



## Apex Legends PS4 Tournaments, Master Circuit Slay Day

### TOURNAMENT RULESET

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# 1. Overview

The Apex Legends PS4 Tournaments, Master Circuit Slay Day ("APEXMCS D" or "Competition") is operated by ESL Gaming (alternatively "ESL" or "Tournament Organizer").

The APEXMCS D is a video game competition conducted using Electronic Arts Inc Apex Legends ("APEX") for the PlayStation®4 console ("PS4") on the PS4.

PS4 Tournaments is in no way sponsored, endorsed or administered by, or associated with, Electronic Arts Inc.

If you have any questions about this competition, its registration process and how to participate, please visit the link [HERE](#).

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## 2. Player Eligibility

### 2.1 Eligibility Requirements

Only eligible individuals can participate in the Competition.

Employees of ESL, Sony Interactive Entertainment LLC ("SIE"), Electronic Arts Inc (alternatively "Publisher") and its respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies, and the immediate family members or persons living in the same household of such employee are not eligible to participate in the competition.

Individuals who wish to participate must:

- a. be residents of a participating jurisdiction as outlined in Appendix B: Countries/Areas & Age.
- b. be eligible to play APEXMCS D according to their local age restrictions, throughout the Tournament, as outlined in Appendix B: Countries/Areas & Age. Players who are minors (under 18 years old), must obtain consent from their parents or legal guardians to enter the Competition. If minor Players have entered Competition, it shall be deemed that they have obtained the required prior consent from their parents or legal guardians. A player will be disqualified where that Player cannot demonstrate, to the satisfaction of the Tournament Organiser, that they have obtained the requisite consent.
- c. at all material times during the Tournament own or have access to a PS4 version of APEX and play ALL matches on a PlayStation®4 console with a compatible controller;
- d. have a valid account for PlayStation Network ("Account for PSN") and an associated PSN ID;
- e. have a valid ESL account;
- f. have at least 5Mb of internet connection bandwidth to be able to broadcast;
- g. confirm acceptance of the terms and conditions governing this Tournament ("APEXMCS D" (see 2.2 below for how to accept).

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Individuals who meet all of the eligibility requirements listed above are referred to hereafter as "Players".

If at any point during the Tournament, the Tournament Organiser becomes aware that an individual does not meet any one of the eligibility requirements they will be removed from participating in the Tournament and/or prevented from winning a prize.

## 2.2 Registration

To register, Players must:

1. sign up for APEXMCS D using the integrated tournament app on the PS4 ("Tournament App") through [compete.playstation.com](https://compete.playstation.com) or the ESL Play tournament hub page [here](#).
2. link their Account for PSN to their ESL account on the Tournament App or on the ESL Play tournament hub page;
3. Read and accept the APEXMCS D Ruleset and relevant privacy policies, including the ESL privacy policy. For more information on how ESL will process your information, please review section 6 ("General Terms") below.

# 3. Tournament Structure

The APEXMCS D will be run in the following regions:

- Europe
- North America

The full list of countries per region is available in Appendix B: Countries & Age.

## 3.1 Registration & Format

### Registration

All Players can enter/take part/participate in the tournament

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## Tournament Format Details

### Day 1

- Number of rounds: 6
- No eliminations
- 1 map per round
- 20 teams per map
- Seeded pool play: Random by Rank
- Reverse point order scoring
- All rounds will be played on the current season's map.
- The final 20 teams will move on to second day **broadcasted final\***

### Day 2 Broadcast

- Number of rounds: 6
- No eliminations
- 1 map per round
- 20 teams per map
- Seeded pool play: Random by Rank
- Reverse point order scoring
- All rounds will be played on the current season's map.

*\*For the second day broadcasted, players will be able to see their invitation via email. Invited players need to confirm participation with admin via email within 24 hours and perform a Discord check-in the day prior to competition. During the Discord check-in players will need to provide a "PS4 connection status" screenshot showing their bandwidth capabilities in order to guarantee the quality and stability of the stream during the tournament.*

### Groups are ranked by the following tie breakers

- Total points
- Most total points for a match in that round
- Highest match placement in that round
- Most kills for a match in that round

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**Seeded pool play:** Random by Rank

- **Round 1**
  - All teams get a random seed
- **Round 2, 3, 4**
  - Based on finishing position on the previous map, teams are seeded into subsequent rounds based on previous round's performance. IE - A team who places 5th in the first round will be assigned to the round 2 lobby against teams who placed 1st, 2nd, 3rd, 4th, 6th, 7th [...] 16th.
- **Reverse Point Scoring on All Rounds**
  - Based on their finishing positions, teams will earn points in each round.
  - Points will be awarded per round in the following way:

Finishing Position	Points Earned
1	12
2	9
3	7
4	5
5	4
6 - 7	3
8 - 10	2
11 - 15	1
16 - 20	0

**Eliminations Points**

- 1 point for each eliminated player

*\*For the second day broadcasted, players will be able to see their invitation via email. Invited players need to confirm participation with admin via email within 24 hours and perform a Discord check-in the day prior to competition. During the Discord check-in*

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*players will need to provide a "PS4 connection status" screenshot showing their bandwidth capabilities in order to guarantee the quality and stability of the stream during the tournament.*

## 3.2 Match Rules

### Match start time

All matches are played on the scheduled match time. To see the match schedule, access the match event page in your PS4 by going to My Events.

