

# **APEX LEGENDS™ GLOBAL SERIES YEAR SIX OFFICIAL RULES**

## **1. OVERVIEW**

NO PURCHASE NECESSARY TO ENTER. VOID WHERE PROHIBITED BY LAW.

The Apex Legends Global Series Year Six (“ALGS”) is sponsored by Electronic Arts Inc. (“EA”), 209 Redwood Shores Parkway, Redwood City, CA 94065, United States and is governed by these Official Rules (“Official Rules”).

The ALGS is a series of video game competitions conducted using Apex Legends (“Game”) for the PC, PlayStation 4, PlayStation 5, Xbox One, and Xbox Series X|S (“Supported Platforms”), depending on the competition.

The ALGS consists of:

- Five (5) online competitions and competition series
  - Online Open
  - Pro League
  - Challenger Circuit
  - Pro League Qualifier (“PLQ”)
  - Last Chance Qualifier (“LCQ”)
- Three (3) in-person competitions
  - Split 1 Playoffs
  - Split 2 Playoffs
  - Championship

Online Open, Pro League, Challenger Circuit, PLQ, and LCQ are divided by the following Regions set out in **APPENDIX B** (each, a “Region” and collectively, “Regions”):

- Europe, Middle East and Africa (“EMEA”);
- Americas;
- APAC North (“APAC N”); and
- APAC South (“APAC S”).

The Split 1 Playoffs, Split 2 Playoffs, and Championship will include all Regions.

See **APPENDIX B** for the full list of countries/territories in each Region.

Each event involves gameplay that may be broadcast over the internet or other media and/or require in-person participation at a specific place and time at a live venue (“Live Events”).

All federal, state, provincial, and local laws and regulations apply.

Any third party that operates another video game competition incorporating the Game is the sponsor of such competition and will determine the applicable terms and conditions for participation. Non-ALGS competitions are governed by separate terms and conditions for participation.

Dates, times, registration periods, locations and other details for ALGS events will be posted at [algs.ea.com](https://algs.ea.com) as they become available.

## **2. ELIGIBILITY AND REGISTRATION**

### **2.1. Player Eligibility**

Each player is required to meet the following eligibility requirements to be considered a “Competitor”:

- Be the minimum age required to have a full (not underage) EA account in their territory of residence, and meet the following age requirements at the time of registration:

- Players from South Korea - at least eighteen (18) years old;
- Players from Japan - at least seventeen (17) years old; and
- All other players - at least sixteen (16) years old.
- Be a legal resident of one of the eligible countries/territories listed in **APPENDIX B**.
- Have a valid EA account (<https://www.ea.com/register>) with Two Factor Authentication enabled.
- Own or have access to the Game on a Supported Platform. Competitors using a valid Xbox gamertag, PSN ID, or Steam account, must have linked it to their valid EA Account.
- Have a valid Battlefy account linked to their valid EA Account.
- Agree to EA's User Agreement (<https://terms.ea.com>, "User Agreement") and acknowledge that EA's Privacy and Cookie Policy (<https://privacy.ea.com>, "Privacy and Cookie Policy") applies.
- Complete the registration process outlined in **Section 2.2**.
- Have a valid Discord account ([discord.com](https://discord.com)) connected to their EA Account for certain tournaments.
- Attain the Player Level of fifty (50) or higher in the Game on a Supported Platform using the EA Account used to register for the ALGS at the time of registration for the specific ALGS event.

If a player is found to be ineligible, the ineligible player will be removed from the Event and may forfeit all future matches in the Event.

## **2.2. Registration Process and Deadlines**

### **2.2.1. Registration Process**

To be considered for eligibility in the ALGS, players are required to register their valid EA Account at [algs.ea.com](https://algs.ea.com) ("Registration Site"), fill out the required fields, and accept these Official Rules. For players under the age of majority in their territory of residence, a parent or legal guardian must review and consent to these Official Rules on their behalf.

In addition, Teams (as defined below in **Section 2.3.1**) are required to register for each ALGS event separately by completing the following steps on [battlefy.com/algs](https://battlefy.com/algs) ("Tournament Site") by the registration dates noted in **Section 2.2.2**:

- Sign into Battlefy account;
- Fill out required fields;
- Create or join a Team for the ALGS event; and
- Read and accept these Official Rules.

Certain ALGS events may have additional registration requirements in order to participate; see [algs.ea.com](https://algs.ea.com) for details.

### **2.2.2. Registration Deadlines**

Online Open, Challenger Circuit, PLQ, and LCQ tournaments: 12:00 PM PT on the Wednesday prior to the Event.

Pro League Splits 1 and 2: two (2) weeks prior to the Pro League Split 1 or 2 opening match.

For the ALGS Split 1 Playoffs, Split 2 Playoffs and Championship, the registration deadlines will be published to [battlefy.com/algs](http://battlefy.com/algs) prior to the Event.

Invited Teams are subject to the registration deadlines noted in their invitations. Failure to complete registration as described in **Section 2.2.1** by the noted dates will result in the invitation being rescinded.

## **2.3. Team Composition, Eligibility, and Requirements**

### **2.3.1. Rosters**

Competitors join or create teams of at least three (3) but no more than four (4) Competitors (each, a “Team”) slotted into the “Player” position on the Tournament Site. Each Team will also have the opportunity to identify one (1) non-playing individual who will be authorized to communicate with players in official ALGS communication channels between matches (the “Coach”). For greater clarity, the Coach is not considered a Competitor in the ALGS and therefore is not eligible to participate in Team votes or prizing, as applicable. A “Roster” includes all Competitors on a Team and the Coach, if applicable. EA retains a right of approval over the Roster submitted by each Team, and may reject any Roster that does not comply with these Official Rules.

Competitors are required to register for every event with a Team. Competitors may not be a member of more than one (1) registered Team, except as provided below:

- Competitors that did not play in their Team’s most recent Pro League match series are permitted to play on, or Coach, a Challenger Circuit Team without being removed from their Pro League Team Roster.
- Coaches of a Pro League Team are permitted to play on, or Coach, on a Challenge Circuit Team without being removed from their Pro League Team Roster.

For the avoidance of doubt, at no time can a Coach or Competitor be on the Roster for more than one (1) Team in the same event.

### **2.3.2. Pro League Transfer Window, Roster Locks & Requirements**

#### ***Pro League Transfer Window***

Competitors and Coaches may change Teams during the transfer periods detailed below (each a, “Transfer Window”). No changes to Team Rosters will be permitted outside of the relevant Transfer Window.

#### **Pro League Split 1:**

The Transfer Window for Pro League Split 1 will open Monday, May 11th at 12:00 am PT and will close as follows:

- For any removals: Tuesday, May 12th at 12:00 pm PT
- For any additions: Wednesday, May 13th at 12:00 pm PT

#### **Pro League Split 2:**

The Transfer Window for Pro League Split 2 will open from Monday, August 31st at 12:00 am PT and will close as follows:

- For any removals: Tuesday, September 1st at 12:00pm PT
- For any additions: Wednesday, September 2nd at 12:00pm PT

#### ***Roster Locks***

Competitors and Coaches may change Teams for an Event until the Event’s applicable Roster lock date (“Roster Lock Date”) in accordance with the below.

- PLQ and LCQ tournaments:
  - For any removals: the Tuesday before that week's tournament at 12:00 PM PT.
  - For any additions: the Wednesday before that week's tournament at 12:00 PM PT.
- Online Open and Challenger Circuit tournaments:
  - The Wednesday of that week's tournament at 12:00 PM PT.
- Split 1 Playoffs, Split 2 Playoffs, Championship
  - For any Coach removals: the Tuesday, two (2) weeks before each event's first match day at 12:00 PM PT.
  - For any Coach additions: the Wednesday, two (2) weeks before each event's first match day at 12:00 PM PT.

### ***Roster Requirements***

Additional Roster requirements are as follows:

- Pro League Split 1:
  - Teams that qualify from the Online Open are required to maintain the exact Roster of Competitors from the Team's most recently completed Online Open event until the Split 1 Mid-Split Transfer Window for Pro League Split 1.
  - Teams invited to the Pro League Split 1 must maintain at least two (2) Competitors from the invited Roster until the Split 1 Mid-Split Transfer Window for the Pro League Split 1.
    - Any Players that leave an Invited Pro League Roster prior to the registration deadline date may not rejoin that same team until the Split 1 Mid-Split Transfer Window.
  - Teams must maintain at least two (2) Competitors from their first series' roster of the Split, for the entire Split.
  - During the Split 1 Mid-Split Transfer Window, Teams may add up to two (2) Competitors to their roster, prior to the Split's Final Roster Lock Date.
  - Competitors who leave, or are removed from, their Pro League Split 1 Roster following the Final Roster Lock Date of the Split, and then compete in the Challenger Circuit Split 1, may not rejoin that same Team until the Split 2 Mid-Split Transfer Window for Pro League Split 2.
- Pro League Split 2:
  - Teams that qualify from the PLQ are required to maintain the exact PLQ Roster of Competitors until the Split 2 Mid-Split Transfer Window for Pro League Split 2.
  - Teams that retain their Pro League spot by way of their performance in the Pro League Split 1 are required to maintain at least two (2) Competitors from the Roster of the Team's most recently completed Pro League series.
  - Teams must maintain at least two (2) Competitors from their first series' roster of the Split, for the entire Split.
  - During the Split 2 Mid-Split Transfer Window, Teams may add up to two (2) Competitors to their roster, prior to the Split's Final Roster Lock Date.
  - Competitors who leave, or are removed from, their Pro League Split 2 Roster following the Final Roster Lock Date of the Split, and then compete in the Challenger Circuit Split 2, may not rejoin that same Team until after the Championship.
- PLQ:
  - Teams that qualify from the Challenger Circuit via Winning a Challenger Circuit Event are required to maintain the exact roster of

- Competitors from the Team's most recently won Challenger Circuit Split 1 tournament.
    - If the roster that won becomes ineligible then one more team qualifies through Challenger Circuit Points Qualification Method
  - Teams that qualify from the Challenger Circuit via Challenger Circuit Points are required to maintain the exact Roster of Competitors from the Team's most recently completed Challenger Circuit Split 1 tournament.
  - Teams that qualify from the Pro League Split 1 must maintain at least two (2) Competitors from the Roster of the Team's most recently completed Pro League series.
- LCQ:
  - Teams that qualify from the Challenger Circuit via Winning a Challenger Circuit Event are required to maintain the exact roster of Competitors from the Team's most recently won Challenger Circuit Split 2 tournament.
    - If the roster that won becomes ineligible then one more team qualifies through Challenger Circuit Points Qualification Method
  - Teams that qualify from the Challenger Circuit via Challenger Circuit Points are required to maintain the exact Roster of Competitors from the Team's most recently completed Challenger Circuit Split 2 tournament.
  - Teams that qualify from the Pro League Split 2 must maintain at least two (2) Competitors from the Roster of the Team's most recently completed Pro League series.
- Split 1 & Split 2 Playoffs:
  - Teams qualifying from the Pro League are required to maintain the exact Roster of Competitors at the close of the Pro League Transfer Window.
- Championship:
  - Teams qualifying by way of Championship Points (described in **APPENDIX C6.5**) must maintain the exact Roster of Competitors from the Team's most recently completed ALGS Live Event or Pro League competition.
  - Teams qualifying from the LCQ must maintain the exact LCQ Roster of Competitors.

### 2.3.3. Team Captain

The Competitor who creates the Team on the Tournament Site (described in **Section 2.2**) during the registration process will be deemed the Team's captain ("Captain"). The Team Captain is responsible for managing the official Roster for their Team on the Tournament Site, for inviting new players to become Competitors on the Team, and for registering the Team for each event. For avoidance of doubt, Coaches and/or staff members cannot be Team Captain.

### 2.3.4. Roster Change Requests & Voting

Roster change requests to remove a Competitor or to change a Team Captain require a majority vote from Competitors on the Team with the Team Captain breaking any ties. Only Competitors who have participated in at least twenty percent (20%) of the matches in the most recent ALGS event will be eligible to vote. For PLQ, LCQ, and Live Events, the Team's most recent event is the Team's most recently completed competition that led to their qualification. For Pro League Teams, and Teams whose most recently completed competition is the Pro League, the entire Pro League Split, as of that time, will be considered the most recent event. A majority vote is not required if a Competitor elects to leave a Team voluntarily. In order to complete a roster change, the Team Captain must submit their roster changes via the Tournament Site for approval. Changes can be

approved without prior warning. When the changes are approved, they will be deemed official and made public immediately. If a roster change is rejected, ALGS Officials will communicate the decision on the Pro League Discord server.

The roster changes a team may request via the Tournament Site are as follows:

- Roster Addition (including Coaches)
- Roster Removal (including Coaches)

#### **2.3.5. Team Eligibility**

For online competitions and competition series, all Competitors are required to physically participate from an eligible country/territory for the Region (described in **Section 1**) for which the Team is registered.

At least one (1) Competitor on a Team is required to be a resident of an eligible country/territory for the Region in which the Team is registered.

Prior to each Pro League Split's first Roster Lock Date, each Team participating in the Pro League is required to have provided the following by emailing [algs@ea.com](mailto:algs@ea.com) or requesting the changes on the Tournament Site:

- Official Team name (max 16 alphanumeric characters);
- Official Team short (2-4 alphanumeric characters); and
- Team logo and authorization for use.

All Team names, shorts, and logos as set out above, must conform with the Code of Conduct found at **APPENDIX A**.

EA will inform qualified Competitors of any other applicable deadlines and required information. This information may be incorporated into the broadcast and web coverage of the event.

#### **2.4. Changes to the ALGS and Official Rules**

These Official Rules may be updated by EA without notice as necessary, including without limitation, to add further clarity, correct errors, comply with changes in applicable law, or address matters that arise after their publication.

EA reserves the right to cancel, suspend and/or modify all or part of the ALGS if any fraud, technical failures, act of God, fire, flood, storm, war, public disaster, or other calamity, strike or labor difficulties, public health emergency, cessation of air travel to a Live Event, or any governmental or regulatory determination or action, regulation or order, or any other cause beyond EA's reasonable control whether similar or dissimilar to those enumerated in this **Section 2.4**, or any other factor impairs the integrity or proper operation of the ALGS, including the safety of Competitors or fairness of the ALGS, as determined by EA in its sole discretion.

