

Legion Masters - Apex Legends - Official Ruleset



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1. General

1.1. Tournament

Legion Masters is an Apex Legends tournament series for PC only, consisting of two (2) qualifiers and one (1) final. The team size is 3. Exclusively players residing in North America (NA) are allowed to participate in the NA tournament, only players residing in South America (SA) are allowed to participate in the SA tournament, only players residing in Asia Pacific (APAC) except the Middle East are allowed to participate in the Asia Pacific tournament and only players residing in the Europe-Middle East-Africa (EMEA) Region are allowed to participate in the EMEA tournament. Tournament is void where prohibited by law. No purchase necessary. Make sure to join the official Discord <https://discord.gg/lenovolegion>.

Teams and organizations located in the Russian Federation or Republic of Belarus are not allowed to participate. However players in mentioned countries can still participate if being part of teams or organizations outside the above mentioned countries.

1.2. Administration

Everybody who is authorized by Lenovo Group Limited or Freaks 4U Gaming GmbH to administrate Legion Masters based on its rules and regulations will be called an "admin" in the following, the collection of all admins will be called the "administration".

1.3. Participants and Commitment

- 1.3.1. Only real persons with a valid Apex Legends account are allowed to participate in the tournament and will be called "participant" in the following.
- 1.3.2. By participating in Legion Masters participants acknowledge without limitation to comply with the rules and regulations and with the statements and decisions made by the administration. The interpretation of the rules is solely at the discretion of the administration. Admins can overrule the following rules to ensure fair play and integrity. All special cases not covered in the rules require an individual assessment by the administration. Actions can vary from the ones mentioned here, they will always be taken considering proportionality and conformity with the remaining rules.
- 1.3.3. Every participant acknowledges the right for the administration to modify the rules and regulations for adjustments at any time without notice.

- 1.3.4. Every participant must show the needed respect towards admins and other participants. Insults and unfair or disrespectful behavior towards anyone are not tolerated and will be punished.
- 1.3.5. Every participant must always have the newest version of Apex Legends installed and has to check for updates in time before each match. Unless a new version comes out right before a match, patching is not a valid reason to delay it.
- 1.3.6. Every participant must try to win every round at every stage of the tournament. Purposefully losing for any reason is strictly forbidden.
- 1.3.7. Player profiles that violate community standards are not allowed. This includes vulgar, racist, sexist, antisemitic, homophobic, transphobic, interphobic or otherwise offensive participants names, pictures or profile descriptions. The administration reserves the right to change or delete offensive or insulting names, pictures, or profile descriptions without prior warning.
- 1.4. Data protection
 - 1.4.1. Every person participating in a game at Legion Masters hereby agrees to their player name as well as sound and image recordings of the player being used on websites of Lenovo Group Limited and Freaks 4U Gaming GmbH, their Social Media channels and as part of press reporting free of charge. The Lenovo Group Limited and Freaks 4U Gaming GmbH is thus entitled to a temporally and locally unrestricted and unlimited use, storage and application of the material.
 - 1.4.2. By participating in Legion Masters, players agree that their Apex Legends gamer tag is visible to third parties.
- 1.5. Communication

The primary communication platform for Legion Masters is the official Lenovo Legion Discord: <https://discord.gg/lenovolegion>
- 1.6. Activity

By signing up to Legion Masters participants declare themselves willing to actively participate. To not let other participants needlessly wait, each participant should always be ready at the official match date.
- 1.7. Discretion

Any direct communication between participants and administration is confidential. Publication of support content is prohibited without express written consent from the administration.
- 1.8. Stand-Ins or Substitutes

Teams compete in rosters of up to three (3) players and one (1) optional

substitute player who can be deployed before each round. The substitution must be communicated to the administration.

2. Tournament format

2.1. Game Mode

All matches will be played in Apex Legends' battle royale mode in teams with the size of 3.

- 1st qualifier - 1st-2nd round: World's Edge; 3rd-5th round: Storm Point
- 2nd qualifier - 1st-3rd round: World's Edge; 4th-5th round: Storm Point
- Final - 1st-3rd round Worlds Edge; 4th-6th round: Storm Point

2.2. Server Location

- The server location for the NA region will be Iowa.
- The server location for the Asia Pacific region will be Singapore.
- The server location for the EMEA region will be Frankfurt 1.
- The server location for the SA region will be Sao Paulo.

2.3. Format

The tournament format defined as follows:

- **Qualifier**
 - On the first two (2) days per region, there is one (1) qualifier.
 - Each qualifier consists of five (5) rounds.
 - After a round has concluded, the following one will be started immediately.
 - Signing up to both qualifier tournaments is allowed but teams that did not participate in the earlier qualifier will have priority for the later qualifier as long as they check in during the first 15 minutes of the check in.
- **Final**
 - On the third day per region, there is one (1) final.
 - Each final consists of six (6) rounds.
 - After a round has concluded, the following one will be started immediately.

2.4. Ranking System

The ranking of a round in each qualifier is calculated based on the earned position and the number of achieved kills. The points of all rounds played will be accumulated to the total number of points.