### Joining your game lobby

1. Access the match event page (you will be able to see it in the "My Events" tab).
2. Copy the code that you will see in the details of the match.
3. In the game you must enter "Select a game mode".
4. Enter the Tournament Match option and enter the code to join the lobby.
5. Wait until the match starts and play.
6. The result will be automatically submitted at the end of the match.

### Match details

- All settings in each Match will be the default settings of a Ranked Leagues match of Apex Legends
- Map: All rounds will be played on the current season's map.

### No show

Each team has **10 minutes** to show up to a match. (scheduled match start time +10 minutes). Not showing up within 10 minutes results in a default loss.

### Results

Will be automatically submitted at the end of the match.

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## Disconnection

- In the event of a team disconnect, that team will forfeit the match if they are unable to reconnect to the lobby.
- In the event that one or more team players disconnect, the player(s) may not be able to continue the game if they are unable to reconnect, the remaining player(s) will be able to continue the game but will be reduced in numbers.

## Match Disputes

- If any issues are encountered in a match, it's the team responsibility to create a dispute and reach out to the admin team.
- In order to create a dispute, go to the match page in your PS4 and select the option "Go to Support Page".
- Teams are responsible for providing proof of match results in case of disputes. This can be done with screenshots of each victory or video replays uploaded to websites such as Youtube or Twitch.

## 3.3 Match Media

The following match media are acceptable forms of proof during match reporting and protests:

- Twitch livestream VODs (with clear naming of the players, selected fighters, date, tournament round).
- Screenshots (or photographs) showing both players and the result/issue.

# 4. Prizing

Teams can participate in this Competition against Teams from across their Tournament Region (as defined in Appendix B). As a result, prize winners are not guaranteed to be

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participants from any particular country except where stated otherwise. The following prizes for the Tournament will be distributed to the Players based on their finishing position/point of exit from the Tournament as stated below:

### Prize distribution

- 1st place: \$600\* (200 per player) + Seat in Seasonal Final
- 2nd place: \$300\* (100 per player) + Seat in Seasonal Final
- 3rd -4th place: \$150\* (50 per player) + Seat in Seasonal Final
- 5th – 10th place: Seat in Seasonal Final

\*Cash prizes are per team and will be split evenly across players.

Cash prizes are always before taxes. For this competition, ESL uses [Matcherino](#) to deliver prize money. Matcherino will automatically deduct taxes from prize winnings, except where prohibited by local law.

### 4.1 Prizing Terms and Conditions

Prizes are not transferable. No substitution of Prizes for other goods and services is permitted, except ESL reserves the right to provide a substitute Prize of approximately equal value if the advertised prize is unavailable. All expenses not specified above, including, without limitation, all federal, state and local taxes, and international tariffs, are the sole responsibility of the individual Winner.

Receiving a prize is contingent upon compliance with these Official Rules; all prizes claimed in accordance with these Official Rules will be awarded. In the event that a potential winner is disqualified or the prize is forfeited for any reason, ESL will award the applicable prize, time permitting given the nature of the prize, to the next eligible runner-up Competitor. Only 3 alternate runner-up winners will be chosen, after which the tournament organiser retains the discretion to donate the applicable prize to a charity of ESL's choosing. Potential winners may be required to provide a shipping address to claim the prize. Allow up to 3 months for delivery of prizes.



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## 5. Game Coverage

SIE reserves exclusive rights to the coverage of PS4 Master Circuit Slay Day matches. This includes all forms of transmission, including IRC Bots, Shoutcast-streams, live broadcasts on platforms like Twitch, Youtube and the likes. SIE can assign the coverage rights of a match or of several matches to a third party or to the actual players themselves. In this case, terms and conditions would have to be arranged with SIE management, or ESL as Tournament Organizer, before the match is shown. In case of a broadcasted Final, additional rules can apply. In this case all participants will be informed of the new ruleset within their invitation

In general, SIE or ESL as Tournament Organizer, will contact any player or team if they wish to broadcast one of their matches. If no contact is made within 24 hours before a match starts, Players are allowed to arrange their own broadcasts.