EA reserves the right to disqualify any Competitor or Team at any time for any reason, including but not limited to, tampering with the operation of the ALGS, or acting in violation of these Official Rules. Any attempt by any person to deliberately undermine the legitimate operation of the ALGS may be a violation of criminal and civil law, and EA reserves the right to seek damages and other remedies (including attorneys' fees) from any such person to the fullest extent permitted by law.

By participating in the ALGS, Competitors agree to be bound by these Official Rules and the decisions of EA, ALGS officials, and ALGS administrators.

#### **2.5. Proof of Residency & Declaration of Eligibility to Travel**

Competitors may be required to provide proof of residency in an eligible country/territory to compete in the ALGS. The sufficiency of any such proof or documentation will be determined by

EA (or its agent) in its sole discretion. The list of eligible countries/territories can be found in **APPENDIX B**.

Competitors invited to participate in a Live Event may be required to sign and return a Declaration of Eligibility to Travel, and must certify their country/territory of permanent residence by providing a government-issued identification, such as a driver's license, identification card, or work visa with a photo, name and physical address in an eligible country/territory.

Competitors under the age of majority in their territory of residence may provide a school identification card if government-issued identification is not available and their parent or legal guardian must also provide government-issued identification. For Competitors under the age of majority in their territory of residence, a parent or legal guardian must accompany them to any Live Events.

Competitors may also be required to provide a recent invoice from a utility company (e.g., energy, telephone, or cable) with the Competitor's name and physical address in an eligible country/territory.

#### **2.6. Employees and Conflicts of Interest**

Employees of EA and its respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies, vendors, former employees of EA who participated in the development of the Game, and the immediate family members or persons living in the same household of such employees are not eligible to participate in the ALGS.

#### **2.7. Registration Data and Leaderboard**

As part of the registration process, Competitors will be asked to provide information such as an ALGS username, first and last names, Team name, country/territory (and administrative division, if applicable) of residence, and optional information, such as X and Twitch usernames. This information may be used in any leaderboard data created as part of the ALGS. The leaderboard will be published on [battlefy.com/algs](http://battlefy.com/algs) or [algs.ea.com](http://algs.ea.com) and updated on a regular basis, as determined by EA in its sole discretion.

Competitor and Team demographics provided during registration or otherwise maintained by EA, along with gameplay statistics, may also be publicly announced as part of broadcast commentary during events. For more information about how we may process your personal information, please see **Section 9.1** of these Official Rules.

### **3. COMPETITION STRUCTURE**

#### **3.1. Online Open**

The Online Open consists of four (4) tournaments per Region.

##### **3.1.1. Maximum Number of Teams; Seeding and Grouping**

Each Region's Online Open will feature a maximum of one thousand two hundred eighty (1,280) Teams.

For the first Online Open, Teams will be seeded and then placed into groups of up to twenty (20) Teams using a snake draft beginning with the highest seed by the following order of priority:

- Teams with at least one (1) Competitor who finished the Year 5 Pro League Split 2 on a Team Roster will be seeded by the number of Pro League Competitors and then prioritized by the number of Year 5 Challenger Circuit Split 2 points held by the highest earning Competitors on their Roster until three (3) Competitors have been assessed based on Pro League Rosters or Challenger Circuit Points.
- Cumulative Year 5 Challenger Circuit Split 2 points held by the three (3) highest Points earning Competitors on a Team's locked Roster for the event.

- Teams with no Pro League Competitors and no Year 5 Challenger Circuit Split 2 points will be seeded randomly.

For subsequent Online Open, Teams will be seeded by the cumulative Online Open Points (described in **Section 3.1.2**) held by the three (3) highest points earning Competitors from the Team's locked Roster for the event and then placed into groups of up to twenty (20) Teams using a snake draft beginning with the highest seed.

### **3.1.2. Tournament Format**

The Online Open will use the Single Elimination format described in **APPENDIX C1**.

Each Competitor who participates in at least ten (10) matches in a Online Open earns Online Open Points as detailed in **APPENDIX C6.3** based on their Team's Finishing Rank in specific rounds of the tournament.

### **3.1.3. Advancement - Qualification into Pro League Split 1**

A Team's total Online Open Points earned across all Online Open by the three (3) highest Points earning Competitors on a Team's locked Roster from the Team's most recently completed Online Open tournament ("Total OO Points") will determine qualification into:

- Pro League Split 1: Winner of each Online Open (four (4) Teams total per Region); and
- Pro League Split 1: Top Teams by Total Points (four (4) Teams total per Region).

Teams that have already qualified for or have been invited to compete in Pro League Split 1 are not eligible to participate in Online Open.

## **3.2. Pro League**

### **3.2.1. Seeding and Grouping**

The Pro League is divided into two (2) sessions (each, a "Split" and collectively, "Splits"). Each Split consists of thirty (30) Teams in each Region. At the start of each Split, Teams are seeded into groups of ten (10).

For Pro League Split 1, twenty-two (22) Teams per Region will be invited to the Pro League at the discretion of EA.

For Pro League Split 1, invited Teams and at least eight (8) Teams that qualified from the Online Open are seeded in a snake draft by the following order of priority:

- Invited Teams
  - ALGS Year 5 Championship Finishing Rank.
  - ALGS Year 5 Championship Points
  - ALGS Year 5 Midseason Playoffs Finishing Rank.
  - ALGS Year 5 Open Finishing Rank.
  - Average ALGS Year 5 Pro League Split Ranking if the Team participated in both Splits.
  - ALGS Year 5 LCQ Finishing Rank.
  - ALGS discretion.
- Teams that qualified by winning an Online Open will be seeded by the date in which they won an Online Open, with earlier dates earning a higher seed; and
- Teams that qualified via Total OO Points will be seeded based on Total OO Points.

In the event an invited Pro League team becomes ineligible to participate after accepting an invitation to and before the start of Pro League Split 1, an invitation will go to the next Team that has not already qualified for the Pro League, based on Total Online Open Points held by the three (3) highest earning Competitors on the Roster.



For Pro League Split 2, thirty (30) Teams that qualified by way of the Pro League Split 1 or PLQ are seeded in a snake draft by the following order of priority:

- Championship Points held by the three (3) highest earning Competitors on the Roster (described in **Sections 3.2.2, 3.5.2, and 3.6.2**);
- Pro League Points (described in **Section 3.2.2**) earned during Pro League Split 1; and
- Finishing Rank in the PLQ.

A Team's seeding in the Pro League Split 2 will not be improved based on the addition or removal of Competitors to the Team.

### **3.2.2. Format**

Each group will play against every other group in their Region three (3) times in a six (6) match series. Once all Teams have completed their sixth (6<sup>th</sup>) six (6) match series, the twenty (20) Teams in each Region with the highest total Pro League Points will qualify to compete in one (1) additional series using the Match Point mechanic described in **APPENDIX C5** ("Regional Finals").

Teams accumulate points in each match as described in **APPENDIX C6.1**. At the end of each match series, Teams in the series are ranked by Round Score and are awarded points toward their Pro League standings ("Pro League Points") as described in **APPENDIX C6.4**. Teams in the Regional Finals will be ranked by **APPENDIX C5** and are awarded Pro League Points towards their Pro League standings as described in **APPENDIX C6.4**. A Team's total Pro League Points earned across all match series in a Pro League Split determines the Team's finishing rank for that Pro League Split. Each Competitor who is a member of a team after a Split's Final Roster Lock Date, and has participated in at least twelve (12) of the team's matches in that Split, earns Championship Points as described in **APPENDIX C6.5**.

For each Pro League Split, Teams will participate in a POI Draft to select their drop spots for each competition day using the POI Draft format and seeding as described in **APPENDIX F**.

### **3.2.3. Advancement**

#### *Advancement to Split 1 Playoffs*

At the conclusion of all Pro League Split 1 match series, a Team's total Pro League Points will determine:

- Forty (40) Teams qualified into the Split 1 Playoffs:
  - One (1) Team that wins the Regional Finals in each Region.
  - One (1) Team that won Year 5 Midseason Playoffs.
    - The winning Team must maintain two (2) competitors from Year 5 Midseason Playoffs locked roster, with Team Captain breaking ties to be eligible.
    - The winning Team must also be in the current split of the Pro League to be eligible.
    - If the winning Team is not eligible or available to compete in the Split 1 Playoffs, they will be replaced by the next highest team from the same region by Pro League Points
  - Twelve (12) Teams with the highest total Pro League Points from the Americas region.
  - Eight (8) Teams with the highest total Pro League Points from each of the EMEA and APAC N regions qualify.
  - Seven (7) Teams with the highest total Pro League Points from the APAC S region.

#### *Advancement to Pro League Split 2*

- Top Twenty-Two (22) Teams qualified into each Region's Pro League Split 2.

#### *Advancement to PLQ*

- Bottom eight (8) Teams to participate in each Region's PLQ.

#### **3.2.4. Advancement to Split 2 Playoffs**

At the conclusion of all Pro League Split 2 match series, a Team's total Pro League Points will determine

- Forty (40) Teams qualified into the Split 2 Playoffs:
  - One (1) Team that wins the Regional Finals in each Region.
  - Thirty-six (36) additional teams allocated by Region as set out in section 3.5.3

#### **3.2.5 Advancement from Pro League Split 2 to LCQ**

At the conclusion of all Pro League Split 2 match series, All Pro League Teams in Americas, EMEA, APAC N and APAC S Regions that do not qualify for the Championship by Championship Points will qualify for the Last Chance Qualifier in their Region. The final number of Teams in each Region will be posted on Battlefy.com/algs following the Split 2 Playoffs.

Ties in Championship Points will be resolved by the methods described in **APPENDIX C7.3**.

Ties in Pro League Points will be resolved by the methods described in **APPENDIX C7.2**.

### **3.3. Challenger Circuit**

The Challenger Circuit is divided into two (2) Splits, each with four (4) tournaments per Region.

#### **3.3.1. Seeding and Grouping: Maximum Number of Teams**

Each Challenger Circuit tournament will feature a maximum of one thousand two hundred eighty (1,280) Teams per Region.

For each Region's first tournament in Challenger Circuit Split 1, Teams will be seeded by a Team's total Online Open Points held by the Team's three (3) highest Points earning Competitors from the Team's locked Roster for the event. For subsequent Challenger Circuit Split 1 tournaments, Teams will be seeded by the total Challenger Circuit Points (as described in **Section 3.3.2**) earned across all Challenger Circuit Split 1 tournaments by the three (3) highest Points earning Competitors from the Team's locked Roster for the event.

For the first tournament in Challenger Circuit Split 2, Teams will be seeded by the following order of priority:

- Championship Points held by the three (3) highest earning Competitors on the Roster
- Challenger Circuit Split 1 Points held by the three (3) highest Points earning Competitors from the Team's locked Roster for the event.

For subsequent Challenger Circuit Split 2 tournaments, Teams will be seeded by a Team's total Challenger Circuit Points earned across all Challenger Circuit Split 2 tournaments by the three (3) highest Points earning Competitors on a Team's locked Roster for the event.

After seeding, Teams will be placed into groups of up to twenty (20) Teams using a snake draft beginning with the highest seed.

#### **3.3.2. Tournament Format**

Each tournament within the Challenger Circuit uses the Single Elimination format described in **APPENDIX C1**.

Each Competitor who participates in at least six (6) matches in a Challenger Circuit tournament earns Challenger Circuit Points as detailed in **APPENDIX C6.3** based on their Team's Finishing Rank in specific rounds of the tournament.

#### **3.3.3. Advancement - Qualification into Future Events**

(A) Qualification into the PLQ:

A Team's total Challenger Circuit Split 1 Points earned by the three (3) highest Points earning Competitors on a Team's locked Roster from the Team's most recently completed Challenger Circuit tournament ("Total CC Split 1 Points") will determine qualification into the PLQ:

- Winner of each Challenger Circuit Split 1 tournament (up to four (4) Teams total per Region); and
- At least eighteen (18) Teams per Region by Total CC Split 1 Points

Challenger Circuit Teams must confirm their participation in the PLQ by the registration deadline dated in their emailed invitation or will be replaced by the next team in line via Total CC Split 1 Points.

(B) Qualification into the LCQ:

A Team's total Challenger Circuit Split 2 Points earned by the three (3) highest earning Competitors on a Team's locked Roster from the Team's most recently completed Challenger Circuit tournament ("Total CC Split 2 Points") will determine qualification into the LCQ:

- Winner of each Challenger Circuit Split 2 tournament (up to four (4) Teams total per Region); and
- A minimum of the top six (6) Teams by Total CC Split 2 Points per Region. The final number of Teams to be announced on Battlefy.com/algs within a week following the conclusion of the Pro League Split 2.

Challenger Circuit Teams must confirm their participation in the LCQ by the registration deadline dated in their emailed invitation or will be replaced by the next team in line via Total CC Split 2 Points.

For greater clarity, if a Team wins a Challenger Circuit tournament with the same locked Roster that have previously won a Year 6 Challenger Circuit competition, in that Split, that available spot for the PLQ or the LCQ will go to the next top Team based on Total Challenger Circuit Points held by the three (3) highest earning Competitors on the Roster for the corresponding Split that has not already qualified.

### 3.4. PLQ

The PLQ will consist of one (1) tournament per Region. Each PLQ will feature thirty (30) Teams in a Double Elimination Bracket format with a Match Point Finals as described in **APPENDIX C4 & C5**. Each series is a six (6) match series with Teams earning points in each match as described in **APPENDIX C6.1**.

The two (2) Teams with the highest Total CC Split 1 Points and the eight (8) Teams with the lowest Pro League Split 1 Points start in Winners Bracket Round 2. All remaining teams start in Winners Bracket Round 1.

Teams will participate in a POI Draft to select their drop spots for each series using the POI Draft format and seeding as described in **APPENDIX F**.

Match Point Finals Winning Team followed by the top 7 teams qualify to participate in the Pro League Split 2.

### 3.5. Split 1 Playoffs

#### 3.5.1. Seeding and Grouping

Teams will be placed into four (4) Groups of ten (10) teams each and seeded by the following order of priority:

- Championship Points held by the three (3) highest earning Competitors on the Roster at the end of the Pro League Split 1.
- Finishing Rank in the Pro League Split 1.
- Pro League Points.
- Ties will be resolved by the methods described in **APPENDIX C7.2**.