The points for each round will be distributed like this:

- Rank 1: x1 Multiplier on kills and 12 extra points

- Rank 2: x1 Multiplier on kills, 9 extra points
- Rank 3: x1 Multiplier on kills, 7 extra points
- Rank 4: x1 Multiplier on kills, 5 extra points
- Rank 5: x1 Multiplier on kills, 4 extra points
- Rank 6-7: x1 Multiplier on kills, 3 extra points
- Rank 8-10: x1 Multiplier on kills, 2 extra point
- Rank 11-15: x1 Multiplier on kills, 1 extra point
- Rank 16-20: x1 Multiplier on kills, 0 extra points

2.5. Tiebreaker

In case of a tie between qualification or prized ranks, tiebreakers apply in this order:

- Amount of overall kills
- Highest kills in a single round
- Best points in a single round
- Highest rank in a single round
- Better Rank in the last round

2.6. Final

Twelve (12) additional teams per region will be invited to the final. The top four (4) teams of each qualifier will advance to the final in their region resulting in 20 teams per final.

If any qualified team cannot participate in the final, the team with the next highest points will advance.

3. Schedule (Link)

3.1. Schedule (North America (NA) Tournament) (Link)

Each tournament is played in one (1) day. The schedule is as follows:

- Legion Masters – NA – Qualifier 1: Saturday, 02.04.2022
- Legion Masters – NA – Qualifier 2: Sunday, 03.04.2022
- Legion Masters – NA – Final: Saturday, 09.04.2022

Each qualifier starts at 7pm EDT / 4pm PDT, the final starts at 6pm EDT / 3pm PDT. Match times cannot be moved.

3.2. Schedule (South America (SA) Tournament) (Link)

Each tournament is played in one (1) day. The schedule is as follows:

- Legion Masters – SA – Qualifier 1: 02.04.2022
- Legion Masters – SA – Qualifier 2: 03.04.2022
- Legion Masters – SA – Final: 10.04.2022

Each qualifier starts at 2pm BRT, the final starts at 3pm BRT. Match times cannot be moved.

3.3. Schedule (Europe, Middle East, Africa (EMEA) Tournament) (Link)

Each tournament is played in one (1) day. The schedule is as follows:

- Legion Masters – EMEA – Qualifier 1: 06.04.2022
- Legion Masters – EMEA – Qualifier 2: 13.04.2022
- Legion Masters – EMEA – Final: 24.04.2022

Each cup starts at 6pm CEST. Match times cannot be moved.

3.4. Schedule (Asia Pacific Tournament) (Link)

Each tournament is played in one (1) day. The schedule is as follows:

- Legion Masters – Asia Pacific – Qualifier 1: 07.04.2022
- Legion Masters – Asia Pacific – Qualifier 2: 14.04.2022
- Legion Masters – Asia Pacific – Final: 19.04.2022

Each cup starts at 7pm SGT. Match times cannot be moved.

4. Sign-Up

4.1. Registration

To sign-up for Legion Masters all participants must register their information on Toornament. This includes:

- Valid email address
- Apex Legends gamer tag
- Country of residence

4.2. Qualifiers

- The signup will open on March 11 for all regions and cups.

For each qualifier the check-in opens half an hour before the match starts. Every team that wishes to participate in the given qualifier is required to perform the check-in on the cup page.

The Check-in works on a first-come-first-serve basis. Once 20 teams have checked in, no further teams can check-in. Further teams may be put on a waitlist if a checked-in team declines his participation.

5. Before the match

5.1. Availability

During the active participation in the tournament every player must be available ingame and on the official Discord <https://discord.gg/lenovolegion>

5.2. Punctuality

If a team did not join the match at the official starting time, fully or partially, the match may be started and the team cannot fully or partially participate in that round.

5.3. Spectators

Official commentators, admins and anyone authorized by the administration are allowed to spectate a game without the approval of the participants. Other spectators are not permitted.

6. During the match

6.1. Bugs

Bug abuse is strictly forbidden.

6.2. Cheating

The usage of soft- or hardware, that influences Apex Legends in any way, is strictly forbidden.

6.3. Game Ending

A game ends once there is only one team left.

7. After the match

7.1. Protests

7.1.1. The administration can only be contacted via the official Discord <https://discord.gg/lenovolegion>. Any other form of communication may be ignored. The tournament and support language is English, tickets written in any other language may be ignored.

7.1.2. Protests and complaints regarding a match can only be processed if they get sent within 20 hours after the end of the qualifier. Tickets that are submitted after this period may not be taken into consideration.

7.1.3. Participants are encouraged to attach as much evidence as possible to their protest and be as detailed as possible. Every support channel provides the opportunity to upload screenshots for this reason. Uploads on external websites may not be accepted unless the administration asks for it explicitly.

7.2. Rule violations

Violation of rules or non-observance of the administration's orders can result in punishment for the player. Type and severity of punishment are decided by the administration. Possible punishments include but are not limited to:

- Deduction of points
- Loss of a match
- Disqualification from the tournament series
- Disqualification from future tournaments
- Prize money reduction

8. Prizes

8.1. Prize pool

Prizes are awarded in the finals based on the final ranking.

The TOTAL prize pool for all regions will be \$10,000 USD per region. The specific prize pool splits for all regions can be found below.

8.1.1. Prize pool split

Placement	Prize Money
#1	\$4000 USD
#2	\$2500 USD
#3	\$1500 USD
#4	\$1000 USD
#5	\$600 USD
#6	\$400 USD

8.1.2. Prize distribution

After the tournament is concluded, the winning teams receive a message from the tournament organizers within one week. A representative of the team must write an invoice to invoices@freaks4u.de. Only one invoice/transaction per team is allowed. The prize money is paid to one account per team only. The Winners are solely responsible for all federal, state and/or local taxes, and for any other fees or costs associated with the redemption of the prize(s).