

2.0 NAF Ruleset - Apex Legends

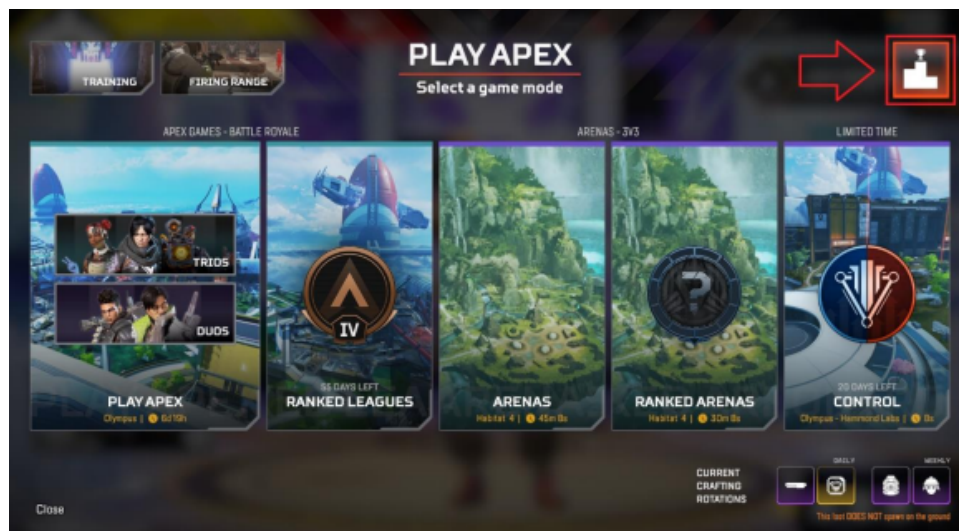
2.1 Match Setup

How to join the Lobby: Once given your lobby codes, follow these steps below to get into the lobby:



Step 1

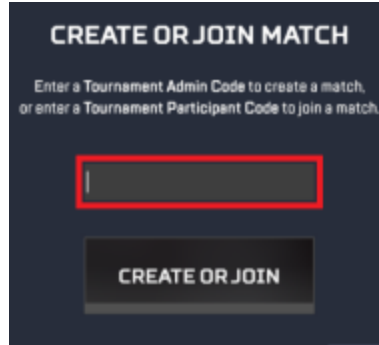
Click on the game mode options to open up the game catalog



Step 2

Hover your cursor over the tiny Trophy and Podium icon on top-right corner of the screen, and select it to bring up the Tournament Match Create & Join screen

- Note: You must not have any other players in your Main Lobby to properly join a Tournament Match



Step 3

Each player will use the lobby code given to coaches to then join the Private Match Lobby.

2.2 Troubleshooting

A lobby will not start if there is a player who is currently under a penalty for leaving a match early. Wait for their timer to end then you may start your match.

2.3 Series Length

There will be three drops for the series.

Round 1: At the designated start time of the Match

Round 2: 5 minutes after the completion of Round 1

Round 3: 5 minutes after the completion of Round 2

Matches will start no later than EXACTLY 10 minutes after the officially posted time. For this reason, Apex Legends matches may NOT be rescheduled. If all designated teams are in the match prior to 10 minutes allotted for joining, the match may begin early.

2.4 Game Settings

Game Mode: Battle Royale

Aim Assist Override: On

Game Variant: Tournament

Anonymous Mode: On

2.5 Map Rotation

Day 1:

Round 1: World's Edge

Round 2: Storm Point

Round 3: World's Edge

Day 2:

Round 1: Storm Point

Round 2: World's Edge

Round 3: Storm Point

2.6 Scoring: Battle Royale Using ALGS scoring. 3 drops, cumulative scoring.

Elimination: 1 point

Placement: Points

1st: 12

2nd: 9

3rd: 7

4th: 5

5th: 4

6th - 7th: 3

8th - 10th: 2

11th - 20th: 1

2.7 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 reviewing 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.