#### Split 1 Playoff Groups

| <b>ALGS SPLIT 1 PLAYOFFS GROUPS AND SEEDS</b> |                |                |                |
|-----------------------------------------------|----------------|----------------|----------------|
| <b>Group A</b>                                | <b>Group B</b> | <b>Group C</b> | <b>Group D</b> |
| APAC N #1                                     | APAC S #1      | AMERICAS #1    | EMEA #1        |
| AMERICAS #2                                   | EMEA #2        | APAC N #2      | APAC S #2      |
| EMEA #3                                       | APAC N #3      | APAC S #3      | AMERICAS #3    |
| APAC S #4                                     | AMERICAS #4    | EMEA #4        | APAC N #4      |
| APAC S #5                                     | AMERICAS #5    | EMEA #5        | APAC N #5      |
| EMEA #6                                       | APAC N #6      | APAC S #6      | AMERICAS #6    |
| APAC N #7                                     | APAC S #7      | AMERICAS #7    | EMEA #7        |
| AMERICAS #8                                   | EMEA #8        | APAC N #8      | APAC S #9      |
| APAC N #9                                     | APAC S #8      | AMERICAS #9    | EMEA #9        |
| AMERICAS #11                                  | AMERICAS #12   | AMERICAS #13   | AMERICAS #10   |

Information on the Split 1 Playoff groups will be posted on [algs.ea.com](https://algs.ea.com).

#### **3.5.2. Format**

The Split 1 Playoffs will feature forty (40) Teams competing in a Group Stage and Survivor Stage format described in **APPENDIX C2 & C3**.

In the Group Stage, each group plays each other once, with Teams accumulating points from each match as described in **APPENDIX C6.1**. After all matches are completed, the Teams with the fourteen (14) highest Round Scores (as described in **APPENDIX C6.1**) advance to the Match Point Finals. Twenty (20) teams ranking 15th-34th by Round Score advance to the Survivor Stage. Six (6) teams ranked 35th-40th by Round Score are eliminated from the event (“Eliminated Teams”).

In the Survivor Stage, ten (10) matches are played with Teams accumulating points from each match as described in **APPENDIX C6.1**. At the end of the series, six (6) teams with the highest Round Score advance to the Match Point Finals. Fourteen (14) teams ranking 7th-20th by Round Score are eliminated from the event.

In the Finals, the twenty (20) Teams will compete using the Match Point Mechanic described in **APPENDIX C5**.

Each Competitor who has participated in at least twelve (12) matches earns Championship Points as described in **APPENDIX C6.5**.

Teams will participate in a POI Draft to select their drop spots for each series using the POI Draft format and seeding as described in **APPENDIX F**.

### **3.5.3. Advancement**

#### **Split 2 Playoffs Regional Slot Allocation**

The allocation of regional slots for the Split 2 Playoffs is determined through the performance of each Region at the Split 1 Playoffs.

##### **Baseline Allocation**

The Split 2 Playoffs consist of forty (40) total Team slots. Each Region begins with the same baseline allocation used for the Split 1 Playoffs:

- Americas: thirteen (13) slots
- EMEA: nine (9) slots
- APAC North: nine (9) slots
- APAC South: nine (9) slots

##### **Performance-Based Target Allocation**

Each Region earns a performance-based target number of slots based on the total number of Split 1 Playoffs points earned by all of the Teams from that Region.

For each Region, a target slot value ( $t_r$ ) is calculated using the following formula:

$$t_r = 40 \times (\text{regional Split 1 Playoffs points} \div \text{total Split 1 Playoffs points})$$

Each Region's target slot value ( $t_r$ ) represents that Region's proportional share of the forty (40) available Split 2 Playoffs slots.

Target slot values are rounded to the nearest whole number, with values ending in 0.5 rounded up.

To preserve regional competitive balance, a Region may gain or lose no more than two (2) slots.

If, after rounding, the total number of allocated slots is not exactly forty (40), slots are rebalanced as follows:

1. If fewer than forty (40) slots are allocated:  
Additional slots are awarded one (1) at a time to eligible Regions whose performance-based target most exceeds their current allocation.
2. If more than forty (40) slots are allocated:  
Slots are removed one (1) at a time from eligible Regions whose current allocation least exceeds their performance-based target.

A Region is not eligible to receive or lose additional slots if doing so would violate the 2 slot change limits.

If two (2) or more Regions are tied when determining which Region should receive or lose a slot during the rebalancing process, the tie is resolved in favor of the Region with the best single-team placement at the Split 1 Playoffs. This placement is guaranteed to be unique.

The process concludes once exactly forty (40) total slots are allocated and all regional limits are satisfied.

### **3.6. Split 2 Playoffs (“Playoffs”)**

#### **3.6.1. Seeding and Grouping**

Teams will be placed into four (4) Groups of ten (10) teams each and seeded by the following order of priority:

- Championship Points held by the three (3) highest earning Competitors on the Roster at the end of the Pro League Split 2.
- Finishing Rank in the Pro League Split 2.
- Pro League Points. Ties will be resolved by the methods described in **APPENDIX C7.2**.

#### **Split 2 Playoff Groups**

Information on the Split 2 Playoff groups will be posted on [algs.ea.com](https://algs.ea.com) shortly after the Split 1 Playoffs.

#### **3.6.2. Format**

Forty (40) Teams compete using the Group Stage and Double Elimination Bracket Stage format described in **APPENDICES C2** and **C4**. The Winners Bracket Round 1, Elimination Bracket Round 1, and Elimination Bracket Round 2 each feature a six (6) match series. In the Finals, the twenty (20) Teams will compete using the Match Point Mechanic described in **APPENDIX C5**.

Each Competitor who has participated in at least twelve (12) matches earns Championship Points as described in **APPENDIX C6.5**.

Teams will participate in a POI Draft to select their drop spots for each series using the POI Draft format and seeding as described in **APPENDIX F**.

### **3.7. LCQ**

#### **3.7.1. Seeding and Grouping**

Teams will be seeded by the following order of priority:

- Championship Points held by the three (3) highest earning Competitors on the Roster; and
- Challenger Circuit Split 2 Points held by the three (3) highest earning Competitors on the Roster.

Ties in Championship Points will be resolved by the methods described in **APPENDIX C7.3**. Ties in Challenger Circuit Points will be resolved by Challenger Circuit Points earned by the three (3) highest earning Competitors on the Roster in individual Challenger Circuit tournaments starting with the most recent.

After seeding, Teams are placed into one of two (2) Winners Round 1 Heats, featuring twenty (20) Teams each, using a snake draft.

A Team’s seeding in the LCQ will not be improved based on the addition or removal of Competitors.

#### **3.7.2. Format**

The LCQ will consist of one (1) tournament per Region. Each tournament will feature forty (40) Teams in a Double Elimination Bracket format with a Match Point Finals as described in **APPENDIX C4 & C5**. The Winners Bracket Round 1, Winners Bracket Round 2, Elimination Bracket Round 1 and Elimination Bracket Round 2 each feature a six (6) match series with Teams earning points in each match as described in **APPENDIX C6.1**.

Teams will participate in a POI Draft to select their drop spots for each series using the POI Draft format and seeding as described in **APPENDIX F**.

### **3.7.3. Advancement**

The top two (2) Teams per Region as defined in **APPENDIX C5** will qualify for the Championship.

## **3.8. Championship**

### **3.8.1. Seeding and Grouping**

The forty (40) Teams that qualified by way of Championship Points and the LCQs are seeded by the following order of priority:

- Total Championship Points held by the three (3) highest earning Competitors on the Roster
  - Ties in Championship Points will be resolved by the methods described in **APPENDIX C7.3**. Teams with zero (0) Championship Points will not be considered tied in total Championship Points.
- Team's Finishing Rank in the LCQ
  - Ties in LCQ Finishing Rank will be resolved by Round Score from the LCQ Finals.
  - Ties in Round Score from the LCQ Finals will be resolved by Match Score from a single LCQ Finals match.
  - Any remaining ties will be resolved randomly.

After seeding, Teams are placed into four (4) groups featuring ten (10) Teams each using a snake draft.

### **3.8.2. Format**

Forty (40) Teams compete using the Group Stage and Double Elimination Bracket Stage format described in **APPENDICES C2** and **C4**. The Winners Bracket Round 1, Elimination Bracket Round 1, and Elimination Bracket Round 2 each feature a six (6) match series. In the Finals, the twenty (20) Teams will compete using the Match Point Mechanic described in **APPENDIX C5**.

Teams will participate in a POI Draft to select their drop spots for each series using the POI Draft format and seeding as described in **APPENDIX F**.

## **4. PLATFORMS & EQUIPMENT**

### **4.1. Supported Platforms**

Online Open, Challenger Circuit Split 1, Challenger Circuit Split 2, PLQ, and LCQ Competitors may compete using a PlayStation 4, PlayStation 5, Xbox One, Xbox Series X|S, or PC. Live Events and the Pro League will utilize the PC platform only. PC system requirements for the Game can be found [here](#).

### **4.2. Equipment and Accessories Provided On Site**

ALGS referees, officials, event staff, and tournament administrators (collectively, "Event Officials") may provide the following equipment at Live Events to facilitate the tournament:

- Tables and chairs
- Access-restricted player lounge or equivalent practice facility
- Computers
- Monitors
- Headsets
- Wired Earbuds
- Digital game codes
- EA or Game accounts

#### **4.3. Competitor-Owned Equipment (Peripherals)**

Competitors are required to supply their own mice, keyboards, controllers, and wired earbuds to be used during the ALGS. All peripherals will be reviewed and approved by Event Officials prior to use during each Live Event. Competitors may not have possession of any personal communication devices (e.g., smartphones, tablets, or other items capable of mobile communications, etc.) while they are actively engaged in a match. Event Officials will provide a storage area for all personal items.

### **5. ADDITIONAL TEAM & COMPETITOR REQUIREMENTS**

#### **5.1. Additional Teams and Competitors Requirements for Pro League, Split 1 Playoffs, Split 2 Playoffs, and Championship Events.**

Competitors and Teams competing in the ALGS are required to adhere to the following:

- Competitors that choose to stream their online matches must utilize a minimum ten (10) minute delay.
- Competitors may use a keyboard and a mouse or a PlayStation or Xbox controller while competing (“Input Device”). Competitors must use the same Input Device for the entirety of each match. Input Devices may be changed between matches, as needed. Competitors who elect to change their Input Device must inform a Tournament Official of the change and which Input Device they will be using before the start of their next match.

Competitors and Teams competing in the Pro League are also required to adhere to the following:

- All Competitors are required to join the ALGS Pro League Discord server before the start of each Split, after receiving an invitation from EA, and are required to remain in this server for the duration of each Split in which they compete.
- At least one (1) Competitor from each Team may be required to attend one (1) mandatory virtual meeting prior to each Pro League Split. Meeting date and time to be provided by EA at least seven (7) days in advance.
- All Competitors are required to be in their Team Voice Channel inside of the ALGS Pro League Discord server for the entirety of each of their Pro League matches and any Live Events that the Team qualifies for to accommodate the recording and playback of a Team's voice communications during a match either in an ALGS live broadcast or a post-produced piece of ALGS content (“Broadcast Content”). All Competitors consent to the recording and use of their voice communications by EA, including third-parties authorized by EA, as part of Broadcast Content.
- Each Team is required to identify to EA at least one (1) Competitor from the Team who will be available for a live post-game broadcast interview following each match series. Teams are required to indicate which Competitor will assume this responsibility via their Team's text channel in the ALGS Pro League Discord server at least one (1) hour before the start of each Pro League match series.
  - Each of these Competitors is required to be available for an interview with the ALGS broadcast team for at least thirty (30) minutes following the end of the final match of each Pro League match series.

Competitors and Teams competing in an ALGS Live Event are also required to adhere to the following:

- All Competitors are required to attend the in-person media day for each event. A media day schedule and further details will be provided by EA shortly after the Teams participating in these events are identified.
- All Competitors may be required to be available for an interview with EA's broadcast team and/or approved press for at least thirty (30) minutes following the end of the final match of each series of the Live Event.
- All Competitors from the winning Team may be required to participate in a media session or press conference for up to one (1) hour following the end of the competition.
- All Competitors may be required to participate in scrim matches in-person on media day. A schedule of scrim matches will be provided by EA in advance.



## **6. PARTICIPATION IN LIVE EVENTS**

### **6.1. Travel for Competing In Live Events**

EA or third parties may provide travel accommodations for some invited or qualified Competitors to a Live Event at EA's or such third party's expense. For Competitors with travel expenses paid by EA, the selection of transportation carriers, hotels, and/or related transfers will be in EA's sole discretion. EA reserves the right to provide ground transportation instead of airfare based on a Competitor's travel distance from a Live Event. If a Competitor requests special travel or accommodation plans, such as different travel dates, different carriers, or departure/arrival cities other than the designated city for the tournament, and if the cost of the special travel request exceeds that of the standard tournament travel plans, EA may require the Competitor to cover the difference in cost. Receiving travel accommodations is contingent upon compliance with these Official Rules. If a Competitor is disqualified or travel is forfeited for any reason, EA may award that Competitor's travel and accommodations to an alternate Competitor, who may assume that Competitor's place in the ALGS. Incidentals for travel, including, without limitation: telephone calls, facsimile charges, Internet charges, spa/beauty salon services, laundry, tours/excursions, gift shop purchases, hotel processing fees, airline service charges and any other expenses not mentioned in these Official Rules are the sole responsibility of the Competitor or parent/guardian, and the Competitor may be asked to account for any such incidental charges by providing the applicable hotel with a credit card. Hotel and airfare cannot be used separately. Travel and accommodations are subject to availability and certain restrictions. Any extra nights' stay and any additional costs associated with an extended stay are the sole responsibility of the Competitor and his or her parent/guardian. Valid passport and/or other travel documentation may be required, which is the responsibility of each Competitor. Additional restrictions may apply. Competitors that elect to book their own travel to a Live Event acknowledge and agree they are doing so at their sole cost and expense and EA is not responsible for any travel not provided by EA or a third-party on EA's behalf. For the avoidance of doubt, Competitors that elect to book their own travel will not be reimbursed for any costs associated with a Competitor booking their own travel.

### **6.2. Declaration of Eligibility and Request for Biographical Information**

Competitors must sign a Declaration of Eligibility to Travel and complete the Request for Biographic Information prior to accepting travel accommodations to any Live Events. The Declaration of Eligibility to Travel will be provided to Competitors via email to the email address associated with the Competitor's EA Account. If a Competitor does not complete the Declaration of Eligibility to Travel within seven (7) calendar days of attempted notification, fails to sign and/or return the Declaration of Eligibility to Travel within the required time period, refuses travel, is ineligible to accept travel, or is unavailable to travel on dates appropriate to the Live Event(s), the Competitor forfeits travel accommodations, as well as their place in the Live Event/ALGS. If a Competitor is a minor in his or her territory of residence, the Competitor's parent or legal guardian will be required to sign all necessary documents to accept travel and must accompany the Competitor to any Live Events. In these instances, travel accommodations will include additional airfare for one (1) parent or legal guardian. Competitor and parent/legal guardian must travel together on the same itinerary and will share hotel accommodations when arranged by EA.