## 6. General Terms

Players' personal data will be collected, shared, and used subject to ESL's Privacy Policy which includes ESL's sharing of personal data with SIE. By choosing to participate in the Tournament, you agree to such Privacy Policy and data sharing with SIE. Players' personal data will be processed for the purpose of organising, running and monitoring the Competition and prize fulfilment, including, publishing Player's names in public brackets, and if a Player wins a prize, publishing (i) their name on the Winner(s) List and (ii) their name and country of residence online (including but not limited to social media or the ESL Website) in connection with the Competition. Please note that if you choose to link your Account for PlayStation Network with ESL and participate in the Tournament, your personal data, name and country, as mentioned before, will be displayed publicly regardless of any choice you made to hide [Game Name] in your Account for PlayStation Network or console privacy settings.

Players can remove their name from the Winner(s) List by unlinking their PSN and ESL account and deleting their ESL account.

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Personal data will be processed in Germany, in the European Union, or any other country in which, ESL, its subsidiaries, or third party agents operate. By entering the Competition, you consent to your personal data being transferred to recipients in the United States and other countries that may not offer the same level of data protection as the laws in your country/area of residence or citizenship.

Players have the right to access, delete, and correct their personal data on their ESL [account page](#).

1. Sign into [your ESL account](#)
2. Edit your personal data
3. Save

By participating in this Competition, each Player further agrees:

(a) That the tournament organiser's decisions will be final and binding on all matters related to this Competition;

(b) The Competition is governed by the laws of the State of California and all claims must be resolved in the United States. Nothing in these Official Rules shall have the effect to deprive you of the consumer protection rights granted to you by the laws of your country of residence that cannot be derogated from by agreement.

(c) The Tournament Organizer reserves the right to cancel, suspend and/or modify the Competition, or any part of it, if any fraud, technical failures or any other factor impairs the integrity or proper functioning of the Competition, as determined by Tournament Organizer in its sole discretion. If terminated, Tournament Organizer may, in its sole discretion, determine the winners from among all non-suspect, eligible entries received up to time of such action using the judging procedure outlined above. Tournament Organizer, in its sole discretion, reserves the right to disqualify any individual it finds to be tampering with the entry process or the operation of the Competition or to be acting in violation of these Official Rules or those of any other Competition, or the PlayStation Network Terms of Service and Users Agreement, or in an unsportsmanlike or disruptive manner and void all associated entries. Any attempt by any person to deliberately undermine the legitimate operation of the Competition may be a violation of criminal and civil law, and, should such an attempt be made, Tournament Organizer reserves the right to seek damages and other remedies (including attorneys' fees) from any such person to the fullest extent permitted by law. Tournament Organizer's failure to enforce any term of these Official Rules shall not constitute a waiver of that provision.

(d) To the fullest extent permitted by applicable law, by participating in the Competition each Player agrees (or, if a minor, such player's parent or legal guardian agrees on such Player's behalf) to completely release and hold harmless Sony Interactive Entertainment Inc., Sony Interactive Entertainment Europe Ltd., and Sony Interactive Entertainment LLC, and each of their respective employees, agents, parents, subsidiaries, and affiliates from any and all liability or any injury, loss or damage of any kind arising in connection with the Competition.

(e) By accepting any of the prizes, you acknowledge and agree that the Tournament Organizer and its designees have the right to use the below information and any other information provided in the administration, marketing, and promotion of the APEXMCSO, without further consent or compensation to you, unless otherwise noted below:

- Background info: Full name, country of residency, age, platform, persona (including PSN ID), likeness
- Social Media info: Twitter handle and Twitch account handle (if applicable)

(f) THE PLAYERS ACKNOWLEDGE THAT GIVING AND TAKING BRIBES ARE ILLEGAL. THE TOURNAMENT ORGANIZER RESERVES THE RIGHT TO DISQUALIFY, AT ITS SOLE DISCRETION, ANY PARTICIPANT THAT IS INVOLVED WITH ANY ILLEGAL ACTIONS.

Nothing in these Official Rules shall be deemed to exclude or restrict any of the Player's statutory consumer rights.

### **Commercial Rights**

All commercial rights (including without limitation any and all marketing and media rights) relating to the APEXMCSO belong to Tournament Organizer and its licensors.

Players shall not associate themselves with the APEXMCSO, ESL, Electronic Arts Inc, or SIE in any commercial manner, nor use any intellectual property rights of those parties, nor shall they permit any third parties to do so, without the prior written consent of Tournament Organizer or the applicable rights holders, which consent may be granted or withheld in each of their sole discretion.

Any Player or Player ad sponsor wishing to carry out or facilitate any promotional or marketing activities with respect to the APEXMCSO, will need prior written consent from Tournament Organizer or from the respective rights holders, which may be granted or withheld in each of their sole discretion.

The recording and dissemination of images or footage of the APEXMCSO for commercial purposes by or on behalf of Players is strictly prohibited.

