

EPCL Avalanche League: Event Ruleset

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1. Definitions

Admin/Staff - Member of the Endpoint Competitive League team that will be responsible for the respective match day. Responsibilities include but are not limited to answering players questions, resolving conflicts and observing in-game.

EPCL - EndPoint Competitive League , international community for Ring of Elysium events and tournaments further referred to as EPCL.

Captain - in this event also: *regional* captain. Player representing the team. All communication between the staff and the team will be lead through team captain or a by the captain registered substitute captain.

Player - Every person participating in EPCL events as a competitor.

Matchday - A day on which relevant games are being played, consisting of 4 games.

Game/Round/Match - A single game of Ring of Elysium Battle Royale mode on either the map Dione or Europa played from player spawn to helicopter departure.

Roster - Group of 4 to 6 players, in this case: representing their region/nation.

Squad/Team - Group of 4 players from a roster, who are participating in a game of Ring of Elysium from start to finish.

Server - Ring of Elysium official server rosters located in either NA or EU. All games are played on either of the two.

Invitational - Competitive event hosted by the EPCL over the course of a weekend.

2. Participation Agreement

2.1 Agreement

All players must be 13 years of age or above by January 9th, 2021. The EPCL reserves the right to remove any player who is not able to provide verification of age. The EPCL can also revoke all prizes won by players not complying to this agreement.

2.2 Player Behaviour and Names

Any racist, sexist, hate-speech, or otherwise inappropriate behavior will not be tolerated. Players that do not follow this rule may be disqualified from the invitational or banned from EPCL events and the EPCL community entirely. Player names must not include derogatory or otherwise inappropriate words. Players should not change their name after registering for the tournament and it is solely the player's responsibility to ensure that the proper account and name is registered in the tournament.

3. Tournament Format

3.1 Application

For the EPCL Avalanche League Players will apply with 6 players meaning 4 players will be the main squad with 2 players being substitutes, Each team must sign up at least 4 players to compete.

The applications will open on December 8th 2020 at 18:00 GMT. Applications will close on December 24th at 10:00 GMT, All teams must register their full rosters of 4 to 6 players by December 24th, 10:00 GMT, by providing the full roster information, including all players' in-game names. Captains and players must join the EPCL Discord as this is where information and updates will be posted.

3.2 Placements

Depending on the number of successfully registered teams, placements will begin on January 9th.

If there are 10 to 15 total teams, the placements will be cancelled and all teams will move into one specific league

If there are 20 to 30 total teams, there will be two divisions (Alpha & Bravo) This will be split like so

15 Team - One specific League

20 Teams - 10 Teams per division

30 Teams - 15 Teams per division

Teams will be randomly picked for placement week through an online randomiser which will sort teams into the two divisions, Each division will play 4 games of Dione FPP all scoring full points on that first week. The top 10 or 15 teams that have the highest points after placement week will become Alpha division with the bottom 10 or 15 teams becoming Bravo, Points after the divisions have been determined will reset to 0 for the start of the Avalanche League Officials.

3.3 Schedule

The Placement matches for Alpha will be January 9th followed by Bravo placements January 10th, Scores will be totalled and announced after Bravo games finish on Sundays.

The games will start at 18:30 GMT on each day. A matchday will consist of 4 games in total in FPP Mode on the map Dione.

Date	Queue Start Time	Extra Information
January 9th 2020 EPCL Avalanche League ALPHA placement games	18:30pm GMT (Arrive 15 mins early)	All teams Require at least 4 registered players to participate
January 10th 2020 EPCL Avalanche League BRAVO placement games	18:30pm GMT (Arrive 15 mins early)	If Alpha and Bravo is not relevant official matches will only be held on Saturdays
EPCL Avalanche League ALPHA Official Matches	16th January 18:30pm GMT (Arrive 15 mins early)	
EPCL Avalanche League BRAVO Official Matches	17th January 18:30pm GMT (Arrive 15 mins early)	
EPCL Avalanche League ALPHA Official Matches	23rd January 18:30pm GMT (Arrive 15 mins early)	
EPCL Avalanche League BRAVO Official Matches	24th January 18:30pm GMT (Arrive 15 mins early)	
EPCL Avalanche League ALPHA Official Matches	30th January 18:30pm GMT (Arrive 15 mins early)	
EPCL Avalanche League BRAVO Official Matches	31st January 18:30pm GMT (Arrive 15 mins early)	

4. Tournament Settings

All matches will be played on the Mt. Dione map in First-Person Perspective Squads Battle Royale mode on the latest version of Ring of Elysium available on Steam.