### **6.3. Background Checks**

In order to participate in a Live Event, and to the extent permissible in the Competitor's country/territory of residence, potential prize winners may first be required to submit to a background check and provide the necessary information that EA requests to be eligible to receive a prize. EA reserves the right, in its sole discretion, to disqualify any potential winner based on such background check if EA determines, in its sole discretion, that awarding a prize to such winner might reflect negatively on EA.

## **7. ENFORCEMENT**

EA Accounts, the leaderboard, and match data may be audited, including for malicious behavior and cheating. Any Competitor may be disqualified immediately from the ALGS and related competitions, at the discretion of EA or its designees, for any reason, including for any failure to comply with the User

Agreement, Privacy and Cookie Policy, and these Official Rules, including the Code of Conduct at **APPENDIX A**, which may include but is not limited to:

- using any cheats, hacks or other third-party “helper” applications in playing Game matches;
- intentionally disconnecting from the Internet during any Game match;
- colluding with other Teams/Competitors in playing Game matches;
- taking advantage of known exploits in the Game (it is the responsibility of Competitors to understand and avoid all current illegal exploits); or
- abusive or disorderly behavior, including any use of harassing, negative, or profane language online.

EA, in its sole discretion, reserves the right to restart any match at any time and/or disqualify any Competitor or Team at any time, for any reason, including but not limited to tampering with the entry process or the operation of the ALGS, or acting in violation of these Official Rules or in an unsportsmanlike or disruptive manner and reserves the right to void all associated entries. Disqualification of a Competitor may result in the disqualification of the Competitor’s entire Team from an ALGS event or the entire ALGS. EA’s failure to enforce any term of these Official Rules shall not constitute a waiver of that provision.

## **8. PRIZES**

Prize amounts for events that award prizes are detailed in **APPENDIX E**.

### **8.1. Prize Terms and Conditions**

Prizes are not transferable. No substitution of prizes for other goods and services is permitted, except that EA reserves the right to provide a substitute prize of approximately equal or greater value if the advertised prize is unavailable or not allowed by local law. For winning Competitors with a place of residence in Uruguay, prizes will be awarded in the form of a gift card(s) instead of cash. All federal, state, provincial and local taxes, and international tariffs, are the sole responsibility of the individual winner.

Potential winners will be required to complete and sign a Prize Winner Declaration and Release to claim a prize within ninety (90) days of completion of the event in order to claim the prize. If a potential winner fails to sign and/or return the Prize Winner Declaration and Release, refuses the prize, is ineligible to accept the prize, or the prize is returned as undeliverable, the potential winner forfeits the prize.

Failure to communicate banking information or delivery method to prize distribution vendor in a timely manner may result in forfeiture of the prize. If a potential winner is considered a minor in his or her territory of residence, the winner's parent or legal guardian (as required by law) will be required to sign all necessary documents upon verification of identification. Receiving a prize is contingent upon compliance with these Official Rules. All prizes claimed in accordance with these Official Rules will be awarded. If a potential winner is disqualified, or the prize is forfeited for any reason, EA retains the discretion to donate the applicable prize to a charity of EA’s choosing. Potential winners may be required to provide a valid shipping address to claim the prize. Allow up to three (3) months for delivery of prizes.

If EA cancels or suspends the ALGS pursuant to **Section 2.4** above, prizes will be awarded for all events prior to such cancellation or suspension.

## **9. GENERAL TERMS**

Nothing in these Official Rules shall be deemed to exclude or restrict any Competitor’s statutory rights as a consumer.

### **9.1. Personal Information**

By participating in the ALGS, all Competitors acknowledge that EA will process their personal information (including name, address, date of birth, EA Account Name, email address, Supported Platform username, and country of residence) (collectively, “Personal Information”) in accordance with the EA Privacy and Cookie Policy, available at <https://privacy.ea.com> for the purposes listed therein. If Personal Information

has been collected from Competitors by another organizing entity, Competitors agree to the organizing entity transferring such Personal Information to EA.

Personal Information will be used and processed as described in the Privacy and Cookie Policy, including for the purposes of:

- Organizing, running, and monitoring the ALGS and prize fulfillment, including for Competitors that win a prize, publishing Competitor names and countries of residence online or in any other media in connection with the ALGS, as described further below;
- Announcing Competitor demographics, along with gameplay statistics, as part of the event broadcast commentary, as well as providing such information to Third-Party Leaderboards, as further described below;
- Sharing Personal Information with designated ALGS operators and/or administrators, including for booking travel and soliciting feedback on the ALGS, gameplay and features of EA game titles;
- Promotional and marketing materials that may reference Personal Information; and
- Other purposes to which Competitors consent.

Personal Information will be processed in the United States and potentially other countries in which EA, its subsidiaries, or third party agents operate. By entering the ALGS, Competitors consent that their Personal Information may be transferred to recipients in the United States and other countries that may not offer the same level of privacy protection as the laws in your country of residence or citizenship, as further explained in the Privacy and Cookie Policy.

Competitors have the right to access, withdraw, and correct their Personal Information. Competitors may request such action by visiting EA's Privacy Portal, <https://www.ea.com/privacy-portal>.

Please note that EA may request background investigations for Competitors that EA invites to Live Events. EA may request Competitor consent and provide details about such investigations if applicable and necessary.

The organizing entity for the ALGS, if applicable, shall be considered a data controller for the database containing the Personal Information submitted by Competitors. Please refer to the privacy policy of such organizing entity for details regarding how your data is processed and your rights with respect to it.

#### **9.1.1. Third-Party Leaderboards**

Certain websites and online services may publish ALGS, Team, and/or individual Competitor statistics, including those that personally identify Competitors by their public usernames ("Third-Party Leaderboards"). Some of these Third-Party Leaderboards compile publicly available information, while others may receive certain additional Competitor statistics directly from EA. Additional Competitor information provided by EA to Third-Party Leaderboards may include Competitor identifiers (such as their character name and ALGS username), performance in the game (such as kills, assists, revives, shots, damage dealt), overall competitive placement relative to other participants and Teams, and the type of gaming hardware with which they are playing.

In all cases Third-Party Leaderboards are independent data controllers of the information they collect or receive, and process it according to their privacy policies. If Competitors desire to exercise their privacy rights with respect to such information (such as access, deletion, restriction, etc.), they must utilize the process provided for by the Third-Party Leaderboards in their privacy policies. Competitors acknowledge that it is within EA's legitimate interests and its sole discretion to provide Competitor statistics, including those not otherwise publicly available, to Third-Party Leaderboards for the purpose of enhancing the ALGS experience.

#### **9.1.2. Applicability of User Agreement and Privacy and Cookie Policy**

If there is any conflict between these Official Rules and the Privacy and Cookie Policy or the User Agreement, then the Privacy and Cookie Policy or User Agreement, as applicable, will control.

## **9.2. Release and Publication of Competitor Information**

### **9.2.1. Winner's List**

EA will post a winner's list on the Registration Site after all winners are confirmed within two (2) weeks after the end of each event. This list will remain posted at least for three (3) months after the end of the ALGS.

### **9.2.2. Grant of Rights**

Competitor grants to EA the right to publish and otherwise use Competitor's statistics and rankings in connection with the ALGS for any purpose, including for marketing and promotional purposes, without consent or compensation to Competitor.

By accepting a prize, Competitor grants to EA the right to use their Personal Information and any other information provided by Competitor, without further consent or compensation to Competitor, for the administration, marketing and promotion of the ALGS, EA, and/or the Game, unless otherwise noted below:

- Background Information: full name, country of residency, age, Supported Platform Username (e.g., Xbox Live Gamertag, PSN ID, EA Account ID).
- Social Media Information: X handle, YouTube channel, Twitch account, Discord username, Instagram username.
- Photos: Any photos provided by Competitor to EA or photos of Competitor taken onsite at a Live Event.
- Other Information for Event Officials only: shirt size, dietary restrictions, mobile phone number.
- Any Other Biographical Information Provided by Competitor (e.g., favorite Legend, short bio provided during registration process on Tournament Site).

### **9.2.3. EA Account Information**

Competitors acknowledge and agree that EA may provide their Account Information (name, Online ID, age, country, game play stats and scores, and email address) to Battlefy Technologies Inc. for the purposes of administering any and all events.

## **9.3. Governing Law; Release of Liability**

### **9.3.1. EA's Decisions**

EA's decisions will be final and binding on all matters related to the ALGS.

### **9.3.2. Governing Law**

To the extent permissible by local law, the ALGS is governed by the laws of the State of California and all claims must be resolved in the United States.

### **9.3.3. Release**

To the extent permissible by law, Competitor agrees to release and hold harmless EA and its agents from any and all liability or any injury, loss, damage, right, claim or action of any kind arising from or in connection with the ALGS or any ALGS-related activity, or the receipt, acceptance, possession, use or misuse of EA-provided travel or any prize won.

### **9.3.4. For Residents of Austria, Germany, and Poland**

Notwithstanding any other provision herein, nothing in these Official Rules shall have the effect to deprive a Competitor of the consumer protection rights granted by the laws of your residence that cannot be derogated from by agreement. With respect to the Prize and any other products or services given by EA and its affiliates free of charge, EA shall only be liable for intent and gross negligence. In case of slight negligence, however, EA is only liable for the breach of essential contractual obligations, such as delay or impossibility of performance, which EA can be made responsible for. The liability in the event of breach of such an essential contractual obligation is limited to the typical contractual damage, whose occurrence could be expected by the EA upon conclusion of the contract on account of the circumstances known at that time. "Essential

contractual obligations” are those obligations whose fulfillment is essential to enable the proper implementation of the contract and the achievement of its purpose and whose observation you as an end consumer may rely upon. The foregoing limitations of liability shall not apply in the case of explicit guarantees by the EA, in cases of malice and injuries to life, body or health as well as in the case of mandatory statutory regulations.

#### **9.3.5. For Residents of the United Kingdom and France**

Notwithstanding any other provision herein, to the extent allowable under applicable law, each Competitor agrees to release and hold harmless EA and its agents from any and all liability or any injury, loss, damage, right, claim or action of any kind arising from or in connection with the ALGS or any ALGS-related activity or the receipt, possession, use or misuse of any prize won, except with respect to claims resulting from death or personal injury arising from EA’s negligence, and for residents of the United Kingdom, with respect to claims resulting from the tort of deceit or any other liabilities that may not be excluded by law.

#### **9.3.6. For Residents of Australia**

Notwithstanding any other provision herein, to the extent allowable under applicable law and subject to and without excluding, restricting or modifying any rights or remedies to which the Competitor may be entitled as a consumer under the consumer guarantee provisions of the Australian Consumer Law, each Competitor agrees to release and hold harmless EA and its agents from any and all liability or any injury, loss, damage, right, claim or action of any kind arising from or in connection with the ALGS or any ALGS-related activity or the receipt, possession, use or misuse of any prize won.

### **10. COMMERCIAL RIGHTS**

All commercial rights (including, without limitation, all marketing, and media rights) relating to the ALGS are reserved for EA.

Competitors shall not associate themselves with the ALGS and/or EA in any commercial manner, nor use any intellectual property rights of EA, nor shall they permit any third parties to do so, without the prior written consent of EA, which may be granted or withheld at EA’s sole discretion.

Any Competitor or a Competitor’s sponsor wishing to engage in any promotional or marketing activities with respect to the ALGS, including at any ALGS tournament venue, will need prior written consent from EA, which may be granted or withheld at EA’s sole discretion.

The recording and dissemination of images or footage of the ALGS for commercial purposes by or on behalf of any Competitor is strictly prohibited, except when explicitly authorized by EA.

### **11. LIMITATION OF LIABILITY**

EA is not responsible for: (i) inaccurate information, whether caused by entrants, typographical errors, or equipment or programming associated with the tournament; (ii) technical failures, including without limitation, network malfunctions, interruptions, or disconnections; (iii) unauthorized intervention in the entry process of the tournament; (iv) technical or human error in the administration of the tournament or the processing of registrations; (v) late, lost, undeliverable, erroneous, damaged or stolen mail or electronic communications; (vi) ineligibility for any reason, including entrant’s misunderstanding of these Official Rules and requirements or the entry process.

## APPENDIX A: CODE OF CONDUCT

This Code of Conduct applies to all Competitors and Coaches at all levels of the ALGS unless otherwise specified. EA reserves the right to levy penalties, sanction or disqualify any Competitor or Coach, for violations of this Code of Conduct in its sole discretion.

### A1. Competitor and Coach Behavior

Competitors are some of the best and highest profile players in the world and are therefore ambassadors of the ALGS and are held to a high standard by EA, the public, and the media. Competitors and Coaches must conduct themselves in accordance with commonly accepted standards of decency, social conventions and morals, and to not commit any act or become involved in any situation or make any statement which brings disrepute, contempt, scandal, ridicule, or disdain to the Competitor, Coach, EA, the ALGS, or to its Competitors and sponsors.

These requirements apply to live, offline, and online interactions, in and out of the ALGS, including with respect to social media conduct and activity on live streams, past conduct and during Live Events. All Competitors and Coaches are expected to adhere to these standards of sportsmanship and the EA Rules of Conduct, available at <https://terms.ea.com>, at all times, including when not participating in EA sanctioned events.

Competitors and Coaches must maintain an appropriate level of respect, in EA's sole judgment, towards other Competitors, Coaches, and Event Officials. Threatening or inappropriate behavior towards Event Officials and/or other Competitors or Coaches will not be tolerated. Competitors and Coaches must follow the instructions of Event Officials at all times.

