



Apex Legends
PS4 Tournaments, Open Series
TOURNAMENT RULESET

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1. Overview

The Apex Legends PS4 Tournaments, Open Series ("APEXOS" or "Competition") is operated by ESL Gaming (alternatively "ESL" or "Tournament Organizer").

The APEXOS is a video game competition conducted using Apex Legends ("Apex") for the PlayStation®4 console ("PS4"). APEXOS will have Weekly Qualifiers and one Monthly Final, online tournaments.

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

2. Teams Eligibility

2.1 Registration and acceptance of official rules

Teams must sign up for APEXOS using the integrated tournament app on the PS4 ("Tournament App"), through compete.playstation.com or the ESL Play landing page to be considered for eligibility. Teams who meet the eligibility requirements in the Teams Eligibility section below (individually a "Team" or "competitor" or "Participant") and its players must also (1) own or have access to Apex Legends on the PS4; (2) own or have access to a PS4 and compatible controller; (3) have a valid account for PlayStation™Network ("Account for PSN") and an associated PSN ID; (4) be residents of an applicable jurisdiction as outlined in Appendix B.

All players of a team must link their Account for PSN to their ESL account on the Tournament App or on the ESL Play tournament hub page. Teams must read the APEXOS ruleset and relevant privacy policies, including the [ESL privacy policy](#), and agree to these rules before entering the tournament. Once a Team has registered, they are considered for eligibility for the entire APEXOS, as outlined in Section 3. Competition Structure.

2.2 Age

The three players of a team must be eligible to play Apex Legends according to their local age restrictions, at the point of tournament registration, as outlined in Appendix B: Countries & Age.

2.3 Employees & Conflicts of Interests

Employees of ESL, Sony Interactive Entertainment LLC ("PlayStation"), Electronic Arts Inc (alternatively "EA" or "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 employees are not eligible to participate in the competition.

3. Competition Structure

The APEXOS will be run in the following regions:

- Europe
- North America
- South America
- APAC - North
- APAC - South
- Middle East

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

Europe and North America will have qualifiers in Eastern and Western time slots.

Teams qualify and advance through qualifiers within the month. Each season lasts for 1 month and consists of Weekly Qualifiers and the Monthly Finals. Team eligibility resets every month. Teams who qualified for the Monthly Finals in previous months need to qualify again through Weekly Qualifiers in the current month.

3.1 Open Qualifiers

Registration

All teams are eligible to participate in Weekly Qualifiers tournaments.

Tournament Format Details

Format

- Number of rounds: 4+
- No elimination until round 4

- The 5th round will start for only the teams that reached 40 points in the overall ranking. If there's less than 20 teams with that score, additional teams will be added according to the ranking
- Round 6th will start only for teams that reached 50 points in the overall ranking
- In case of a tie with the points, an additional 7th round will be played with the tied teams
- 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 following available map(s) :
 - All rounds will be played on the current season's map.

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. The total points earned across all maps will determine who will advance to the Monthly Finals
 - From each Weekly qualifier for North America and Europe the TOP10 in the overall ranking qualify for the Monthly Finals.
 - From each Weekly qualifier for South America, Middle East, APAC North and APAC South the TOP20 in the overall ranking qualify for the Monthly Finals.
 - 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

Kills Points

- 1 point for each kill

3.2 Monthly Final

Registration

Teams who qualify from Weekly Qualifiers will be invited to the upcoming Monthly

Final tournament from the current month. Invited teams will be able to see their invitation via email and in their PS4 Notifications. Invited teams need to sign-up and check-in to the eligible tournaments in order to participate.

Tournament Format Details

- Mode: FFA
- Best 10 Advance to next round
- Teams are randomly assigned to lobbies for the first round. The Top 10 finishers from the first and all subsequent rounds will advance through the tournament, being placed into lobbies of 20 previous round Top 10 finishers in subsequent rounds.
- The final 20 teams will play out the final lobby to determine final finishing order

Amount of Teams	Number of rounds
1-20	1
21-40	2
41-80	3

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

3.3 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.

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.

3.4 Match Media

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

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

4. Prizing

Prize distribution for Weekly Qualifiers

1st place: \$100*

*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.

The teams that sign up, check in and play the first 4 rounds of the qualifier will receive:

- PS4 Tournaments Base Theme and Avatar (can only be won once per player)
- Best 40% of the teams will receive an exclusive PS4 Tournaments Elite Theme and Avatar (can only be won once per player)

Prize distribution for Monthly Finals

- 1st place: \$400*
- 2nd place: \$300*
- 3rd place: \$200*
- 4th place: \$100*

*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.

All the finalists will receive the PS4 Tournaments Champions Theme and Avatar (can only be won once per player).

APAC North Specific Prizing

Prize distribution for Weekly Qualifiers

1st place: \$45*

*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.