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“PlayStation” and “PS4” are trademarks or registered trademarks of Sony Interactive Entertainment Inc.

## **Appendix A: Code of Conduct**

This Code of Conduct applies to all Players in the APEXMCS D at all levels of the Competition unless otherwise specified.

Where a Player is found to have acted in contravention of the Code of Conduct, the Tournament Organiser reserves the right to levy penalties, sanction or disqualify any Player at its discretion.

### **DURING THE TOURNAMENT**

Players must conduct themselves in a reasonable manner, maintaining an appropriate demeanour to spectators, members of the press, tournament administrators, and to other Players. These requirements apply to both offline and online, including with respect to social media conduct. All players are expected to adhere to the standards of good sportsmanship at all times.

Players will refrain from using vulgar or offensive language.

Abusive behaviour, including harassment and threats is prohibited.

Physical abuse, fighting or any threatening action or threatening language, directed at any Player, spectator, official or any other person is prohibited.

Any action that interferes with play of a game, including but not limited to purposely breaking a game station, interfering with power, and abuse of in-game pausing, is prohibited and can result in match forfeiture and/or disqualification from the competition.

Gambling, including betting on the outcome of games, is prohibited.

Players must not disclose any confidential information provided by the tournament organiser or any of its affiliates to any other people or groups of people, including via social media.

### **COLLUSION POLICY**

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Collusion is defined as any agreement among two or more Players to disadvantage other Players in the Competition. Collusion between Players is strictly prohibited. Any Players determined by the tournament organiser at any phase of the APEXMCS D to be engaging in collusion will be removed from the Competition, be forced to return any compensation and/or prizes they've received.

Examples of collusion include, but are not limited to:

- Intentionally losing a match for any reason.
- Playing on behalf of another Player, including using a secondary account, to aid them.
- Any form of match-fixing.
- Agreeing to split prize money.

## **PENALTIES**

Violation of any part of these Official Rules will, at the Tournament organiser's election, result in (a) sanction(s) and/or (b) loss of winner status. All Players must follow the tournament organiser's directions. All decisions and rulings of the tournament organiser are final and binding. The Tournament organiser reserves the right to sanction any Player in competition at any level, at any time for any reason. Sanctions may include, in no particular order, the following:

- Warning
- Reprimand
- Forfeiture of single match
- Forfeiture of all matches
- Loss of awards (including prize money and other paid expenses)
- Disqualification from the APEXMCS D

The tournament organiser also has the right to publicly announce penalties that have been levied on Players. Players who have been penalized by the tournament organizer hereby waive any right of legal action against the APEXMCS D and PlayStation, and/or any of its affiliates.

Please note that this Code of Conduct is in addition to the code of conduct in the PlayStation Network Terms of Service and User Agreement and any game-specific terms of service that may be applicable to your participation in the APEXMCS D.

## **PLAYER SPONSORSHIP**

Players in the APEXMCS D have the ability to acquire ad sponsors. Ad sponsorship acquisition is limited, however, to exclude certain categories and industries. If the ad

sponsor falls under the below limited categories, then the ad sponsorship may not be displayed by the Player in conjunction with or during the APEXMCS D. Tournament Organizer and its designees reserve the right to update the below list at any time. The following is a nonexclusive list of prohibited ad sponsors:

- Gambling or gambling websites
- Alcohol, Tobacco, and/or Non-“over-the-counter” Drugs
- Firearms or any type of weapons
- Pornographic or adult material
- Products or services from direct competitors of PlayStation, its partners, and its other subsidiary brands
- Direct competitors of PlayStation

Tournament Organizer reserves the right to prohibit any third party at their sole discretion.

#### Appendix B: Countries & Age

Below is a comprehensive list of all eligible countries, their respective tournament region and minimum age required to participate in APEXMCS D tournaments:

<b>Country</b>	<b>Region</b>	<b>minimum age for eligibility</b>
Canada	North America	18
Mexico	North America	18
United States	North America	18
Austria	Europe	18
Belgium	Europe	18
Bulgaria	Europe	18
Croatia	Europe	18
Cyprus	Europe	18
Czech Republic	Europe	18
Denmark	Europe	18

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Finland	Europe	18
France	Europe	18
Germany	Europe	18
Greece	Europe	18
Hungary	Europe	18
Iceland	Europe	18
Ireland	Europe	18
Italy	Europe	18
Luxembourg	Europe	18
Malta	Europe	18
Netherlands	Europe	18
Norway	Europe	18
Poland	Europe	18
Portugal	Europe	18
Romania	Europe	18
Slovakia	Europe	18
Slovenia	Europe	18
Spain	Europe	18
Sweden	Europe	18
Switzerland	Europe	18
Turkey	Europe	18
Ukraine	Europe	18
United Kingdom	Europe	18