Prohibited conduct includes, but it not limited to:

- Violating any law, rule, or regulation, as determined by EA in its sole discretion;
- Using any software or program that damages, interferes with or disrupts an EA service or another's computer or property;
- Using any software, hardware, peripherals, and accessories designed to give the Competitor an unfair advantage;
- Interfering with or disrupting a Competitor's participation in the ALGS;
- Harassing, threatening, bullying, engaging in hate speech, repeatedly sending unwanted messages, including making personal attacks or statements about race, gender, sexual orientation, religion, heritage, etc.;
- Using vulgar or offensive language;
- Physical abuse, fighting, or any other threatening action directed at any Competitor, Coach, spectator, Event Official, or any other person;
- Damage and/or abuse to game devices, hardware, and peripherals, tournament equipment, or the facility/venue/lodging;
- Publishing, posting, uploading, or distributing content, or organizing/participating in any activity, group or guild that EA reasonably determines is inappropriate, abusive, hateful, harassing, profane, defamatory, threatening, obscene, sexually explicit and/or exploitive, infringing, privacy-invasive, vulgar or otherwise inconsistent with the goodwill of EA, offensive, indecent or unlawful;
- Interfering with or interrupting the broadcast or broadcast production;
- Interfering with gameplay, including purposefully breaking a game station, interrupting the power supply, leaving a station before the conclusion of a match, refusing to play, and abuse of in-game pausing;
- Failure to cooperate with safety and security requirements, such as metal detectors and bag searches;
- Failure to follow instructions given by Event Officials and security personnel;
- Logging into the provided game devices with a personal account or playing any game other than the copy of the Game provided for use in the tournament;
- Failing to be available for any post-tournament awards ceremonies, interviews, and the entirety of a Live Event, as well as any promotional activities reasonably requested by EA or other sponsor;
- Competitors watching video streams and/or listening to live coverage of their own match while the match is still in progress;
- Carrying out any third-party promotional activity in connection with the ALGS unless approved in advance in writing by EA.

- Using exploits, bugs, cheats, undocumented features, design errors or other problems which, as determined in the sole discretion of EA, is causing the Game or the ALGS to not function as intended. A non-exhaustive list of Competitor actions which will be deemed an exploit can be found below at **Section A9** below;
- Selling, buying, trading or otherwise transferring or offering to transfer an EA Account or any EA content associated with an EA Account, including EA virtual currency and other entitlements, either within an EA service or on a third party website, or in connection with any out-of-game transaction, unless expressly authorized by EA;
- Playing on behalf of another Competitor, or allowing someone else to play on a Competitor's behalf, in any competitive game mode;
- Gambling, including betting on the outcome of ALGS matches;
- Disclosing confidential information provided by EA or any of its affiliates;
- Disclosing or sharing match codes with anyone outside of a Competitor's own Team;
- Communicating with anyone outside of the active, playing members of a Competitor's own Team or ALGS Officials in any way during an ALGS match until the Competitor's Team is eliminated from the match. After a Team is eliminated from the match, they may also communicate with their Coach;
- Accepting or giving gifts, bribes, rewards or compensation for services that are rendered in connection with competing in the ALGS (with an exception for Competitors with sponsors who pay them based on their performance);
- Causing or contributing to scandal, reputational harm or risk to the integrity and reputation of the ALGS or EA;
- Engaging in any other activity that significantly disturbs a peaceful, fair and respectful gaming environment of the ALGS;
- Failure to attend a Live Event at the applicable date(s) and time(s) posted on the Tournament Site or otherwise communicated to Competitors by tournament sponsor or staff; and
- Failure to join and remain in the official Pro League Discord server's voice channel, as identified by EA or an Event Official, for the duration of Competitor's matches.
- Failure to participate in mandatory scrim matches on media day in advance of Live Events.
- Promoting, encouraging or taking part in any prohibited activity described above.

## **A2. Collusion and Match-Fixing Policy**

Any action or agreement to disadvantage other Competitors to predetermine the outcome of a match, to try to lose a match, to affect the fairness of the ALGS, or to limit efforts to win a match is strictly prohibited.

Any Competitors or Coaches determined by EA to be violating this rule at any phase in the ALGS may be removed from the ALGS. Such Competitors may be forced to forfeit or return any compensation and/or prizes. Additionally, Competitors or Coaches may have their EA and/or Game accounts suspended.

Examples of collusion include, but are not limited to:

- Intentionally losing a match for any reason at any portion of an event;
- Playing on behalf of another Competitor, including using a secondary account, to aid them during any portion of an event;
- Any form of match-fixing or communication with other Competitors or Coaches related to match play or strategy;
- "Soft play", defined as a Competitor not giving their best effort or not taking reasonable and fair actions to gain advantages against their opponent(s) in a match;
- Agreeing to split prize money; and
- Allowing an opponent to score more or less points than they normally would to impact the rankings.

## **A3. Drug & Alcohol Policy**

Competitors and Coaches may not be under the influence of drugs or alcohol while participating in the ALGS. Use of alcohol or drugs by Competitors and Coaches is prohibited on any Live Event premises.

Smoking, including the use of e-Cigarettes and vaporizers, is prohibited during any Live Event except in designated areas. Some Live Event venues may ban smoking entirely.

#### **A4. Dress Code**

Competitors and Coaches who attend or compete in Live Events must wear attire that is appropriate under the circumstances (as determined by EA).

Competitors and Coaches shall not wear, carry, or bear any items of a political nature, or which in EA's opinion cause controversy or reflect unfavorably upon EA, its partners, or the ALGS.

Competitors and Coaches shall not carry out any promotional activity or marketing of brands and services in connection with the ALGS unless otherwise approved in writing by EA.

#### **A5. Reporting Violations**

To report a potential breach of these Official Rules, please email [algs@ea.com](mailto:algs@ea.com).

#### **A6. Penalties**

Violation of these Official Rules or any event-specific rules may, at EA's discretion, result in penalties, disqualification, change in match results, loss of winner status, and/or forfeiture of prizes. All decisions and rulings of EA or Event Officials relating to the ALGS are final and binding. EA reserves the right to penalize any Competitor or Coach in the Competition at any level, at any time, for any reason. Penalties may include, but are not limited to, any or all of the following:

- Warning
- Reprimand
- Forfeiture of single matches
- Forfeiture of all matches
- Reduction in Match Score
- Loss of awards (including prize money and paid travel expenses)
- Loss of points
- Temporary or permanent suspension from the ALGS
- Disqualification from the ALGS and future competitions
- Forfeiture of any registration fees to participate in an event
- Loss of future prize money
- Suspension of one (1) or multiple game accounts for the EA service(s) used by the Competitor

EA also has the right to publicly announce penalties that have been levied on Competitors and Coaches, and such Competitors and Coaches waive any right of legal action against EA, and/or any of its affiliates.

#### **A7. Sponsorship**

Competitors and Coaches in the ALGS may acquire and work with promotional sponsors. Promotional sponsorship is limited, however, to exclude certain categories and industries. If the promotional sponsor falls under one of the below categories, the Competitor or Coach may not display or promote the sponsorship in conjunction with EA, its partners, or the ALGS that offer or are associated with:

- Gambling, wagering, or lottery products or services including but not limited to sports betting, fantasy sites, gambling or similar websites or services;
- Alcohol, tobacco, prescription drugs, restricted drugs and/or similar products or paraphernalia;
- Pharmaceutical products or services, dietary supplements or medical devices;
- Diet, weight loss, or slimming products;
- Cosmetic or plastic surgery;
- Firearms or any type of weapons;
- Pornographic or any sexually explicit or adult material;
- TV-MA, NC-17 and above rated media;
- High fat, salt, or sugar foods and drinks;
- Energy drinks;
- Political ads or otherwise promoting a political agenda;
- Religion or religious agendas;
- Cryptocurrency companies and/or websites promoting/relating to the trade of cryptocurrency;



- Illegal products or services, or content that otherwise violates any applicable laws in the territories where the Game is available;
- Products or services from direct competitors of EA, its partners, and its other subsidiary brands;
- Direct competitors of ALGS official marketing partners;
- Anything that is detrimental to EA's business (e.g., hacking, gold services, account/coin selling, etc.); and
- Anything that is inconsistent with the ESRB, PEGI, OFLC, USK or applicable rating(s) of the Game in a given territory.

The list is illustrative and non-exhaustive. EA reserves the right to add or remove any product or service from the list at any time without notice.

#### **A8. ALGS Username**

Competitors and Coaches will be asked to select a unique username during the ALGS registration process. This ALGS username will be used to identify Competitors and Coaches during events. This ALGS username can be the same as their EA Account ID, PSN ID or XBL Gamertag, but is not required to be the same. The ALGS username must be unique from other Competitor or Coach names and must not be deemed vulgar by EA and its affiliates. ALGS usernames must not: (a) infringe on a third party's intellectual property rights; or (b) violate the law, EA's User Agreement or a third party's right of privacy or right of publicity.

#### **A9. Exploit**

An exploit is a behavior by a Competitor to take advantage of a bug or defect within the Game which may cause incorrect results, behaviors or give an unintended competitive advantage. Below is a non-exhaustive list of Competitor actions which will be deemed an exploit and if found, may result in a penalty.

- Leaving the normal boundaries of a map in a way that does not activate an "out-of-bounds" timer or other exploit that results in the Competitor being able to remain outside of the circle (in the orange) without taking damage.
- Slip surface terrain is designed to be in/on non-playable areas and is intended to be non-playable. Spamming or use of game mechanics to prevent slipping on the slip surface is seen as an exploit.
- Use of one-sided textures on map geometry to block or avoid any incoming damage that would have otherwise connected without the exploited geometry.
- Any other actions communicated to Competitors by ALGS officials or EA.

EA may, in its sole discretion, update this list from time to time.

## APPENDIX B: ELIGIBLE COUNTRIES AND TERRITORIES

To be eligible to participate in the ALGS, Competitors are required to be a legal resident of one of the below-listed countries/territories.

Note: Region groupings are only for purposes of the ALGS and are not indicative of official geographic regions.

| APAC N      | APAC S      | EMEA                   | Americas                 |
|-------------|-------------|------------------------|--------------------------|
| Japan       | Australia   | Austria                | Argentina                |
| Mongolia    | Bangladesh  | Belgium                | Bolivia                  |
| South Korea | Hong Kong   | Bosnia and Herzegovina | Brazil                   |
|             | India       | Bulgaria               | Canada                   |
|             | Indonesia   | Croatia                | Chile                    |
|             | Macau       | Cyprus                 | Colombia                 |
|             | Malaysia    | Czech Republic         | Costa Rica               |
|             | New Zealand | Denmark                | Dominican Republic       |
|             | Philippines | Egypt                  | Ecuador                  |
|             | Singapore   | Estonia                | El Salvador              |
|             | Taiwan      | Finland                | Honduras                 |
|             | Thailand    | France                 | Mexico                   |
|             | Vietnam     | Georgia                | Panama                   |
|             |             | Germany                | Paraguay                 |
|             |             | Greece                 | Peru                     |
|             |             | Hungary                | Puerto Rico              |
|             |             | Iceland                | Trinidad & Tobago        |
|             |             | Ireland                | United States of America |
|             |             | Israel                 | Uruguay                  |
|             |             | Italy                  | Venezuela                |
|             |             | Kazakhstan             |                          |
|             |             | Kuwait                 |                          |
|             |             | Latvia                 |                          |
|             |             | Lebanon                |                          |
|             |             | Lithuania              |                          |

|  |  |                               |  |
|--|--|-------------------------------|--|
|  |  | Luxembourg                    |  |
|  |  | Malta                         |  |
|  |  | Netherlands                   |  |
|  |  | Norway                        |  |
|  |  | Poland                        |  |
|  |  | Portugal                      |  |
|  |  | Qatar                         |  |
|  |  | Romania                       |  |
|  |  | Saudi Arabia                  |  |
|  |  | Serbia                        |  |
|  |  | Slovakia                      |  |
|  |  | South Africa                  |  |
|  |  | Spain                         |  |
|  |  | Sweden                        |  |
|  |  | Switzerland                   |  |
|  |  | Turkey                        |  |
|  |  | Ukraine (excluding<br>Crimea) |  |
|  |  | United Arab Emirates          |  |
|  |  | United Kingdom                |  |

## APPENDIX C: TOURNAMENT FORMATS AND SCORING

### C1. Single Elimination Tournaments

In tournaments featuring Single Elimination gameplay, Teams' results after a set number of matches in each round will be compared to determine advancement to the next round or, if it is the final round, the tournament winners. There may be multiple rounds of competition, including a final round ("Finals"), a round immediately preceding the Finals ("Semifinals"), and a round immediately preceding the Semifinals ("Quarterfinals"). Each tournament will include at least one (1) round. Each round will include a series of matches.

The total number of rounds in the tournament will vary pending the final number of Teams that check-in to the tournament on the day of the competition, but will feature a maximum number of rounds.

For Challenger Circuit Split 1, Challenger Circuit Split 2, and the Online Open:

- All tournaments will have a maximum of seven (7) rounds, including the Finals round.
- The highest seeded Teams may receive a bye into Round 2 in order to prevent all Round 1 series from having fifteen (15) Teams or fewer.
- Each round prior to the Quarterfinals will feature four (4) matches and each of the Quarterfinals, Semifinals and Finals will feature six (6) matches. Teams accumulate points in each match as described in **APPENDIX C6.1**.
- After all matches are completed in a given round, the Teams with the round's ten (10) highest Round Scores (as described in **APPENDIX C6.1**) in each group advance to the next round. When twenty (20) or fewer total Teams remain across all groups, the round to which these Teams advance is the Finals. The remaining Teams will be eliminated from the event.
- The Finals will feature six (6) matches, with Teams accumulating points in each match according to **APPENDIX C6.1**. After all matches are completed in the Finals, the Team with the final round's highest Round Score (as described in **APPENDIX C6.1**) is declared the winner of the tournament. All remaining Teams will be ranked by their Finals Round Scores.

### C2. Group Stage

In this stage, each group plays every other group in a six (6) match series ("Group Stage"), with Teams accumulating points from each match as described in **APPENDIX C6.1**. At the Split 1 Playoffs teams will move on to the Survivor Stage. At the Split 2 Playoffs and Championship teams move on to a Double Elimination Bracket Stage (as described in **APPENDIX C4**).

At the end of the Group Stage at the Split 1 Playoffs, the forty (40) Teams are ranked by the total Match Score earned across all matches played in the Group Stage ("Group Stage Total Match Score") and start the Survivor Stage as follows:

- Fourteen (14) Teams with the highest Group Stage Total Match Score start in the Finals; and
- Twenty (20) Teams with the next highest Group Stage Total Match Score start in the Survivor Stage; and
- Six (6) Teams with the lowest Group Stage Total Match Score are eliminated from the competition.

