



Apex Legends



Rule Set current as of	8/4/2025	2025-2026 Season
------------------------	----------	------------------

Team Procedures: A team will consist of 3 players. Each school is allowed to field two teams of three at the Premier level, and unlimited unique club teams of three. Currently Apex Legends is only offered at the club level. Teams may choose to compete with less than 3 but will be at a severe disadvantage. However, schools must have a minimum of 3 players to register as a team.

Each school will field a team and compete in a custom ESO match using a code provided by the organizer. Drop codes will be shared no later than 3:45pm. The first match will start promptly at 4:00pm. Teams waiting to join until match start time risk missing first match start.

Series Lengths: 3 matches of battle royale trios.

- Matches will conclude prior to 5:30pm.
- Should technical issues arise leading to delays fewer games may be played on a given week.

Match: Matches will be played in a custom Battle Royale lobby set to “Tournament Mode”. Each week will consist of three rounds of play. Matches will be played directly after the prior match, with a brief break between each match.

The rounds for a specific week will be played on the same map, which will be announced in advance. Played maps will rotate week to week through maps currently available for custom lobbies. The goal of map rotation is for each week to focus on one map for consistency, but for the season as a whole to feature a wide variety of different maps. As of this ruleset, the custom maps available in Apex Legends include: World’s Edge, Storm Point, and E-District. The maps available in game are subject to change based on availability.



Apex Legends



To access the custom match:

1. Start Apex.
2. Click on the mode selection button on the left side of the screen, near the “Ready” button.
3. At the top of the page, click “Private Match”
4. On the right hand side of the page, enter the custom code. Each player will need to separately enter the code provided via ESO Discord.
5. Players will load into the lobby and will need to join their assigned team (or be placed by an admin). Barring technical issues, teams should be clearly labeled with school names.
6. Custom matches will be started by an admin. **You will remain in the same lobby between matches** (unless administrators provide a new lobby code). Backing out of matches after elimination can cause server issues, so players are recommended to remain as spectators until the conclusion of matches.

Win Conditions: The in-game leaderboard will be used to calculate standings following rounds played. Teams will be awarded points for placement and eliminations. After an entire week of matches has been completed, the accumulated score for each team will be converted to a league points score and added to the season standings. More details about league points can be found later in this document.

Point Breakdown: One point is awarded for each elimination.

Placement points are distributed according to the final rank of the teams on each map.

1st: 12	6th: 3	11th: 1	16th: 0
2nd: 9	7th: 3	12th: 1	17th: 0
3rd: 7	8th: 2	13th: 1	18th: 0
4th: 5	9th: 2	14th: 1	19th: 0
5th: 4	10th: 2	15th: 1	20th: 0

*Each Elimination: 1 Point



Apex Legends



For example:

Team A finishes in 1st place with 4 eliminations - Team A earns 16 points

Team B finishes in 2nd place with 11 eliminations - Team B earns 20 points

Team C finishes in 3rd place with 1 elimination - Team C earns 8 points

This would leave the standings as follows:

1st overall - Team B

2nd overall - Team A

3rd overall - Team C

NOTE: As described below, these points are **not** added directly to season standings, instead league point values are applied.

Match Day Tiebreakers: In the event of a tie for overall placement within a week, the following tie breaker rules will be applied. Should ties continue beyond these tiebreaker values, they will continue into second-highest values, and so on:

1. Single Match Scores

Each tied Team's single highest match score is compared against all tied Teams' single highest Match Score. These may have been in the same or different matches in the round for each tied Team. The Team that earned the highest single match score will win the tiebreaker.

2. Single Match Best Placement

Each tied Team's best placement in a single match is compared against the best placement in a single match of all tied Teams. The Team with the best placement (lowest number) will win the tiebreaker.

3. Single Match Total Eliminations



Apex Legends



Each tied Team's single highest total eliminations in a single match is compared against all tied Teams' highest total eliminations in a single match. The Team with the most eliminations in a single Match will win the tiebreaker.

These will be applied before assigning League Points for a week.

League Points

Apex Legends uses a “league points” system, where a team's total performance for a week based on placement and eliminations is assigned a ranking overall and earns a point value for the week. The following point values are used for assigning league points:

Placement	League Points Earned
1st	25
2nd	21
3rd	18
4th	16
5th	15
6th	14
7th	13
8th	12
9th	11
10th	10
11th	9
12th	8
13th	7
14th	6
15th	5
16th	4



Apex Legends



17th	3
18th	2
19th	1
20th	0

The most points a team may earn in a given week to apply to their overall score in the season leaderboard is 25.

For example, if a team scored a total of 61 points based on placement and eliminations across both games for a week and finished in first place overall that week, they would earn 25 points on the overall leaderboard.

League Points Tiebreakers

In the event of a tie for overall league points, the following tie breaker rules will be applied:

1. Total Match Day Scores

The Team with the highest weekly Match Score (prior to assignment of league points) earned across all weeks played in a Regular Season wins the tiebreaker.

2. Total Match Day Wins

The Team with the highest number of weekly first place placements across all Regular Season match series wins the tiebreaker.

3. Total Season Wins

The Team with the highest number of first place placements across all Regular Season matches wins the tiebreaker.

Required: Each player will be required to keep a consistent gamer tag across the entire season. All players on both teams must have their Discord attached to their League OS account. Teams are highly



Apex Legends



encouraged to use a consistent “clan tag” within Apex for their school (e.g. *Example High School* players appear as *[EHS] Gamertag* in game).

