

# **TCS eSports League ft. Fortnite 2026 - Ruleset**

## **§1 - General**

These rules form the framework of the TCS eSports League featuring Fortnite. Players agree to these rules without any exception after registration.

## **§2 - Registration & Eligibility**

All players are eligible to participate unless the following apply :

- ❖ Players who have been excluded by the tournament organisers from the TCS eSports League Discord or any other competition.
- ❖ Minimum age of 13+
- ❖ Players who have been excluded by Epic Games and/or Fortnite. <https://legal.epicgames.com/epicgames/tos>.
- ❖ The tournament is open to everyone as per Epic Games ruleset.
- ❖ Players may be refused participation at the discretion of the organisers and administrators.

## **§3 - Fair and sportsmanlike behaviour**

In order to ensure friendly interaction between all players and tournament organisers, everyone is required to be fair and have a sportsmanlike behaviour.

### **3.1 - Offences**

The following things are prohibited:

- ❖ Using an account from another player to participate
- ❖ Use of prohibited software (macros, etc.)
- ❖ Assisting an opponent in any form, or teaming with them
- ❖ Account sharing: giving your colleague your account so that they can play for you
- ❖ Gaining an advantage by watching a stream (stream sniping) - Exception: If the stream does not have at least one minute delay, no action will be taken by the tournament organisation.

Should anything happen that is not specified above, it is up to the tournament organisers how to punish the player.

## **§4 - Responsibilities and obligations**

Any player who has qualified for the final is required to be in contact with a tournament organiser. Players must also comply with the following responsibilities:

- ❖ Use of the TCS eSports League Discord: <https://discord.gg/DgHaaFWFjh>
- ❖ Use of the Warlegend Client: <https://www.wls.gg/>
- ❖ Linking the corresponding Epic and Discord account to Warlegend
- ❖ Communication with the tournament organiser

## **§5 - Gameplay**

### **5.1 - Tie-Breaks**

If players have the same number of points after all rounds have been played, action is taken in the following order:

1. The player with more Victory Royales advances.
2. The player with the higher average number of eliminations advances.
3. The player with the better average placement advances
4. The player with longer survival time advances

### **5.2 - Technical issues**

Should a player have technical problems, this is not the fault of the tournament organisation. The competition will not be restarted or stopped as a result. If multiple players have technical problems, the tournament organisation will decide which steps will be taken.

### **5.3 - Qualified teams**

You can participate in both qualifying rounds even if you have qualified for finals already. Please make sure to play for practice and do not grief other players intentionally (an aggressive playstyle is no griefing, but if you follow a team or player in an unnatural behaviour and get reported you might get banned and / or disqualified - decision is up to the experienced admin team).

Top 35 solos will advance to the finals (from Qualifier 1 and 2). 30 solos will be invited.

### **5.4 - Not received points**

If you have not received any points for a round, you can manually upload the .replay file on War Legend tournament page. If this does not work, the tournament administrator cannot assign points manually. Exception: If the points are relevant for qualification or placement, a tournament organiser may be contacted. You must create a support ticket to contact the Administrator team.

### **5.5 - Not playing all games**

If you don't play all the games in the final, you will be banned for the next tournament. If you are unable to play the final, you must inform the tournament organisation before the start. If there are any reasons during the rounds why you could not play all rounds, this must be reported immediately to a tournament organiser. If the tournament organiser is not informed on the same day, you will be banned for the next tournament without exception. This rule does not apply to the qualifiers.

## **§6 - Penalties**

A penalty serves as a way to punish unauthorised actions.

### **6.1 - Decisions by the tournament administration**

Decisions made by the tournament administration must always be followed. These decisions may be changed and/or cancelled at a later time.

### **6.2 - Appeal**

An appeal against a ban or other restrictions can be made to the tournament organisers.

## **§7 - Prize money**

The prize money distribution can be found here: <https://tcs-esports-league.ch>. All players eligible for prize money must contact an administrator via our Support Ticket system on Discord. The winnings will then be paid out within 4 weeks from the start of your contact. Please note that winnings can be delayed at the discretion of organisers.