At the end of the Group Stage at the Split 2 Playoffs and Championship, the forty (40) Teams are ranked by the total Match Score earned across all matches played in the Group Stage ("Group Stage Total Match Score") and start the Double Elimination Bracket Stage as follows:

- Twenty (20) Teams with the highest Group Stage Total Match Score start in the winners bracket; and
- Twenty (20) Teams with the lowest Group Stage Total Match Score start in the elimination bracket round 1.

### C3. Survivor Stage

In this round, Twenty (20) Teams compete in a ten (10) match series, with Teams accumulating points in each match according to **APPENDIX C6.1**. At the Split 1 Playoffs, following the Survivor Stage:

- Six (6) Teams with the highest Round Score (as described in **APPENDIX C6.1**) advance to the Finals; and

- Fourteen (14) Teams with the lowest Round Score are eliminated from the competition.

#### **C4. Double Elimination Bracket Stage**

The Split 2 Playoffs, PLQ, LCQ, and the Championship each feature a double elimination bracket stage. Each of the rounds in the Bracket Stage will feature a series of matches, with Teams accumulating points in each match as described in **APPENDIX C6.1**. A Team's Round Score (as described in **APPENDIX C6.1**) at the end of each round will determine advancement to the following round, or elimination from the tournament as follows:

- For the Split 2 Playoffs and Championship:
  - Winners Round 1: The top ten (10) Teams advance to the Match Point Finals. The remaining Teams fall to Elimination Round 2.
  - Elimination Round 1: The top ten (10) Teams advance to Elimination Round 2. The remaining Teams are eliminated from the tournament.
  - Elimination Round 2: The top ten (10) Teams advance to the Match Point Finals. The remaining Teams are eliminated from the tournament.
- For the LCQ:
  - Winners Round 1: The top ten (10) Teams advance to Winners Round 2. The remaining Teams fall to Elimination Round 1.
  - Winners Round 2: The top ten (10) Teams advance to the Match Point Finals. The remaining Teams fall to Elimination Round 2.
  - Elimination Round 1: The top ten (10) Teams advance to Elimination Round 2. The remaining Teams are eliminated from the tournament.
  - Elimination Round 2: The top ten (10) Teams advance to the Match Point Finals. The remaining Teams are eliminated from the tournament.
- For the PLQ:
  - Winners Round 1: The top ten (10) Teams advance to Winners Round 2. The remaining Teams fall to the Elimination Round.
  - Winners Round 2: The top ten (10) Teams advance to the Match Point Finals. The remaining Teams fall to the Elimination Round.
  - Elimination Round: The top ten (10) Teams advance to the Match Point Finals. The remaining Teams are eliminated from the tournament.

In the Match Point Finals for the Split 1 Playoffs, the Split 2 Playoffs, the Championship, the LCQ and the PLQ, the twenty (20) Teams will compete using the Match Point Mechanic described in **APPENDIX C5**.

#### **C5. Match Point**

The Pro League Regional Finals, Split 1 Playoffs, Split 2 Playoffs, Championship, LCQ and PLQ use the “Match Point” mechanic in the final round to determine the winners of these events. In this round, Teams compete in a series of matches, with Teams accumulating points in each match according to **APPENDIX C6.1**. Once a Team reaches fifty (50) points (“Match Point Threshold”) in this round, it is “Match Point Eligible.”

Once a Team is Match Point Eligible, winning a match (placing first) after the match in which they reach the Match Point Threshold will result in them being declared winners of that tournament. Other Teams will be ranked by their Round Score from this final round. In the Pro League Regional Finals, PLQ and LCQ, if a winning Team is declared before six (6) matches have been played, the winning Team will stop playing and the match series will continue with all remaining teams continuing to compete until six (6) matches have been completed. Following the match series all remaining Teams will be ranked by their Round Score from the final round.

#### **C6. Scoring**

##### **C6.1. Match Scoring**

At the end of each match, Teams are awarded points for their placement and the Team's total number of kills ("Match Score").

The points awarded in each match are:

(A) Placement:

|              |    |
|--------------|----|
| 1st:         | 12 |
| 2nd:         | 9  |
| 3rd:         | 7  |
| 4th:         | 5  |
| 5th:         | 4  |
| 6th - 7th:   | 3  |
| 8th - 10th:  | 2  |
| 11th - 15th: | 1  |
| 16th - 20th: | 0  |

(B) Kills:

1 point for each kill

If a Team misses a match (i.e., no Competitors from the Team played in the match), then the Team receives a Match Score of zero (0) for that match.

At the end of each round or match series, a Team's total points will include the Team's Match Scores for all matches in that round or match series ("Round Score").

In the Pro League, bonus points can be earned by Teams according to the following criteria:

- One (1) bonus point will be awarded if the Team that finished a match series in 1st place has a margin of victory of fifty (50) points or greater over the 2nd place Team. For Teams that win a Regional Finals in fewer than six (6) matches, this bonus point will be assessed using the Round Scores at the time of their Match Point victory.
- One (1) bonus point will be awarded to any Team that wins fifty percent (50%) or more of their matches in a match series. For each match won over the fifty percent (50%) threshold, that Team will be awarded an additional bonus point.

Any bonus points earned will be added to the Team's Pro League Points.

#### C6.2 Online Open and Challenger Circuit Points

Each Competitor is awarded the following points based on their Team's Finishing Rank in the below-noted rounds of each tournament in the Online Opens or Challenger Circuit.

Competitors who missed a Challenger Circuit event due to competing in a Pro League match series will be awarded three hundred twenty (320) Challenger Circuit Points for each Challenger Circuit event that was missed while that Competitor was playing in a Pro League match series. Each Competitor who is a member of a team and has participated in at least six (6) of the matches in that event, earns Challenger Circuit Points.

| Finishing Rank | Finals | Semifinals        | Quarterfinals    |
|----------------|--------|-------------------|------------------|
| 1st            | 500    | Advance to Finals | Advance to Semis |
| 2nd            | 480    | Advance to Finals | Advance to Semis |
| 3rd            | 470    | Advance to Finals | Advance to Semis |
| 4th            | 460    | Advance to Finals | Advance to Semis |
| 5th            | 450    | Advance to Finals | Advance to Semis |
| 6th            | 440    | Advance to Finals | Advance to Semis |
| 7th            | 430    | Advance to Finals | Advance to Semis |
| 8th            | 420    | Advance to Finals | Advance to Semis |
| 9th            | 410    | Advance to Finals | Advance to Semis |
| 10th           | 400    | Advance to Finals | Advance to Semis |
| 11th           | 390    | 280               | 170              |
| 12th           | 380    | 270               | 160              |
| 13th           | 370    | 260               | 150              |
| 14th           | 360    | 250               | 140              |
| 15th           | 350    | 240               | 130              |
| 16th           | 340    | 230               | 120              |
| 17th           | 330    | 220               | 110              |
| 18th           | 320    | 210               | 100              |
| 19th           | 310    | 200               | 90               |
| 20th           | 300    | 190               | 80               |

#### C6.4. Pro League Points

At the end of each match series in the Pro League, Teams are ranked by Round Score and are awarded points toward the Pro League standings as described below.

| Placement | Pro League Series 1-9 | Regional Finals |
|-----------|-----------------------|-----------------|
| 1st       | 25                    | 35              |
| 2nd       | 21                    | 29              |
| 3rd       | 18                    | 25              |
| 4th       | 16                    | 22              |
| 5th       | 15                    | 21              |
| 6th       | 14                    | 20              |
| 7th       | 13                    | 18              |
| 8th       | 12                    | 17              |

|      |    |    |
|------|----|----|
| 9th  | 11 | 15 |
| 10th | 10 | 14 |
| 11th | 9  | 13 |
| 12th | 8  | 11 |
| 13th | 7  | 10 |
| 14th | 6  | 8  |
| 15th | 5  | 7  |
| 16th | 4  | 6  |
| 17th | 3  | 4  |
| 18th | 2  | 3  |
| 19th | 1  | 1  |
| 20th | 0  | 0  |



#### C6.5. Championship Points

Competitors are awarded the following points (“Championship Points”) based on their Team’s Finishing Rank in each event as described below.

To earn Championship Points from the Split 1 or the Split 2 Playoffs, a Competitor must participate in at least twelve (12) matches in the respective event.

For Pro League Split 1 and Split 2, to earn Championship Points, a Competitor must participate in at least twelve (12) matches and remain a Competitor of the same point-earning Team through the event's Transfer Window.

For a player's Championship Points to count towards their team, for the purposes of qualifying for the Championship, they must play twelve (12) matches with their team in Pro League Split 2.

| <b>ALGS Championship Point Distribution</b> |                           |                           |                         |                         |
|---------------------------------------------|---------------------------|---------------------------|-------------------------|-------------------------|
| <b>Finishing Rank</b>                       | <b>Pro League Split 1</b> | <b>Pro League Split 2</b> | <b>Split 1 Playoffs</b> | <b>Split 2 Playoffs</b> |
| 1                                           | 580                       | 580                       | 1000                    | 1000                    |
| 2                                           | 450                       | 450                       | 900                     | 900                     |
| 3                                           | 370                       | 370                       | 840                     | 840                     |
| 4                                           | 290                       | 290                       | 780                     | 780                     |
| 5                                           | 250                       | 250                       | 720                     | 720                     |
| 6                                           | 210                       | 210                       | 680                     | 680                     |
| 7                                           | 170                       | 170                       | 640                     | 640                     |
| 8                                           | 130                       | 130                       | 600                     | 600                     |
| 9                                           | 96                        | 96                        | 560                     | 560                     |
| 10                                          | 80                        | 80                        | 520                     | 520                     |
| 11                                          | 64                        | 64                        | 480                     | 480                     |
| 12                                          | 48                        | 48                        | 460                     | 460                     |
| 13                                          | 32                        | 32                        | 440                     | 440                     |
| 14                                          | 30                        | 30                        | 420                     | 420                     |
| 15                                          | 28                        | 28                        | 400                     | 400                     |
| 16                                          | 26                        | 26                        | 380                     | 380                     |
| 17                                          | 24                        | 24                        | 360                     | 360                     |
| 18                                          | 22                        | 22                        | 340                     | 340                     |
| 19                                          | 20                        | 20                        | 320                     | 320                     |

|    |    |    |     |     |
|----|----|----|-----|-----|
| 20 | 18 | 18 | 300 | 300 |
| 21 | 16 | 16 | 290 | 290 |
| 22 | 14 | 14 | 280 | 280 |
| 23 | 12 | 12 | 270 | 270 |
| 24 | 11 | 11 | 260 | 260 |
| 25 | 10 | 10 | 250 | 250 |
| 26 | 9  | 9  | 240 | 240 |
| 27 | 8  | 8  | 230 | 230 |
| 28 | 7  | 7  | 220 | 220 |
| 29 | 6  | 6  | 210 | 210 |
| 30 | 5  | 5  | 200 | 200 |
| 31 |    |    | 190 | 190 |
| 32 |    |    | 180 | 180 |
| 33 |    |    | 170 | 170 |
| 34 |    |    | 160 | 160 |
| 35 |    |    | 150 | 150 |
| 36 |    |    | 140 | 140 |
| 37 |    |    | 130 | 130 |
| 38 |    |    | 120 | 120 |
| 39 |    |    | 110 | 110 |
| 40 |    |    | 100 | 100 |

## C7. Tiebreakers

### C7.1. Series & Group Stage

If two (2) or more Teams are tied in Round Score, the tie will be resolved by the following 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 sixty-seven (67). Team 1's highest single Match Score is twenty (20) points in the first match of the round and Team 2's highest single Match Score is twenty-two (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 twenty (20) points in Matches 1 and 3 respectively. Team 1's next highest single Match Score is eighteen (18) Points from Match 3, while Team 2's next highest single Match Score is fifteen (15) in Match 2. Team 1 would win the Single Match Score Tiebreaker.

(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.

(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 in the round until all ties are broken or no additional Matches are available. If two (2) or more Teams are still tied, the tie will be resolved randomly.

C7.2 Pro League Standings

If two (2) or more Teams are tied in total Pro League Points at the end of a Split, the tie will be resolved by the following order of priority:

(A) Total Match Score

The Team with the highest total Match Score earned across all matches played in the Pro League Split wins the tiebreaker.

(B) Total Series Wins

The Team with the highest number of first place placements across all rounds played in the Pro League Split wins the tiebreaker.

(C) Total Match Wins

The Team with the highest number of first place placements across all matches played in the Pro League Split wins the tiebreaker.

(D) Highest Single Series Round Score

The Team with the highest Round Score from a single match series in the Pro League Split wins the tiebreaker.

(E) Highest Single Match Score

The Team with the highest Match Score from a single match in the Pro League Split wins the tiebreaker. If two (2) or more Teams are still tied, the tie will be resolved randomly.

C7.3. Championship Points

If two (2) or more Teams are tied in Championship Points, the tie will be resolved by the following order of priority:

(A) Split 2 Playoffs Finishing Rank

The Team with the best Finishing Rank in the Split 2 Playoffs event wins the tiebreaker.

(B) Pro League Split 2 Finishing Rank

The Team with the best Finishing Rank in the Pro League Split 2 wins the tiebreaker. If two (2) or more Teams are still tied, the tie will be resolved by the **APPENDIX C7.2** tiebreakers considering Pro League Split 2 only.

C7.4 Challenger Circuit and Online Open Points

If two (2) or more Teams are tied in Challenger Circuit or Online Open Points, the tie will be resolved as follows:

- The Team with the best Finishing Rank in the most recent Challenger Circuit Tournament wins the tiebreaker for Challenger Circuit Points ties.
- The Team with the best Finishing Rank in the most recent Online Open Tournament wins the tiebreaker for Online Open Points ties.
- Any remaining ties in Challenger Circuit Points or Online Open Points will be broken by the **APPENDIX C7.1** tiebreakers across all Online Open tournaments or all Challenger Circuit tournaments of a particular Split.

## APPENDIX D: DAILY SCHEDULES

The specific start time of each round may vary from the schedule listed below. Specific start times will be posted on [battlefy.com/algs](https://battlefy.com/algs) or Discord after the close of check-in on the first event day.

