	\$750
29	\$1,500	\$1,500	\$1,500	\$750	\$750
30	\$1,500	\$1,500	\$1,500	\$750	\$750

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.

## **E2. Playoffs**

Each Playoffs shall have a Prize pool of 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 six (6) nights near the Live Event venue, and ground transportation to/from hotel and Live Event venue) with an 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. Championship**

The Championship shall have a Prize pool of 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