

## APEX LEGENDS

**Platform:** PC

**Maximum Teams:** 16

**Entry Fee:** \$10 entry fee per player

**Prizes:** Payout based on # of entries; 70/20/10% prize split

### GENERAL RULES

**Match Type:** 3 person Squad (High Score)

**Time Limit:** 10 Minutes

**Matches Played:** 1

### Additional Rules

Placement and kills from each round will be totaled for a final score.

Each kill = 1 point (per team member)

1st place finish = 10 points

2nd place finish = 9 points

3rd place finish = 8 points

4th place finish = 7 points

5th place finish = 6 points

6th place finish = 5 points

7th place finish = 4 points

8th place finish = 3 points

9th place finish = 2 points

10th - 30th place finish = 1 point

### TOURNAMENT MATCH PLAY RULES

1. **Game Ties:** If a Game ends in a tie, it must be replayed. When a Game is replayed, the Host is not changed.
2. **Warm-up:** No warm-up or practice Games are permitted once the Match's first Game has begun.
3. **Delays:** Players may not delay the start of a Match beyond its scheduled start time, without the approval of a Tournament Official. Teams may delay a Match between Games for up to ten minutes. Teams can request that a Tournament Official enforce this ten minute time limit. After ten

minutes of a Tournament Official enforced delay, if the delaying Team does not have the minimum required Players, they will Forfeit the Match.

- 4. Minimum Required Players:** Teams must have all Players present in order to start a Game. A Team will Forfeit the Match if they don't have all Players present by 15 minutes after a Match's default start time (Grace Period). Teams will be forced to start a Game at the end of a Grace Period.

**Normal Boundaries:** Players who move their Character outside of the normal boundaries of a Map may Forfeit the Game. Moving outside of the normal boundaries of a Map includes but is not limited to part of the Character's body passing through what should be a non-permeable surface or object, and moving into any area from which your Character registers shots on an opponent who is not able to register shots on your Character.