### D1. Time Zones

The governing time zone for each Region will be the local time in the city noted for each Region as follows:

APAC N - Tokyo  
 APAC S - Singapore  
 EMEA - London  
 Americas - Los Angeles

### D2. Online Opens & Challenger Circuit Tournaments

The following rounds in each tournament will be held on the following days, and matches each day will begin at the stated time depending on how many Teams check-in to the tournament. The following schedule may be consolidated prior to the tournament at EA's sole discretion. In the event of schedule changes, Battlefy will update Competitors directly.

| <320 Teams | EMEA                                        | Americas                                    | APAC N                                      | APAC S                                       |
|------------|---------------------------------------------|---------------------------------------------|---------------------------------------------|----------------------------------------------|
| Day 1      | Rounds 1-2<br>12:00 PM                      | Rounds 1-2<br>12:00 PM                      | Rounds 1-2<br>12:00 PM                      | Rounds 1, 2 and<br>Quarterfinals<br>12:00 PM |
| Day 2      | Quarterfinals and<br>Semifinals<br>12:00 PM | Quarterfinals and<br>Semifinals<br>12:00 PM | Quarterfinals and<br>Semifinals<br>12:00 PM | Semifinals and<br>Finals<br>12:00 PM         |
| Day 3      | Finals<br>6:00 PM                           | Finals<br>6:00 PM                           | Finals<br>6:00 PM                           |                                              |

| 320 ~ 640<br>Teams | EMEA                                        | Americas                                    | APAC N                                      | APAC S                                       |
|--------------------|---------------------------------------------|---------------------------------------------|---------------------------------------------|----------------------------------------------|
| Day 1              | Rounds 1-3<br>12:00 PM                      | Rounds 1-3<br>12:00 PM                      | Rounds 1-3<br>12:00 PM                      | Rounds 1-3, and<br>Quarterfinals<br>12:00 PM |
| Day 2              | Quarterfinals and<br>Semifinals<br>12:00 PM | Quarterfinals and<br>Semifinals<br>12:00 PM | Quarterfinals and<br>Semifinals<br>12:00 PM | Semifinals and<br>Finals<br>12:00 PM         |
| Day 3              | Finals<br>6:00 PM                           | Finals<br>6:00 PM                           | Finals<br>6:00 PM                           |                                              |

| 640 ~ 1,280<br>Teams | EMEA | Americas | APAC N | APAC S |
|----------------------|------|----------|--------|--------|
|----------------------|------|----------|--------|--------|

|       |                                                          |                                                          |                                                       |                                                        |
|-------|----------------------------------------------------------|----------------------------------------------------------|-------------------------------------------------------|--------------------------------------------------------|
| Day 1 | Rounds 1-3<br>12:00 PM                                   | Rounds 1-3<br>12:00 PM                                   | Rounds 1-3<br>12:00 PM                                | Rounds 1-4<br>12:00 PM                                 |
| Day 2 | Round 4,<br>Quarterfinals, and<br>Semifinals<br>12:00 PM | Round 4,<br>Quarterfinals, and<br>Semifinals<br>12:00 PM | Round 4, Quarterfinals,<br>and Semifinals<br>12:00 PM | Quarterfinals,<br>Semifinals and<br>Finals<br>12:00 PM |
| Day 3 | Finals<br>6:00 PM                                        | Finals<br>6:00 PM                                        | Finals<br>6:00 PM                                     |                                                        |

Each round prior to the Quarterfinals will feature four (4) matches that are scheduled to last 150 minutes (2.5 hours). Each of the Quarterfinals, Semifinals and Finals rounds will feature six (6) matches that are scheduled to last 210 minutes (3.5 hours). In both cases, after the first round of the day, the next rounds will start immediately following the conclusion of the previous round.

### **D3. PLQ**

| PLQ   | EMEA                                                        | Americas                                                    | APAC N                                                      | APAC S                                                      |
|-------|-------------------------------------------------------------|-------------------------------------------------------------|-------------------------------------------------------------|-------------------------------------------------------------|
| Day 1 | Winners Rounds 1<br>5:00 PM                                 | Winners Rounds 1<br>5:00 PM                                 | Winners Rounds 1<br>5:00 PM                                 | Winners Rounds 1<br>5:00 PM                                 |
| Day 2 | Winners Round 2<br>12:00 PM<br>Elimination Round<br>5:00 PM | Winners Round 2<br>12:00 PM<br>Elimination Round<br>5:00 PM | Winners Round 2<br>12:00 PM<br>Elimination Round<br>5:00 PM | Winners Round 2<br>12:00 PM<br>Elimination Round<br>5:00 PM |
| Day 3 | Match Point Finals<br>6:00 PM                               | Match Point Finals<br>3:00 PM                               | Match Point Finals<br>5:00 PM                               | Match Point Finals<br>12:00 PM                              |

### **D4. LCQ**

| LCQ   | EMEA                                                                                        | Americas                                                                                 | APAC N                                                                                   | APAC S                                                                                      |
|-------|---------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------|
| Day 1 | Winners Rounds 1<br>5:00 PM                                                                 | Winners Rounds 1<br>5:00 PM                                                              | Winners Rounds 1<br>5:00 PM                                                              | Winners Rounds 1<br>5:00 PM                                                                 |
| Day 2 | Winners Round 2<br>and<br>Elimination Round 1<br>12:00 PM<br>Elimination Round 2<br>5:00 PM | Winners Round 2 and<br>Elimination Round 1<br>12:00 PM<br>Elimination Round 2<br>5:00 PM | Winners Round 2 and<br>Elimination Round 1<br>12:00 PM<br>Elimination Round 2<br>5:00 PM | Winners Round 2<br>and<br>Elimination Round 1<br>12:00 PM<br>Elimination Round 2<br>5:00 PM |
| Day 3 | Match Point Finals<br>6:00 PM                                                               | Match Point Finals<br>3:00 PM                                                            | Match Point Finals<br>5:00 PM                                                            | Match Point Finals<br>12:00 PM                                                              |

**D5. Split 1 Playoffs**

|       |                        |
|-------|------------------------|
| Day 1 | Group Stage Series 1-2 |
| Day 2 | Group Stage Series 3-4 |
| Day 3 | Group Stage Series 5-6 |
| Day 4 | Survivor Stage         |
| Day 5 | Finals                 |

**D6. Split 2 Playoffs**

|       |                                           |
|-------|-------------------------------------------|
| Day 1 | Group Stage Series 1-3                    |
| Day 2 | Group Stage Series 4-6                    |
| Day 3 | Winners Final, Elimination Rounds 1 and 2 |
| Day 4 | Finals                                    |

**D7. Championship**

|       |                                           |
|-------|-------------------------------------------|
| Day 1 | Group Stage Series 1-4                    |
| Day 2 | Group Stage Series 5-6                    |
| Day 3 | Winners Final, Elimination Rounds 1 and 2 |
| Day 4 | Finals                                    |

## APPENDIX E: PRIZES

All amounts are in USD.

### E1. Pro League

Each Pro League Split shall have a Prize pool of Five Hundred Thousand United States Dollars (USD \$500,000). Prizes will be awarded to Teams based on their Finishing Rank at the end of each Pro League Split. A Team's prize total for each Split will be divided by the number of matches played by the Team during that Pro League Split to determine a Team's "Match Prize Amount" for that particular Split. For each match a Team plays in the Pro League Split, the Match Prize Amount will then be divided equally between all Competitors who participated in the match.

| Split Ranking | Americas | EMEA     | APAC N   | APAC S   |
|---------------|----------|----------|----------|----------|
| 1             | \$20,000 | \$20,000 | \$20,000 | \$20,000 |
| 2             | \$15,000 | \$15,000 | \$15,000 | \$15,000 |
| 3             | \$12,000 | \$12,000 | \$12,000 | \$12,000 |
| 4             | \$9,000  | \$9,000  | \$9,000  | \$9,000  |
| 5             | \$7,000  | \$7,000  | \$7,000  | \$7,000  |
| 6             | \$6,000  | \$6,000  | \$6,000  | \$6,000  |
| 7             | \$5,000  | \$5,000  | \$5,000  | \$5,000  |
| 8             | \$4,000  | \$4,000  | \$4,000  | \$4,000  |
| 9             | \$4,000  | \$4,000  | \$4,000  | \$4,000  |
| 10            | \$3,000  | \$3,000  | \$3,000  | \$3,000  |
| 11            | \$3,000  | \$3,000  | \$3,000  | \$3,000  |
| 12            | \$3,000  | \$3,000  | \$3,000  | \$3,000  |
| 13            | \$3,000  | \$3,000  | \$3,000  | \$3,000  |
| 14            | \$3,000  | \$3,000  | \$3,000  | \$3,000  |
| 15            | \$3,000  | \$3,000  | \$3,000  | \$3,000  |
| 16            | \$2,000  | \$2,000  | \$2,000  | \$2,000  |
| 17            | \$2,000  | \$2,000  | \$2,000  | \$2,000  |
| 18            | \$2,000  | \$2,000  | \$2,000  | \$2,000  |
| 19            | \$2,000  | \$2,000  | \$2,000  | \$2,000  |
| 20            | \$2,000  | \$2,000  | \$2,000  | \$2,000  |
| 21            | \$1,500  | \$1,500  | \$1,500  | \$1,500  |
| 22            | \$1,500  | \$1,500  | \$1,500  | \$1,500  |
| 23            | \$1,500  | \$1,500  | \$1,500  | \$1,500  |
| 24            | \$1,500  | \$1,500  | \$1,500  | \$1,500  |
| 25            | \$1,500  | \$1,500  | \$1,500  | \$1,500  |
| 26            | \$1,500  | \$1,500  | \$1,500  | \$1,500  |



|    |         |         |         |         |
|----|---------|---------|---------|---------|
| 27 | \$1,500 | \$1,500 | \$1,500 | \$1,500 |
| 28 | \$1,500 | \$1,500 | \$1,500 | \$1,500 |
| 29 | \$1,500 | \$1,500 | \$1,500 | \$1,500 |
| 30 | \$1,500 | \$1,500 | \$1,500 | \$1,500 |

Additionally, for the Split 1 Playoffs, up to three (3) Competitors on qualifying Teams will receive travel to the Live Event venue (including roundtrip, economy/coach class airfare from a major commercial airport near the Competitor's residence to a major commercial airport near the Live Event venue (ground transport to be substituted for air travel at EA's discretion)) hotel accommodations (three (3) single occupancy rooms for each Team) for seven (7) nights near the Live Event venue, and ground transportation to/from hotel and Live Event venue with an ARV of USD \$3,500. Actual ARV may vary based on travel fare fluctuations and the distance between departure and destination. Winner will not receive the difference between actual value and ARV.

Additionally, for the Split 2 Playoffs and Championship, up to three (3) Competitors on qualifying Teams will receive travel to the Live Event venue (including roundtrip, economy/coach class airfare from a major commercial airport near the Competitor's residence to a major commercial airport near the Live Event venue (ground transport to be substituted for air travel at EA's discretion)), hotel accommodations (three (3) single occupancy rooms for each Team) for six (6) nights near the Live Event venue, and ground transportation to/from hotel and Live Event venue with an ARV of USD \$3,000. Actual ARV may vary based on travel fare fluctuations and the distance between departure and destination. Winner will not receive the difference between actual value and ARV.

## **E2. Split 1 Playoffs**

The Split 1 Playoffs shall have a Prize pool of Two Million United States Dollars (USD \$2,000,000). Prizes will be distributed to Teams based on their finishing rank in the Split 1 Playoffs. All prizes will be distributed equally among the Competitors on the Team who participated in the event.

| <b>Finishing Rank</b> | <b>Prize Amount Per Team</b> |
|-----------------------|------------------------------|
| 1                     | \$600,000                    |
| 2                     | \$300,000                    |
| 3                     | \$200,000                    |
| 4                     | \$150,000                    |
| 5                     | \$125,000                    |
| 6                     | \$100,000                    |
| 7                     | \$80,000                     |
| 8                     | \$60,000                     |
| 9                     | \$50,000                     |
| 10                    | \$40,000                     |
| 11                    | \$30,000                     |
| 12                    | \$27,000                     |
| 13                    | \$24,000                     |
| 14                    | \$22,000                     |
| 15                    | \$20,000                     |
| 16                    | \$18,000                     |

|    |          |
|----|----------|
| 17 | \$16,000 |
| 18 | \$14,000 |
| 19 | \$12,000 |
| 20 | \$10,000 |
| 21 | \$9,000  |
| 22 | \$8,250  |
| 23 | \$7,500  |
| 24 | \$7,000  |
| 25 | \$6,500  |
| 26 | \$6,000  |
| 27 | \$5,750  |
| 28 | \$5,500  |
| 29 | \$5,250  |
| 30 | \$5,000  |
| 31 | \$4,750  |
| 32 | \$4,500  |
| 33 | \$4,250  |
| 34 | \$4,000  |
| 35 | \$3,750  |
| 36 | \$3,500  |
| 37 | \$3,250  |
| 38 | \$3,000  |
| 39 | \$2,750  |
| 40 | \$2,500  |

### **E3. Split 2 Playoffs**

The Split 2 Playoffs shall have a Prize pool of Two Million United States Dollars (USD \$2,000,000). Prizes will be distributed to Teams based on their finishing rank in the Split 2 Playoffs. All prizes will be distributed equally among the Competitors on the Team who participated in the event.

| <b>Finishing Rank</b> | <b>Prize Amount Per Team</b> |
|-----------------------|------------------------------|
| 1                     | \$600,000                    |
| 2                     | \$300,000                    |
| 3                     | \$200,000                    |
| 4                     | \$150,000                    |
| 5                     | \$125,000                    |
| 6                     | \$100,000                    |

|    |          |
|----|----------|
| 7  | \$80,000 |
| 8  | \$60,000 |
| 9  | \$50,000 |
| 10 | \$40,000 |
| 11 | \$30,000 |
| 12 | \$27,000 |
| 13 | \$24,000 |
| 14 | \$22,000 |
| 15 | \$20,000 |
| 16 | \$18,000 |
| 17 | \$16,000 |
| 18 | \$14,000 |
| 19 | \$12,000 |
| 20 | \$10,000 |
| 21 | \$9,000  |
| 22 | \$8,250  |
| 23 | \$7,500  |
| 24 | \$7,000  |
| 25 | \$6,500  |
| 26 | \$6,000  |
| 27 | \$5,750  |
| 28 | \$5,500  |
| 29 | \$5,250  |
| 30 | \$5,000  |
| 31 | \$4,750  |
| 32 | \$4,500  |
| 33 | \$4,250  |
| 34 | \$4,000  |
| 35 | \$3,750  |
| 36 | \$3,500  |
| 37 | \$3,250  |
| 38 | \$3,000  |
| 39 | \$2,750  |
| 40 | \$2,500  |

**E4. Championship**

The Championship shall have a Prize pool of Two Million United States Dollars (USD \$2,000,000). Prizes will be distributed to Teams based on their Finishing Rank in the Championship. All prizes will be distributed equally among the Competitors on the Team who participated in the event.

| <b>Finishing Rank</b> | <b>Prize Amount Per Team</b> |
|-----------------------|------------------------------|
| 1                     | \$600,000                    |
| 2                     | \$300,000                    |
| 3                     | \$200,000                    |
| 4                     | \$160,000                    |
| 5                     | \$120,000                    |
| 6                     | \$100,000                    |
| 7                     | \$80,000                     |
| 8                     | \$60,000                     |
| 9                     | \$50,000                     |
| 10                    | \$40,000                     |
| 11                    | \$30,000                     |
| 12                    | \$28,000                     |
| 13                    | \$26,000                     |
| 14                    | \$24,000                     |
| 15                    | \$22,000                     |
| 16                    | \$20,000                     |
| 17                    | \$18,000                     |
| 18                    | \$16,000                     |
| 19                    | \$14,000                     |
| 20                    | \$12,000                     |
| 21                    | \$10,000                     |
| 22                    | \$10,000                     |
| 23                    | \$10,000                     |
| 24                    | \$10,000                     |
| 25                    | \$10,000                     |
| 26                    | \$6,000                      |
| 27                    | \$6,000                      |
| 28                    | \$6,000                      |
| 29                    | \$6,000                      |
| 30                    | \$6,000                      |

## APPENDIX F: POI DRAFTS

### F1. POI Draft

In advance of all match series in the Pro League Split 1, Pro League Split 2, PLQ, Split 1 Playoffs, Split 2 Playoffs, LCQ and Championship, the ALGS League Operations team will host a POI Draft for participating Teams to select their drop spots, one Team at a time, in sequential order, from a selection of pre-determined landing spots on the applicable game maps (the “POI Draft”). POI Drafts will include as many rounds as maps that will be played in the series.