ALPHA & BRAVO Explained

If there are 20 plus teams that register for the league this is how it will work.

Once placement week is over which will produce the top 10 or 15 teams of all teams that play that weekend the next weekend is the start of the official games.

At the end of the weekend when all scores are totalled up teams will be promoted and demoted to each division depending on their scores.

15 Teams Per Division = **BOTTOM 5 SCORING TEAMS OF ALPHA DEMOTE TO BRAVO**
TOP 5 SCORING TEAMS FROM BRAVO PROMOTE INTO ALPHA

10 Teams Per Division = **BOTTOM 3 SCORING TEAMS FROM ALPHA DEMOTE TO BRAVO**
TOP 3 SCORING TEAMS FROM BRAVO PROMOTE INTO ALPHA

Teams playing days will depend on which division they are in, If a team plays on **SATURDAY** in **Alpha** division for the first week but get demoted to **Bravo** then the next weekend they will play on **SUNDAY**.

Alpha Division Playing Days - SATURDAY

Bravo Division Playing Days - SUNDAY

If the number of registered teams allow for the ALPHA & BRAVO structure the top 10 or 15 teams in Alpha Division at the end of the 3 weeks of official matches will go into the final for the prize money, All points will be reset to 0 for the final.

If the league only manages to get 15 registered teams then Alpha & Bravo will not be a relevance to anyone, There will be one simple League which all teams will play in on **SATURDAYS**

PRIZE MONEY DISTRIBUTION

The top three teams from ALPHA at the end of the last weeks officials will receive prize money.

1st

2nd

3rd

The last week of officials for BRAVO the scores will be reset to 0, All teams will play for the top two position to receive a smaller prize fund

1st

2nd

SCRIMS WILL BE HEALD EACH FRIDAY AT 18:30 GMT

There will be Scrims heald each friday before official days, It would be great if people took this as a serious opportunity to play against their opponents to learn what they need for the official games, Scrims dont have to be played by registered players or teams however, if a registered team wishes to play they will take priority over a team that isnt participating in the league, Two custom servers are available if we have a flood of teams.

5. Scoring System

5.1 Scoring by Placement

1st – 50 points
2nd – 40 points
3rd – 30 points
4-6th – 20 points
7-10th – 10 points

5.2 Scoring by Kills

1 kill = 10 points

5.3 Scoring by Extractions

An extraction is a successful boarding of the helicopter. A team can have multiple extractions, depending on how many players board. One player on the helicopter is one extraction.

1 extraction = 30 points

5.4 Tie Breakers

In case of a tie for final placements and prizes **or** qualifying positions, a calculated tiebreaker will decide the placements of the tied teams. This tie breaker will calculate the average of averages in points of the teams. The higher average of averages will receive the higher placement.

average points through kills per game + average placement per game and thereby resulting points + average points through extraction per game = average of averages points per game

6. Roster Management

6.1 Roster Lock

After December 24th, 10:00 GMT, teams may no longer change their registered rosters. They may add or change their substitute captain once after the roster lock if necessary.

6.2 Substitutes/Reserve Players

During a round only four of six players from a team's roster will play. The team captain or substitute captain matchday, may inform the responsible admin and swap a player out for a substitute player.

6.3 Eligible Regions

Regions allowed to play in this league are Europe and NA, The custom servers will be played on EU servers so any NA players wishing to compete must understand there will be a significant increase in their ping, This however must be understood and accepted as it will not be used as an excuse.

6.4 Roster Registration

Captains can register their teams via the google form, If you have not been sent the link this can be gained by contacting any of the EPCL STAFF via discord -

<https://discord.gg/mpHsXJ6A>

Or contact - ReleNtless1g#2196 **Directly on discord.**

7. Event Admins

Event admins are responsible for handling any and all match-related issues that occur before, during and immediately after a match has taken place. The admin's responsibilities include server management, monitoring team lineups, announcing the beginning of a match and above all else, ensuring the competitive integrity of the event. Each matchday will have one specific matchday admin, who will be announced in the event check-in of the same day. This specific admin will provide player support during the matches as necessary and will be the primary contact for any issues and questions that may arise during the matches of that day.

