Apex(Battle Royal)

1. OKSE Handbook

All non game specific rules and regulations referenced here can be found in the

[OKSE High School Rules Handbook](#)

2. OKSE Title Type

"Apex" is a <u>Virtual</u> game during the Fall 25' Season of OKSE

Virtual games <u>can</u> be played from home and coaches MUST be in contact with their

students via their school approved communication system.

GAMES CANNOT AND WILL NOT BE RESCHEDULED FOR AN EOM DAY!

Reference Section 3 "Types of Tournaments" in the handbook for additional information

2.1 Online Set Day and Time

Starting Sept. 25', matches will be given a set day and time to play.

For Apex, this will be every other Wednesday starting at 4 PM CST

The dates for Apex are Sept. 17th, Oct 1st, Oct 15th, Oct 29th and State being Nov

12th.

If your team cannot regularly make this Bi-weekly day, please do not enroll a team in

There will be no rescheduling of these dates, barring any state-wide weather or any

other emergency situation that OKSE will address.

Apex releases updates on Tuesday's at 12:00PM, be sure to update your game

before start times on match days. Matches will not be delay simple because your

game is updating.

Reference Section 3 "Types of Tournaments" in the handbook for additional information

3. Match Procedure

Matches must abide by the following requirements.

1. OKSE will be setting up matches, make sure to be on time or you may jeopardize your spot. Check-ins will open 15 minutes before the official start time. No later than 10 minutes after start time we will begin the first match.
2. Mode: Battle Royal(3v3)
   a. ALGS preset
      i. Chat: Admin only
      ii. Self-Assign Team: On
      iii. Aim Assist Override: On
      iv. Anonymous Mode: On
      v. Mode Type: Standard
3. If the wrong settings, map types or game modes are loaded while going into a map set, that map set must be restarted entirely. If a team notices that the rules were wrong during previous map sets, this can not be undone or replayed. Once a kill is confirmed or more than 2 minutes have passed- the match must continue. Please make sure you check the settings for the lobby before playing a match.

Reference Section 14 "Matches-Results/Communication/Disputes/Rules" in the handbook for additional information

3.1 Series Length

Each Lobby will play 2 rounds during the regular season

1. 20 Teams per heat
   1. In the event there are more than 20
   2. teams, we will split into even heats so all teams have the opportunity to score the same amount of minimum points. We would need 10 teams minimum to launch a lobby (as of S16 1.1 patch)

3. Teams will NOT be seeded during the regular season. Seeding will take place for the State Championship tournament and will be based on total points accumulated throughout the regular season. In the event of tie's for a seeded spot- a tie breaker will go to the team who routinely has a higher average placement at the end of each week.
    1. Should there still be a tie- then the final tie breaker will be a H2H comparison of the tied teams based on which team routinely places higher among the group.
2. *Reference Section 3 "Types of Tournaments" in the handbook for additional information*

3.2 Points and qualifying for State Championships

At the end of each Match, Teams are awarded points for their placement and the Team's total number of kills as shown on the in-game end of match summary screen ("Match Score"). The top 20 teams from the regular season will move onto the State Championship Match(Nov 12th).

Points Distribution Tiers	
Place	**Points**
Kill Points	*1 per kill*
1st	12
2nd	9
3rd	7
4th	5
5th	4
6 - 7th	3
8 - 10th	2
*11 - 15th	1
*16 - 20th	0

3.3 State Championship Rules

 Match Point- Once a team hits 50 total points- they will become "match point eligible" (MPE). You can only become an MPE once you START a game with 50 or more points. Once a team is MPE- they will have to place first place in a lobby in order to be crowned state champion. More than one team can be MPE at any time.

Per-Selected Drops- Each team will be given the opportunity to declare a landing area of their choice. Order of picks will be given out based on team standings. Example: 1st seed will have first pick- 2nd seed will have second pick, ect. There is no penalty for not landing at your declared location. However every team will need to declare a landing spot. Declared sports can only be changed 48 hours before the state of state. Teams from the same school will not be allowed to have the same drop spots within the same lobby.

3.3 Coach Requirements

1. Online matches can be played from home, Coaches must be available and in communication with their team.
    2. Coaches **must** have a mode of communication (Email, Text, google meet, Discord) established with the opposing coach and must be reachable during matches in order to be eligible to have your team compete.
    3. Coaches **must** be a verified adult.

4. Player Skins / Emotes

Player skins are allowed to be used during a match. Player emotes should be turend off with the ALGS ruleset by default for all players.

Reference Section 16 "Coaches Expectations" in the handbook for additional information

5. Streaming

Reference Section 7-G "Match Broadcasting" in the handbook for additional information

6. Stoppage of Play

As this is a game with up to 20 teams in the same lobby, pausing/restarting the match will be very limited. If your team disconnects when the match is loading, IMMEDIATELY tell your TO. Restarting the match will be up to the TO's discretion.
The following criteria must be met to pause the game.

- Player Drop
- Player Disconnect
- Server Crash
- Technical Issues w/ PC or PC Hardware (peripherals included / coach verified)

In order to pause a match, the team's coach must be immediately notified of the issue. The coach must be present and communicating with the other teams coach during the pause. This can be done via text chat in discord or voice chat. Stoppage of Play for multiple teams can last as long as the other team needs if the coaches are in communication and at the discretion of the TO. If a single team/ player is having an issue then there is a max 10 minute tech pause they are able to take. The 10 minutes is pooled for the entire day. They can take as many timeouts as needed but once the entire pool of 10 minutes is used then the team will be unable to make a timeout request the rest of the day.

Reference Section 14 "Matches-Results/Communication/Disputes/Rules" in the handbook for additional information

7. Player Counts

Titles with 3 players per team are limited to 2 teams per school.

Each team has to have the following criteria.

- Teams consist of 3 players
- Teams can not have less than 2 players by any circumstance even if the coaches agree.

Reference Section 11 "Team Information" and Section 12 "Player Counts for Each Game" in the handbook for additional information

7.1 Substitutions

As a team starts their entire match, whatever roster the team starts with is that team's starting 3 players. During a map set, teams are only allowed to sub in 1 player subs total.

Reference Section 12-D "Substitutions" in the handbook for additional information

8. Disqualification

1. If you see any violations of the rules, STOP the match and notify the other coach IMMEDIATELY. Take a Screenshot or recording and report issues to the executive board IMMEDIATELY. All disqualification reports will be under review from the OKSE Executive Board.
2. ALL play should be stopped until the violation is resolved.

*For full rules violations, please refer to the [High School Handbook](). Specifically sections Violations and Toxicity.

9. Maps and dates

Maps are as listed

E district- Sept 17th

Storm point- Oct 1st

Worlds Edge- Oct 15th

Broken Moon- Oct 29th

King's Canyon* (will only use King's Canyon if one of the 4 maps above are not available during a time of play)

State Championship Nov 12th map rotations (2 rounds per map and repeated as needed):
E District -> Storm Point -> Worlds Edge -> Broken Moon.

10. Platform

Eligible platforms include: PS4, PS5, Xbox One, Xbox Series X/S, PC, Nintendo Switch 2

10.1 Input

Input is determined by platform