NO Shows: If a team doesn’t show up at the time a match begins then they forfeit points from any missed matches. **Repeated no-shows may result in sanctions from ESO.** Please be aware that you are committing to play; missing players and teams negatively impact the quality of play for the entire lobby.

Server / Technical Issues: In the event a server crashes or experiences other catastrophic issues, the entire round will be replayed OR, depending on remaining time available, that round will be scrapped. Should a significant number of matches be unplayable due to outside factors, the make up week will be utilized for additional matches. **Ensure that players / coaches are in communication via Discord and/or in-game for updated information.**

Player Disconnection(s): In the event that a player gets disconnected from a match or is unable to reconnect to a match they should reach out to the lobby administrator immediately. Depending on both in-game and out of game factors, in many cases it may not be possible to rectify disconnected players, though every effort will be made using the tools available. Teams with a disconnected player may continue within a match and still earn points.

Player Count

Matches are to be played in the drop mode, and are played as a team of three. Teams may choose to go with less than 3 but will be at a severe disadvantage.

Substitutions

Coaches may substitute a player into a match after a round has been completed. Subs must happen within the intermission between rounds.



Apex Legends



Subs will be subject to the same No show / Disconnection policy as all team members and games will not be delayed for subs.

Calamity Days

In the event of a calamity day impacting a member school on an official match day, the Esports Ohio Apex Legends league matches will continue as scheduled, permitted a minimum of 65% teams are available for participation.

For example: a full 20 team lobby requires a minimum of 13 teams for continuation. A confirmation of cancellation shall be made by league administrator(s) prior to midday (12:00pm EST, noon) on the day of the regularly scheduled event.

It is the sole responsibility of the coach to communicate their school's availability. Should classes be cancelled, schools may still participate as long as their team is cleared for on-site extracurricular activities. Competing from home on official match days is strictly prohibited.

Playoffs:

Qualification: Teams will qualify for the post-season based on overall standing for the season. The number of teams advancing to the post season will be based on team registrations and regular season lobby numbers in order to best fill the game lobbies for those matches.

POI Draft: The ESO Apex Legends post-season utilizes the Apex Legends Global Series (ALGS) point of interest (POI) draft system. Teams will automatically be placed in a dropship above their drafted POI on each map.

POI draft will occur after the conclusion of the regular season but before post-season scrimmages, playoffs, or matches begin.

The draft will follow a linear picking order. Teams will be seeded for the draft based on the amount of League points they accumulated over the



Apex Legends



regular season. Teams may use their selection time to select from any still available POI on any map being used by ESO for the post-season. If a team fails to make their selection within the allotted time, they will forfeit their current pick and automatically have it moved to the last pick.

The POI system has been implemented within Apex Legend's ranked and competitive game modes as an improvement to match consistency and quality. The system protects the competitive integrity of the game, while also rewarding the higher seeded teams for a successful regular season.

Should factors not support the playoff / post-season structure outlined above, alternative playoff formats may be implemented by administrators to ensure the best level of play.

Ethics and Sportsmanship: Toxicity and unsportsmanlike behavior have no place in Esports Ohio. If unsportsmanlike, vulgar, or toxic behavior should occur, the following proper steps should be taken by the coach of the team reporting the unsportsmanlike behavior. NOTE: Only official complaints by coaches will be accepted. Abuse of this system by coaches, players, or outside third parties may result in penalties to the reporting team.

All participants are expected to uphold a universal level of sportsmanship while participating in ESO sanctioned events. Those who fail to behave in a sportsmanlike manner verbally (such as through chat) or physically (such as through actual physical taunting outside of the game or other inappropriate communication) may face penalties at the discretion of ESO administrator or referees.

*NOTE: Intentional in-game taunts (such as the emote and holospray systems present in Apex Legends) that are built into the game are allowable as it adds a dynamic to the game that players must overcome. Use of an in-game taunt or emote that results in an inappropriate word or phrase may be considered bad sportsmanship and result in penalties.



Apex Legends



Taunts and inflammatory conduct not intentionally built into the game (such as “teabagging,” shooting deathboxes, spam finishing, etc.) should be discouraged, and may be perceived as unsportsmanlike. It is the responsibility of individual coaches to report conduct to Apex Legends admins.

Server Admin may remove/disqualify any team who is not following the rules.

Teams who are found grouping together (more than three players) are subject to a round disqualification, team ban, and may result in program sanctions. Decisions will be made by the Apex committee heads.

Third party programs or devices which affect game integrity, including controller strike packs, are not permitted in ESO matches.

If you or any member of your team believes that you have experienced bad sportsmanship to a degree such that it violates the aforementioned rules, please do the following:

1. If possible, record the poor sportsmanship at the time of the incident (such as with screenshots, replay saving features, or other means).
2. Finish the match regardless of outcome.
3. Notify your coach of the incident.
4. **Coaches only:** Notify the opposing coach of your intent to file a complaint of unsportsmanlike behavior.
5. **Coaches only:** Submit an official complaint via Discord to (Coach Bernhard [Ashland HS], @niclovin18 on Discord) or (Coach Walt [Goshen HS], @theogwalt on Discord).

Should the result be proven to be unsportsmanlike, disciplinary action will be taken with disqualification and forfeitures noted. For Further Review, see Appendix A to ESO General Rules.