8. Event Rules

8.1 Rules of Conduct

It is unacceptable to be verbally disrespectful or offensive towards other players or the event staff.

8.2 Account

All players are limited to usage of one account. All information registered on each account needs to be up-to-date and correct information. You are not allowed to share or use another person's account. Your account is for your use and your use alone. No name changes are allowed during this event.

8.3 Previous Bans

Players previously banned from EPCL events in general, previously banned from EPCL events for the duration of the upcoming event, now AVALANCHE LEAGUE, and specifically banned by the event administration are not allowed to participate in this competition. Should any team captain register a banned player, they will be informed that their registration is invalid for that reason and they must or may register a different player, who is permitted to participate in the event. The team may register again without the banned player as long as the registrations are still open.

8.4 Exploitation of Bugs

Intentionally utilising any bug or unintended feature within the game is considered cheating and will result in disqualification.

8.5 External Software / 3rd Party Software / Modifications of Game Files

Use of any third-party software that interferes or modifies the game is strictly forbidden and will result in instant disqualification. Use of 3rd party apps to alter the game's appearance, UI, or files, is strictly forbidden. Use of wallhacks, speedhacks, aimbots, Macros or any other manipulations of the game are also strictly prohibited. If there is

conclusive evidence of a player hacking, then they will be banned from the competition immediately and their account names handed over to Aurora.

8.6 Teaming

A team may only cooperate with their own players. Any cooperation, supportive communication or exchange with other teams will be regarded as teaming and lead to disqualification.

8.7 Punctuality

All captains applying to play in the Avalanche League, thereby confirming their punctuality for the matchdays. Should a player or a team not appear for whatever reason, they are to expect penalties for future events. Lack of communication may lead up to a permanent event ban from the EPCL.

8.8 Communication

All communication between the event admins and the competing players and teams will take place on the EPCL Discord, All team captains and substitute captains are also required to join the EPCL Discord server and permit the Admins to contact them using direct messages. Here the matchday admin may approach the captains or substitute captains in case of an issue.

It is the Team captain's responsibility to keep themselves updated regarding the event, by reading the important channels on Discord.

The team captain or substitute captain of each team must be and stay in the team's corresponding voice channel on the EPCL Discord starting at least fifteen minutes prior the start of the matches. The teams may use the same channels to communicate during the games.

8.9 Match Day

All teams are required to play all matches of all matchdays as announced beforehand. All matchdays will consist of 4 games. Each game must be played with 4 players per team. Under extreme conditions a team may compete with only three players.

Should a player involuntarily be disconnected from a game mid-round, their team may continue playing with the remaining players. Should the player be able to reconnect, they may continue playing.

After being eliminated in the game, players who have received a kill during the game, must stay in the game and spectate until the helicopter departure. Should Ring of Elysium not register a player's kills, because they have left the game early, they must inform the matchday admin of this and provide evidence for all kills they have scored during the game.

Players are strictly prohibited to provide access to gaming accounts and lobby passwords to 3rd persons outside their own teams. All teams registered for the tournament and therefore permitted to play on the matchday, will receive the lobby password from an event admin.

In the case of teams finding an error in points results after a matchday, they should notify the matchday admin immediately and be able to provide a replay of the game in question.

8.10 Streaming

All players competing in the Tournament may stream their perspective of it as long as they delay their stream by 15 minutes or more.

Restreaming the main stream without the administration's permission is forbidden.

Since the main stream has a 10 minute delay, if a player has died they may not chat in the livestream chat until five minutes have passed and they have died on stream as well.

The main stream will be live at www.twitch.tv/endpointtv.

8.11 Skin bans

All players may only use the DEFAULT character. Should the event administration find a player to be breaking this rule and using any of the other characters, the player will receive no points for the games that they used these skins in and receive a warning. Should the warning not be heeded, heavier penalties up to a disqualification of the player from the competition may follow.

The EPCL reserves the right to change these rules at any point of time.