

3.0 NAF Ruleset - Fortnite

3.1 Basic Format

Fortnite Battle Royale Tournament Settings, Trios (Non-ranked, No-Fill)

NA-East Server

Three (3) players on a team

Matches: Three Battle Royale rounds per match

3.2 Custom Lobbies

Custom battle royale lobbies will be used. This means that league administrators will distribute custom game invites. Custom codes will be randomly generated prior to the start of the match to eliminate the possibility of non XPL players from joining the match. Please have a league commissioner or coach on the XP League Coach Discord a minimum of 5 min prior to scheduled game time. Voice coordination and chat will be used during all matches to pass important execution information.

Each Round will use its own unique code. After a round is completed, please have your team(s) return to the lobby and party up again with the new code when provided. New and updated codes are provided in both voice coordination and in chat.

A break between rounds will be allowed and will not exceed 5 minutes. Players are encouraged to get up and move/stretch.

3.3 Joining A Match

In settings, make sure you are in the same server region as the host. The region will be NA-East.

Note: You will receive an error message if you are in the wrong server region, and you will not be able to join a game.

Click **Change** to bring up the menu and select the game mode. Select **Custom Matchmaking Key** and enter the key you received from your host.

Note: Match keys are case sensitive.

Click **Accept**.

Note: If you try to join after the match started, you will receive an error message.

Click **Play** and wait for the match to start.

3.4 Troubleshooting

If you are having any issues with joining the private matchmaking lobby, follow these steps:

1. Ensure that the game mode is set to Battle Royale in settings, then try again
2. Ensure that all players are in the correct Matchmaking Region (NA-East)

3. Verify that the Matchmaking Code was entered correctly (case-sensitive)
4. Switch the game mode multiple times to clear the cached code "Solos -> Duos -> Solos -> Duos -> Battle Royale Trios" then input the code again
5. Switch Party leaders and input Matchmaking Code again
6. Disband Fortnite Party and re-join
7. Restart Fortnite

Common Issues: If the players go to creative at any point before matchmaking, they must go back through the mode selection screen to ensure they get in.

If a team has any issues loading into a lobby and all of the above has been attempted, please contact the nearest Tournament Official to help with the issue.

3.5 Scoring

Scoring will be following the FNCS 2023 Grand Final scoring system

Each Elimination: 2 points

Victory Royale: 65

2nd: 56 Points

3rd: 52 Points

4th: 48 Points

5th: 44 Points

6th: 40 Points

7th: 38 Points

8th: 36 Points

9th: 34 Points

10th: 32 Points

11th: 30 Points

12th: 28 Points

13th: 26 Points

14th: 24 Points

15th: 22 Points

16th: 20 Points

17th: 18 Points

18th: 16 Points

19th: 14 Points

20th: 12 Points

21st: 10 Points

22nd: 8 Points

23rd: 6 Points

24th: 4 Points

25th: 2 Points

26th - 35th: 1 Points

3.6 Violations, Point Deductions, and Disqualifications

Teaming: Teaming simply means coordinating with other players in the same lobby and playing the game together. If teams are noticed to be teaming against other teams, this could result in disqualification. It is no longer a requirement to wear default skins, backpacks, bling, etc.

Griefing: Griefing is defined as an act performed by one player or team to harass or disrupt the game of another player or team. Griefing could take the form of actions to disrupt other players such as breaking builds, loot stealing, boxing in players, obstructing other players actions, etc.

Disqualification: A disqualification in the 1st round of a match will result in one in the following rounds as well. If the disqualification occurs in a round beyond the first, and at the discretion of the League, the team may still be awarded points from their previous round results. Repeated offenses can result in multiple match disqualifications as deemed appropriate by the League.

3.7 Point Deductions for Violations

Points Deductions will be applied to a teams' final score. A team's final score is their awarded points from their cumulative six (6) drops throughout the weekend, unless changed by Tournament Officials.

Teaming: Any teams decided to be coordinating are disqualified (nullification of points) from the entire event and will not be allowed to participate in further rounds until the end of the NAFs.

Penalties are more severe, in addition to nullification of points for a round, a disqualified team forfeits their best round for the purpose of scoring.