The teams that sign up, check in and play the first 4 rounds of the qualifier will receive:

- Apex Legends Base Theme and Avatar (can only be won once per player)
- Best 40% of the teams will receive an exclusive Apex Legends Elite Theme and Avatar (can only be won once per player)

Prize distribution for Monthly Finals

- 1st place: \$45*
- 2-4th place: \$30*

*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.

All the finalists will receive the PS4 Tournaments Champions Theme and Avatar (can only be won once per player). The winner of the Final will additionally receive the exclusive Apex Legends Champions Theme and Avatar (can only be won once per player).

4.1 Prizing Terms and Conditions

Prizes are not transferable. No substitution of Prizes for other goods and services is permitted, except that 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.

5. Game Coverage

PlayStation reserves exclusive rights to the coverage of PS4 Open Series matches. This includes all forms of transmission, including IRC Bots, Shoutcast-streams, live broadcasts on platforms like Twitch, Youtube and the likes. PlayStation can assign the coverage rights of a match or of several matches to a third party or to the actual teams themselves. In this case, terms and conditions would have to be arranged with PlayStation management, or ESL as tournament organizer, before the match.

In general, PlayStation 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, individual players and teams are allowed to arrange their own broadcasts.

6. General Terms

Participants' personal information will be subject to [ESL privacy policy](#) and Cookie Policy, available at for the purposes listed therein. Furthermore, Participants' personal information will be processed for the purpose of organizing, running and monitoring the Competition and prize fulfillment, including, if Participant wins a prize, publishing (i) their name on the Winner(s) List and (ii) their name and country of residence online or in any other media in connection with the Competition.

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

Personal information will be processed in the United Kingdom or any other country in which, ESL, its subsidiaries, or third party agents operate. By entering the Competition, you consent that your 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.

Participants have the right to access, withdraw, and correct their personal information on their [account page](#).

By participating in this Competition, each Participant 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 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, the 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) By accepting any of the prizes, you acknowledge and agree that the Tournament Organiser and its designees have the right to use the below information and any other information provided in the APEXOS in the administration, marketing, and promotion of the APEXOS, without further consent or compensation to you, unless otherwise noted below:

Background info: Full name, country of residency, age, platform, persona (including PSN ID)

Social Media info: Twitter handle and Twitch account (if applicable)

(e) THE TEAMS 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 Winner's or the Entrant's statutory rights as a consumer.

Commercial Rights

All commercial rights (including without limitation any and all marketing and media rights) relating to the APEXOS belong to Tournament Organizer and its licensors. Participant shall not associate themselves with the APEXOS, ESL, EA, or PlayStation 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 Participant or Participant ad sponsor wishing to carry out or facilitate any promotional or marketing activities with respect to the APEXOS, 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 APEXOS for commercial purposes by or on behalf of the Participant is strictly prohibited.

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

APPENDIX A: CODE OF CONDUCT

The below Code of Conduct applies to all teams in the APEXOS at all levels of the competition unless otherwise specified. The tournament organiser reserves the right to levy penalties, sanction or disqualify any team at its discretion.

TEAM BEHAVIOR

Competitors must conduct themselves in a reasonable manner, maintaining an appropriate demeanor to spectators, members of the press, tournament administrators, and to other teams. These requirements apply to both offline and online, including with respect to social media conduct and activity on live streams. All teams are expected to adhere to these standards of sportsmanship.

DURING THE TOURNAMENT

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

Teams will refrain from using vulgar or offensive language.
Abusive behavior, including harassment and threats is prohibited.
Physical abuse, fighting or any threatening action or threatening language, directed at any team, 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.
All teams 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

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

Examples of collusion include, but are not limited to:

- Intentionally losing a match for any reason.
- Playing on behalf of another competitor, 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 teams 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 team 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 APEXOS

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

TEAM SPONSORSHIP

Teams in the APEXOS 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 team in conjunction with or during the APEXOS. 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 APEXOS tournaments:

Country	Region	Minimum age for eligibility
Austria	Europe	18
Belgium	Europe	18
Bulgaria	Europe	18
Croatia	Europe	18
Cyprus	Europe	18
Czech Republic	Europe	18
Denmark	Europe	18
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
Russian Federation	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
Canada	North America	16
Mexico	North America	16
United States	North America	16
Argentina	South America	16
Bolivia	South America	16
Brazil	South America	16
Chile	South America	16
Colombia	South America	16
Costa Rica	South America	16
Ecuador	South America	16
El Salvador	South America	16

Guatemala	South America	16
Honduras	South America	16
Nicaragua	South America	16
Panama	South America	16
Paraguay	South America	16
Peru	South America	16
Uruguay	South America	16
Hong Kong	APAC South	16
India	APAC South	16
Indonesia	APAC South	16
Malaysia	APAC South	16
Singapore	APAC South	16
Taiwan	APAC South	16
Thailand	APAC South	16
Japan	APAC North	19
South Korea	APAC North	19
Israel	Middle East	16
Kuwait	Middle East	16
Lebanon	Middle East	16
Qatar	Middle East	16
Saudi Arabia	Middle East	16
United Arab Emirates	Middle East	16