### F2. Format

Each POI Draft will utilize the format set out below:

- A representative for each eligible Team, as designated by the Team Captain, is required to join the ALGS Pro League Discord server before the start of each applicable POI Draft.
- Each eligible Team will be given thirty (30) seconds per round to make their selection.
- If an eligible Team does not make a selection during their allotted time, they will be marked as away from keyboard (“AFK”) and the POI Draft will move on to the next seeded Team.
  - Any eligible Team who was marked as AFK during their initial selection time, or after having returned from AFK status, must confirm inside of the ALGS POI Draft Tool when they have returned and are ready to make their selection. Once confirmed, the AFK Team will be eligible to make their selection after the current Team on the clock makes their pick.
  - If multiple eligible Teams marked as AFK confirm they are ready to make their selection while the same Team is on the clock, they will become eligible to make their selection in the order they were originally seeded, once the current Team on the clock has made their selection.
  - If an eligible Team(s) is still marked as AFK after all present Teams have made their selections, the AFK Team’s selection(s) will be made randomly by the ALGS POI Draft Tool from the remaining available landing spots.
- Eligible Teams may choose a landing spot from any available map during each round of the draft, but must make a selection from each map before the end of each POI Draft.
- When an eligible Team makes a landing spot selection, that landing spot is removed from the pool of available landing spots and cannot be selected by another Team.
- Game maps with all available pre-determined landing spots will be shared with all eligible Teams ahead of each event’s POI Drafts.

### F3. POI Draft Schedule:

Information on the dates and times of each POI Draft will be shared with eligible Teams, via Discord and the [battlefy.com/algs](https://battlefy.com/algs) website, in advance of each event.

### F4. Draft Order

For each POI Draft, every Team set to participate in the series will be assigned a POI Draft position as set out below:

#### F4.1 Pro League Split 1 & 2, Series 1-9:

All POI Drafts will be snake drafts, where the Round 2 order is the inverse of Round 1. Eligible Teams will be assigned a random number between one (1) and ten (10) within their group. This number will correspond to a balanced schedule of draft positions for each match series prior to the Regional Finals.

#### F4.2 Pro League Regional Finals:

All POI Drafts will be performance-based, weighted drafts where each Team has the same numbered pick in each round. The Draft Order for all eligible Teams will be determined by the Pro League Standings following Series 9 of the Split with the highest ranked Teams drafting first.

#### **F.4.3 PLO:**

All POI Drafts will be performance-based, weighted drafts where each Team has the same numbered pick in each round.

##### **(A) Winners Round 1**

The Draft Order for all eligible Teams will be determined by:

- Challenger Circuit Split 1 Points held by the three (3) highest Points earning Competitors from the Team's locked Roster for the event.
- Ties will be broken by the **APPENDIX C6.4** tiebreakers.

##### **(B) Winners Round 2**

The Draft Order for all eligible Teams will be determined by the following in priority order, with the highest ranked Teams drafting first:

- Pro League Split 1 Standings
- Winners Round 1 Round Score.
- Ties will be broken by the **APPENDIX C6.1** tiebreakers.

##### **(C) Elimination Round**

The Draft Order for all eligible Teams will be determined by the following in priority order, with the highest ranked Teams drafting first:

- Winners Round 2 Round Score
- Winners Round 1 Round Score
- Ties will be broken by the **APPENDIX C6.1** tiebreakers.

##### **(D) Match Point Finals**

The Draft Order for all eligible Teams will be determined by:

- Round Score in each Team's most recent match series, with Teams from the Winners Round 2 t drafting in position 1-10 and the Teams from the Elimination Round drafting 11-20.
- Ties will be broken by the **APPENDIX C6.1** tiebreakers.

#### **F.4.4 Split 1 Playoffs:**

All POI Drafts will be performance-based, weighted drafts where each Team has the same numbered pick in each round.

##### **(A) Group Stage**

The Draft Order for all eligible Teams will be determined by Split 1 Playoffs Seeding (as described in **Section 3.5.1**), with the highest seeded Teams drafting first.

##### **(B) Survival Stage**

The Draft Order for all eligible Teams will be determined by the following in priority order, with the highest ranked Teams drafting first:

- Round Score in Group Stage.
- Single Match Score in Group Stage.
- If still Tied, Ties will be broken by the **APPENDIX C7.1** tiebreakers.

##### **(C) Match Point Finals**

The Draft Order for all eligible Teams will be determined by the following in priority order, with the Teams that did not participate in the Survivor Stage and the highest ranked Teams drafting first:

- Teams from Group Stage, Finishing Rank in the Group Stage.
- Teams from Survivor Stage, Total Round Score after adding each Team's Group Stage Round Score to their Survivor Stage Round Score.
  - If Tied on Total Round Score in Survivor Stage, Tie will be broken by Finishing Rank in the Survivor Stage.

#### **F.4.5 Split 2 Playoffs:**

All POI Drafts will be performance-based, weighted drafts where each Team has the same numbered pick in each round.

##### **(A) Group Stage**

The Draft Order for all eligible Teams will be determined by Split 2 Playoffs Seeding (as described in **Section 3.6.1**), with the highest seeded Teams drafting first.

##### **(B) Winners Round & Elimination Round 1**

The Draft Order will be determined by the Group Stage Standings, with the highest ranked Teams drafting first.

##### **(C) Elimination Round 2**

The Draft Order will be determined by each Team's Total Match Score after adding their Group Stage Total Match Score to their Winners Round or Elimination Round 1 Round Score with Teams from the Winners Bracket and the highest ranked Teams drafting first. Ties will be broken by the **APPENDIX C7.1** tiebreakers across all Group Stage and Bracket Stage matches.

##### **(D) Match Point Finals**

The Draft Order will be determined by each Team's total Match Score after adding their Group Stage Total Match Score to their Winners Round or Elimination Round 2 Round Score with Teams from the Winners Bracket and the highest ranked Teams drafting first. Ties will be broken by the **APPENDIX C7.1** tiebreakers across all Group Stage, Winners Round, and Elimination Round 2 matches.

#### **F.4.6 Championship:**

All POI Drafts will be performance-based, weighted drafts where each Team has the same numbered pick in each round.

##### **(E) Group Stage**

The Draft Order for all eligible Teams will be determined by Championship Seeding (as described in **Section 3.8.1**), with the highest seeded Teams drafting first.

##### **(F) Winners Round & Elimination Round 1**

The Draft Order will be determined by the Group Stage Standings, with the highest ranked Teams drafting first.

##### **(G) Elimination Round 2**

The Draft Order will be determined by each Team's total Match Score after adding their Group Stage Total Match Score to their Winners Round or Elimination Round 1 Round Score with Teams from the Winners Bracket and the highest ranked Teams drafting first. Ties will be broken by the **APPENDIX C7.1** tiebreakers across all Group Stage and Bracket Stage matches.

(H) Match Point Finals

The Draft Order will be determined by each Team's total Match Score after adding their Group Stage Total Match Score to their Winners Round or Elimination Round 2 Round Score with Teams from the Winners Bracket and the highest ranked Teams drafting first. Ties will be broken by the **APPENDIX C7.1** tiebreakers across all Group Stage, Winners Round, and Elimination Round 2 matches.

**F.4.7 LCQ:**

All POI Drafts will be performance-based, weighted drafts where each Team has the same numbered pick in each round.

(A) Winners Round 1

The Draft Order for all eligible Teams will be determined by LCQ seeding (as described in **Section 3.7.1**), with the highest seeded Teams drafting first.

(B) Winners Round 2

The Draft Order for all eligible Teams will be determined by the following in priority order, with the highest ranked Teams drafting first:

- Winners Round 1 Finishing Rank
- Winners Round 1 Round Score. Ties will be broken by the **APPENDIX C7.1** tiebreakers.

(C) All Elimination Rounds

The Draft Order for all eligible Teams will be determined by the following in priority order, with Teams from the Winners Bracket and the highest ranked Teams drafting first:

- Finishing Rank in each Team's most recent match series
- Round Score in each Team's most recent match series.
- Ties will be broken by the **APPENDIX C7.1** tiebreakers.

(D) Match Point Finals

The Draft Order for all eligible Teams will be determined by;

Round Score in each Team's most recent match series, with Teams from the Winners Round 2 drafting in position 1-10 and the Teams from the Elimination Round drafting 11-20. Ties will be broken by the **APPENDIX C7.1** tiebreakers.



## APPENDIX G: LEGEND BAN SYSTEM

The Online Open, Challenger Circuit, Pro League, Pro League Qualifier, Last Chance Qualifier, Split 1 Playoffs, Split 2 Playoffs, and Championship will feature the Legend Ban System.

All Legends will be available to select in the first match of a series, and after each match, the Legend picked by the most Teams in that match will be removed from the pool of available Legends for the remainder of the series. As a result, the number of banned Legends in a series will always equal the number of matches completed.

- If more than one (1) Legend is tied as the most picked in the match, the Legend that was picked most across the series will be removed from the pool.
  - If more than one (1) legend is tied for the most picks in a series, the Team with the highest Match Score that didn't use all of the tied Legends in the most recently completed match will break the tie and the Legend they used will be removed. Match Score ties will be broken by Match Placement.
    - If the tie began with three (3) Legends and the second tiebreaker left two (2) Legends tied, the process will continue until the tie that remains is resolved.
  - If a tie remains after consulting all Teams' Legend usage in the most recently completed match, then the tied Legend with the most Kills in the most recently completed match will break the tie.
    - If a tie remains after consulting tie Legends' kills in the most recently completed match then the tie Legend with the most damage dealt in the most recently completed match will break the tie.
  - If a tie remains, the tie will be broken randomly.

If an entire class of Legends (e.g., Assault, Skirmisher, Recon, Support, Controller) are set to be removed at any point during a series, the Legend from that class that has been banned the longest will return to the pool of available Legends.

- If in the most recently completed match a Legend ban results in a Legend becoming unbanned then an additional Legend will be banned using the same method outlined in Appendix G.
  - If the application of any additional Legend ban results in an entire class being fully removed and causes a Legend to become unbanned, another Legend will be banned using the same method outlined in Appendix G. This process will repeat until no additional Legends become unbanned and no class is fully removed.

## APPENDIX H: ALGS MAPS & MATCH SETTINGS

### ALGS Map Pool

ALGS will feature the following four maps:

- World's Edge
- Storm Point
- E-District
- Olympus

Each competition will have its own map pool featuring maps from the ALGS Map Pool.

**Online Opens:** Olympus, E-District, and Storm Point

**Pro League Split 1:** Storm Point, E-District, and Olympus

**Challenger Circuit Split 1:** Storm Point, E-District, and Olympus

**Split 1 Playoffs:** World's Edge, Storm Point, E-District, and Olympus

**PLQ:** Storm Point, E-District, and Olympus

**Pro League Split 2:** Storm Point, E-District, and Worlds Edge

**Challenger Circuit Split 2:** Storm Point, E-District, and Worlds Edge

**Split 2 Playoffs:** World's Edge, Storm Point, E-District, and Olympus

**LCQ:** Storm Point, E-District, and Worlds Edge

**Championship:** TBD

The map rotation for each competition will be posted at [battlefy.com/algs](http://battlefy.com/algs), at least two (2) weeks before the event's first day of play.

### Pro League, PLQ, LCQ & Live Event Settings

- Game Mode: ALGS
- Aim Assist Override: On
- Anonymous Mode: On
- Game Mode Variant: Standard
- POI Draft Spawn Locations
- Jumpmaster: Disabled
- Hotzones: Disabled
- Spawn Height (from ground): 5000
- Ring Lethality Timer: Removed
- Crafter Grace Period: Removed
- Loot Smoothing: Enabled
- Disabled Items:
  - Heat Shields
  - Holosprays
  - Champion Screen
  - Champion Banner
  - Skydive Emotes
  - Treasure Packs

### Online Open and Challenger Circuit Match Settings:

- Game Mode: Battle Royale: Trios
- Aim Assist Override: On
- Anonymous Mode: On
- Game Mode Variant: Tournament
- Random Spawn Locations
- Hotzones: Disabled
- Ring Lethality Timer: Removed
- Crafter Grace Period: Removed
- Loot Smoothing Enabled
- Disabled Items:

- Heat Shields
- HoloSprays
- Champion Screen
- Champion Banner
- Skydive Emotes
- Treasure Packs

**Regional Datacenters**

Online matches will be hosted on game servers in datacenters in the locations noted for each Region as follows:

- Americas: Virginia = us-east-1
- EMEA: Frankfurt = eu-central-1
- APAC S: Singapore = ap-southeast-1
- APAC N: Tokyo = ap-northeast-1

In the event there are technical or connection issues that require a match to be hosted on a different datacenter than specified above, information about a new datacenter will be communicated to Teams prior to the match start.