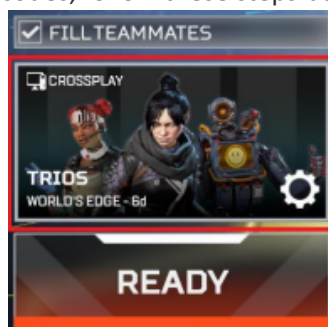# 2.0 NAF Ruleset - Apex Legends

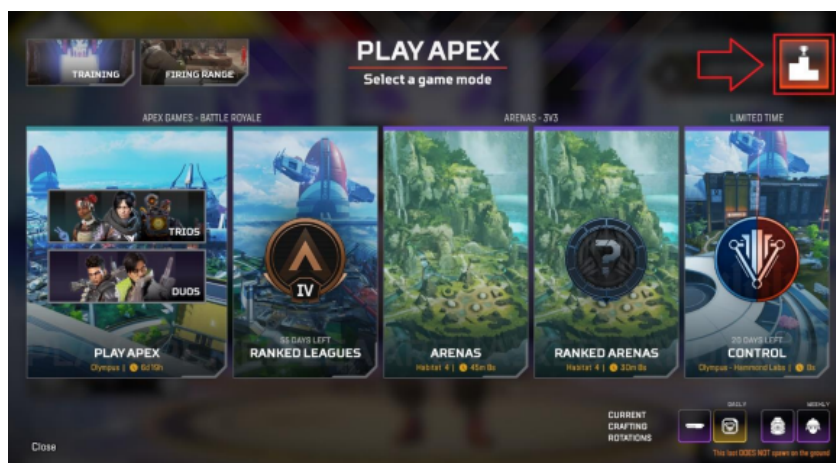## 2.1 Match Setup

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

Step 1
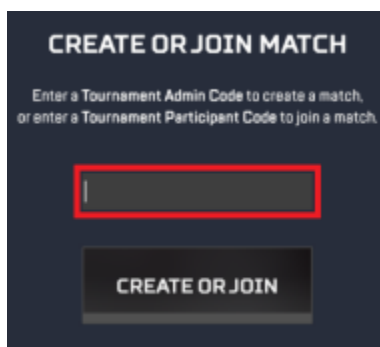Click on the game mode options to open up the game catalog.

Step 2
Hover your cursor over the tiny podium with trophy 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. 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: World's Edge
Round 3: Storm Point
Day 2:
Round 1: Storm Point
Round 2: Broken Moon
Round 3: Broken Moon

2.6 Point of Interest Draft System

Each team will draft 1 Point of Interest (POI) per map (Listed in maps above)
The draft for all maps will occur before gameplay begins on Saturday. Once selected, a POI is 100% locked to that team. No other team may land within that POI. Once teams have landed, they can rotate through other POIs and engage in combat unrestricted.
Teams will pick their POIs in the order of their seeding. When it's their turn to pick, they may choose 1 POI pick on 1 of the 3 available maps. We will go through the list of teams 3 times, and each time they can choose 1 POI on 1 map. Teams may not choose more than 1 POI on a single map.
Coaches that are not at the POI Draft meeting at 11:00am risk forfeiting their team's seeding spot and being moved to the last pick spot.
POI Violation Penalties
If a player or team drops at a POI that was not claimed by them, it will result in an immediate match disqualification for that player.

Seeding:
Teams will pick their POIs in the order of seeding based on their 2024/2025 competitive performance.

We ask for coaches to arrive at their team's play location Saturday at 11:00 am to complete POI Draft Picks.

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

Elimination: 1 point each

Placement Points:

1st: 12

2nd: 9

3rd: 7

4th: 5

5th: 4

6th - 7th: 3

8th - 10th: 2

11th - 20th: 1

2.8 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.