

AVGL Weeklies featuring Apex

Rules & Guidelines

1. OVERVIEW

- 1.1. AVGL Weeklies featuring Apex is a bi-weekly event, happening every other week organized by AVGL. The event's purpose is to bring together the Apex community for fun and friendly competition.
- 1.2. All communication for AVGL events will be streamlined through AVGL's official discord: <https://discord.gg/avglofficial>.

2. REGISTRATION & ELIGIBILITY

- 2.1. Registration will take place on avg1.org
- 2.2. Teams consist of three (3) players and one (1) sub.
 - 2.2.1. Subs may be used at any time.
- 2.3. Eligible teams/players are comprised of the following:
 - 2.3.1. Players must be in good academic standing.
 - 2.3.2. Players must attend the same school.
 - 2.3.3. Players must be enrolled in a two or four year accredited college program in the United States or Canada taking a minimum of six (6) credit hours in the Fall of 2023.
 - 2.3.4. Player accounts must be in good standing.
 - 2.3.5. Players must be at least 18 years of age at time of competition.
- 2.4. Players must have verified ".edu" or appropriate school emails associated with their AVGL account.
- 2.5. Players must have verified in-game names associated with their AVGL account.
- 2.6. Players cannot be part of a signed professional team.
- 2.7. A school may have an unlimited number of teams participating in the event.
- 2.8. Rosters may not be changed once the tournament has started.
 - 2.8.1. Exceptions may be made on a case-by-case basis from admins.
- 2.9. Player in-game names should be appropriate and not contain any offensive language.
- 2.10. Players may participate via Origin, Steam, Xbox, or Playstation.

3. DATES / SCHEDULE

- 3.1. Games will take place every other Wednesday starting on July 19th at 7:00pm EST / 4:00pm PST.
 - 3.1.1. Refer to the event page(s) to see upcoming weekly events dates.
- 3.2. Registration closes one hour prior to the event start time.

4. CHECK-IN

- 4.1. Check-in opens one hour prior to the event start in the [AVGL Discord](#).
- 4.2. The first 20 complete teams to check in via the Discord above with a full roster will guarantee their slot.
- 4.3. Participants must verify their team via Discord in the "check-in" channel in order to receive lobby code access.
- 4.4. Teams checked in once the lobby is full, will be placed on a waitlist and will be given first priority in case of any no-shows.
- 4.5. Waitlist teams will only be granted access up to the end of Game 2 to prevent griefing.
- 4.6. A minimum of 12 teams must be checked-in in order for the tournament to begin.
 - 4.6.1. Failure to reach 12 checked-in teams will result in cancellation of the tournament.

5. FORMAT

- 5.1. A total of four (4) games will be played to determine the winner(s).
 - 5.1.1. Two (2) Custom Lobbies played on Storm Point
 - 5.1.2. Two (2) Custom Lobbies played on World's Edge
- 5.2. Players will join via lobby code provided in Discord
- 5.3. Server Region / Data Center: Dallas
- 5.4. Aim Assist Override: ON
- 5.5. Point System:

1st Place	12 Points
2nd Place	9 Points
3rd Place	7 Points
4th Place	5 Points

5th Place	4 Points
6th-7th Place	3 Points
8th-10th Place	2 Points
11th-15th Place	1 Point
16th-20th Place	0 Points
Eliminations	1 Point

5.6. Tiebreakers will be determined in the following order

5.6.1. Most Victories

5.6.2. Most Eliminations

5.6.3. Average Placement

6. PRIZING

6.1. Total Prize Pool - \$500

6.1.1. 1st Place: \$300 (\$100 per player)

6.1.2. 2nd Place: \$200 (\$66.67 per player)

6.2. Players will have 30 days to provide any required information to claim prizing once contacted by admins.

6.3. Prizing will be awarded via Paypal.

7. SUPPORT

7.1. Support will be available in the [AVGL Discord](#).

7.2. Players may open a #support ticket to get in contact with appropriate staff / admins.

7.3. Scores will be updated at the end of each game. If your score is incorrect or missing please contact admins and verify your Apex in-game name is correct on your AVGL account.

8. RESETS

8.1. Resets will only take place if the lobby crashes or if 1/5th of the lobby is unable to connect.

- 8.2. Players are responsible for making sure that their team is ready to play once the event goes live. This includes, but is not limited to the player's setup, peripherals, and internet/wifi connection.
- 8.3. For teams that have a disconnect, admins may make executive decisions to award an average score as missing game(s) on a case by case basis.

9. STREAMING / BROADCASTING

- 9.1. Official match streams will be streamed on an appropriate delay.
- 9.2. We encourage all players to record or stream their gameplay during matches.
- 9.3. Stream sniping is strictly prohibited.
 - 9.3.1. To avoid stream sniping, players are recommended to stream with a minimum 3 minute delay during matches.

10. HACKING / EXPLOITS / MACRO / GLITCHING

- 10.1. Cheating, as determined by BoomTV in our sole discretion, will result in an immediate forfeiture and additional penalties depending on the severity of the infraction.
- 10.2. Any form of unfair play can result in disqualification from the event and could result in permanent ban from future events.
- 10.3. Examples of unfair play:
 - 10.3.1. Sharing private information to players not competing in the tournament.
 - 10.3.2. Stream Sniping.
 - 10.3.3. Any other form of communicating with opposing teams in an effort to impact the match, event, other players, or gameplay.
 - 10.3.4. Hacking or otherwise modifying the intended behavior of the game client.
 - 10.3.5. Playing or allowing another player to play on an account registered in another person's name (or soliciting, encouraging, or directing someone else to do so).
 - 10.3.6. Intentionally exploiting any game function (e.g., an in-game bug or glitch) in a manner not intended in order to gain a competitive advantage.
 - 10.3.7. Using macro keys or similar methods to automate in-game actions.

- 10.3.8. Intentionally disconnecting from a match without a legitimate reason for doing so.
- 10.3.9. Receiving outside assistance regarding the location of other players, other players' health or equipment, or any other information not otherwise known to the player by the information on his or her own screen.
- 10.4. Admins maintain complete authority in identifying and enforcing these rules. All disciplinary actions are final. The tournament admins retain the right to alter these rules at any time in the best interest of competition.

11. PENALTIES

- 11.1. Teams who are found to be breaking rules will be punished based on the severity of the offense. Punishments include but are not limited to:
 - 11.1.1. Deduction of points for a game
 - 11.1.2. Prizing revoked
 - 11.1.3. Suspension from future AVGL events
 - 11.1.4. Ban from future AVGL events

12. DISCLAIMER

- 12.1. Anything not listed in the rules will be resolved by an admin.
- 12.2. AVGL reserves the right to alter these rules at any time to ensure fairness and competitive integrity to the event.

13. TERMS AND CONDITIONS

- 13.1. Players must adhere and agree to the following terms and conditions.
 - 13.1.1. Terms and Conditions: <https://avgl.org/terms>
 - 13.1.2. Event Guidelines: <https://avgl.org/terms-events>
 - 13.1.3. Privacy Policy: <https://avgl.org/privacy>