

PALADINS

1. Consoles/Devices allowed:

1. Xbox One/Nintendo Switch/PC/PS4/PS5 ****Crossplay Allowed**** However, at in person events or for a Championship PC's may be used. Please make sure to link your accounts and bring your controllers if necessary.

2. Series Lengths

1. Matches are played as a best of 3 (Onslaught, Siege, KOTH) in the regular season, best of 3 (Onslaught, Siege, KOTH) in the playoffs and best of 5 (KOTH, Siege, Onslaught, Siege, KOTH) in the State Championship.

3. Game Lobby

1. Home team should go to Play-Custom and create a lobby. Home team is the higher seed/top of the bracket. In a best of 3, Home Team creates a lobby, then Away Team, and if the 3rd match is needed it would be the Home Team that creates the lobby.
2. Epic Games Launcher or Steam is required on PC. If attending Playoffs and State please indicate which one you use prior to State Playoffs.

4. Official Settings

1. Game Modes:

1. Onslaught

1. What is Onslaught?

- a. KOTH style game mode where the point is in the middle of the map. Players can change their cards at the start of the match. Everyone receives 450 credits at the start of the match that can be used to purchase items and every 5 seconds you get extra credits. Respawns are set at 8 seconds.

2. Objective of Onslaught?

- a. Eliminations of players give the team 5 tickets.
- b. Controlling the Capture Point in the middle of the arena gives 1 ticket per second. The area is controlled as long as there's one player and no opponents within it.

- c. Teams gain additional respawn time based on how far ahead in tickets they are compared to their opponents which can give up to a 4second advantage.

3. How to Win Onslaught?

- a. The First Team to 400 tickets or the team with the most tickets after 10 minutes wins.

4. Lobby Settings:

- a. Custom Lobby: Play-Custom, Create Lobby if Home Team.

- b. Onslaught

- c. Team Size: 5v5

- d. Region: North America

- e. Draft Mode: Ranked CrossPlay

- f. Spectators: On

- g. Do not mess with the Advanced Settings:

- h. **Maps Allowed:**

- i. Foreman's Rise

- ii. Magistrate's Archives

- iii. Marauder's Port

- iv. Primal Court

- i. Make sure to put the name as (Home Team Name vs Away Team Name)

- j. Make sure to use a password and share that with the other team.

2. Siege

1. What is Siege?

- a. Round based game mode where the team works to earn Objective Points to win the match.

- b. 2 teams of 5 compete against each other.

- c. Players can change their Card loadouts at the start of the match; everyone receives 450 credits to purchase items at the start. Passive credit earning of 1 per second also happens. Respawning takes 12 seconds during Capture Point Phase and changes during the Payload Escort phase to 8 seconds for attackers and 14 seconds for defenders.

2. Objective of Siege?

- a. 4 objective points are needed to win a match

- b. Earn points by:

- i. Taking Control of a Capture Point (+1)

- ii. Escorting the Payload into the enemy's team base (+1)
 - iii. Stalling the enemy team's payload until time runs out (+1)
- c. There's one Capture Point at the center of the arena that players fight for. To capture the point one player needs to stand in it's designated area and each team has a separate capture bar that won't be depleted in any way.
- d. You have 2 minutes and 30 seconds to deliver the payload after capturing the point; if you do not then the other team will take a point. Overtime on the point can happen if the One of the Attacking team stays with the payload.

3. How to Win Siege?

- a. The first team to collect 4 objective points wins the mode.

4. Lobby Settings:

- a. Custom Lobby: Play-Custom, Create Lobby if Home Team.
- b. Siege
- c. Team Size: 5v5
- d. Region: North America
- e. Draft Mode: Ranked CrossPlay
- f. Spectators: On
- g. Do not mess with the Advanced Settings:

h. Maps Allowed:

- i. Ascension Peak
- ii. Bazaar
- iii. Brightmarsh
- iv. Dawnforge
- v. Fish Market
- vi. Frog Isle
- vii. Frozen Guard
- viii. Ice Mines
- ix. Jaguar Falls
- x. Serpent Beach
- xi. Shattered Desert
- xii. Splitstone Quarry
- xiii. Stone Keep (Day)

xiv. Stone Keep (Night)

xv. Timber Mill

xvi. Warder's Gate

- i. Make sure to put the name as (Home Team Name vs Away Team Name)
- j. Make sure to use a password and share that with the other team.

3. King of the Hill (KOTH)

1. What is King of the Hill?

- a. Special Onslaught version. Players can change their card loadouts at the start of the match.
- b. Everyone receives 450 credits at the start of the match to purchase items and the passive credit spooling is 5 credits per second.
- c. Respawn takes 8 seconds and players spawn randomly.

2. Objective of King of the Hill?

- a. Eliminations of players give the team 3 tickets.
- b. Controlling the Capture Point that rotates throughout the map gives 1 ticket per second. The area is controlled as long as there's one player and no opponents within it.
- c. Capture point relocates every 1 minute and 30 seconds to a different spot on the map.
- d. Teams can gain additional respawn time up to 4 seconds depending on how far ahead they are.

3. How to Win King of the Hill?

- a. The First Team to 400 tickets or the team with the most tickets after 15 minutes wins.

4. Lobby Settings:

- a. Custom Lobby: Play-Custom, Create Lobby if Home Team.
- b. King of the Hill
- c. Team Size: 5v5
- d. Region: North America
- e. Draft Mode: Ranked CrossPlay
- f. Spectators: On
- g. Do not mess with the Advanced Settings:

h. Maps Allowed:

- i. Snowfall Junction
- ii. Magistrate's Archives

- iii. Marauder's Port
- iv. Trade District
- i. Make sure to put the name as (Home Team Name vs Away Team Name)
- j. Make sure to use a password and share that with the other team.

5. Stoppage of Play

1. Disconnection

- 1. A match can be reset if a player disconnects from a match as long as the following criteria are met.
- 2. The disconnection happens in the first 3 minutes of the First Quarter
- 3. The score difference is 15 or less
- 4. The player has not disconnected previously during the match
- 5. Any other Disconnections or multiple disconnections will count as a loss for the disconnected player.

6. Player Count

- 1. Matches are played as 5 versus 5, meaning that five players may participate in the match for either side. No player substitutions may be made at any point during the match. You can only sub whenever you have a different opponent or before the match.

7. EXTRA RULE:

- 1. IF A MATCH IS DISCONNECTED FOR ANY REASON AND HAS TO BE RESTARTED, CHAMPION BANS WILL STAY INTACT FOR THE REMAINDER OF THAT GAME. YOU CAN NOT CHANGE YOUR CHAMPION BANS, THEY MUST STAY THE SAME OR YOU WILL FORFEIT THE MATCH.