

Apex Rules

PC vs PS4 | 24 PC Teams, 24 PS4 Teams

- **Top 4 teams from PC & PS4**

Top 8 Double Elimination Bracket

- **Seeded based on Scores from Day 1**

MATCH LENGTH:

- **Day 1 (Saturday): Pool Play**
 - o Each team competes for 2 total hours (played consecutively)
 - Best 3 games will count toward teams overall score
 - o Top 4 teams from PC and PS4 with the most combined points move on to play in the Double Elimination tournament on Sunday.
- **Day 2 (Sunday): Head to Head**
 - o Top 8 Double Elimination Bracket.
 - Teams will be seeded based on points
 - o 3 matches played with same scoring system.
 - Best 2 Scores kept
 - o Grand Finals will be 4 matches.
 - Best 2 Scores kept

GAME TYPE: 3v3 LAN

PAYOUTS:

- **1st Place: \$6000**
- **2nd Place: \$2500**
- **3rd Place: \$1500**

Scoring: Matches will be scored on a point basis. The break-down is as follows:

- **1 point per kill**
- **10 points for a win**

Pool Play: Teams will compete in a points race based on their best 3 games in their 2-hour allotted time. A Tournament Organizer (TO) will be assigned to each team prior to playing matches. Each team will join into their own individual lobby together. When each team has joined their respective lobbies, they will notify their TO they are ready. Each team will have five (5) minutes to join the lobby and ready up. When teams have identified as being ready, their TO will inform each team when to start game. Games may not start until the TO gives the okay to start. At the end of each game, the team will leave their results up on their respective screens and report to their TO. Once the TO has recorded the score, the process will repeat until 2-hour allotted time period has expire. After the 2-hour allotted time period has expired, the TO will tally up the best 3 games per each team and submit them. Only scores

submitted by TO's will count. The Top 4 teams with the highest combined points from PS4 and PC will move on to Sunday for the Head to Head Double Elimination Bracket.

Head to Head: Teams will compete head to head against each other. Each team will join into their own individual lobby together. Once both teams have joined their respective lobbies, they will notify the Tournament Organizer (TO) they are ready. Each team will have five (5) minutes to join the lobby and ready up. When both teams have identified as being ready, the TO will inform each team when to start game. Games may not start until the TO gives the okay to start. If one team is to finish before the other, then that team is to wait in their lobby with their scores visible until the other team finishes their game. At the end of each game, the team will leave their scores up on their respective screens and report to a TO. Once the TO has recorded the score, the process will repeat until all games have been played by each team. After all games have been played, the TO will tally up the teams score and submit them. Only scores submitted by TO's will count. Team with the most points in 2 games wins. Winners and Losers Finals are 3 games. Grand Finals are 3 games.

Reporting: At the end of every game, each team MUST call over assigned Tournament Organizer to report team score for that game. The Tournament Organizer MUST record Game 1 results before you move on to your next match. After all games of the Match or Pool Play have been played, players and TOs will initial scoreboard for that game, ensuring everything has been reported correctly. Any team caught trying to start another match before being approved by a Tournament Organizer will be disqualified.

Tiebreaker: If at the end of pool play or bracket play, teams are tied with points, teams will play a tie-breaker game. The team with the most points in the tie-breaker game will be declared the winner. If still tied, teams will repeat this process until a winner is declared.

Legends/Weapons: All characters, weapons and special abilities are allowed.

Reviving: Reviving/respawning is allowed. The match will be over once ALL 3 players are dead. Or game has been won.

Kills While Downed: All kills and damage will count.

Lag/Settings: Any issues with Lag will be handled on a case by case basis. The Tournament Organizers will have final say.

Disconnections: All disconnections will be handled on a case by case basis. The Tournament Organizers will have final say.

Controllers: All standard controllers, including mouse and keyboard, are permitted. Macro functions (e.g. turbo buttons) are not permitted. Mouse and keyboard will not be allowed for PS4 entrants. **(This tournament will be played on PC & PS4. Controllers or Mouse and Keyboard will NOT be provided; you must bring your own. Controllers are allowed on PC but Mouse and Keyboard are not permitted on PS4.)**

Stoppage of Play: Tournament Organizers may halt a Game or Match at any time and for any reason. In the event of a stoppage of play, Players must remain at their devices and may not communicate with other Players until the Game or Match is resumed. Stoppage of play is to only be by Tournament

Organizers. The competing teams must notify a problem to TOs within the first 30 seconds of the game and no kills or deaths by either team have been recorded.

Disqualifications: You can be disqualified for not following event and/or an individual game's tournament rules. If you are disqualified from a game, you are not entitled to a refund. If you are on time and follow listed rules (and common sense) this will never be an issue for you. If you do not know where to be and at what time, or what rules to follow, ask a Tournament Organizer. Tournament Organizer rulings are final. Arbitration will only be provided, as warranted, by Battle For The East's Event Directors.

Cheating: Any cheating, as determined by the Tournament Organizers in their sole discretion, will result in an immediate forfeiture and additional penalties depending on the severity of the infraction. Teams caught cheating, glitching, or abusing in-game mechanics in any way, may forfeit the map, match or be banned at a staff members discretion.

Penalties: Players or Teams who break the Game Play Rules are subject to penalties including (but not limited to) the following:

- Match Restart
- Loss of Game
- Match Forfeiture
- Permanent Player Bans