

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 day

Scoring: All rounds count towards cumulative final score

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

All 6 rounds of scoring are cumulative and count towards the final score.

Each Elimination: 2 points

Victory Royale: 65 Points

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.

Emoting Post Elimination / BM: Emoting directly over an eliminated or knocked down player is never allowed within matches of XP League. Even if the emote is deemed as a “friendly” emote, refrain from using it over another player. Emotes are allowed when not directly targeted at another player, or after a Victory Royale.

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 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.

3.8 Tiebreakers

In the event two (2) or more teams are tied in overall 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 1: 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 2: 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 a 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 eliminations.

(C) Single-match total eliminations: The team with the highest number of eliminations in a single match wins the tiebreaker. This is repeated for all matches played.

(D) Options (A), (B), and (C) will be repeated in order, using the team's second highest matches and continuing further down match scores until the tie is broken.