



Apex Legends Rules

Majors #1-3 will feature three stages: the Open Stage, Playoff Stage, and Finals. The Open Stage and Playoff Stage will each feature a double-elimination bracket with a Winners Bracket and a Losers Bracket. Open Stage rounds will consist of three (3) matches. Playoff Stage rounds will consist of four (4) matches. The Finals will utilize the Match Point mechanic (described in D.4.3.).

D.5.1. Open Stage

D.5.1.1. Open Stage Winners Bracket Round 1

Up to eighty (80) Teams begin the Major in Open Stage Winners Bracket Round 1.

Teams are separated into four (4) groups of up to twenty (20) Teams each.

The 10 Teams with the highest Round Score (described in Section D6) in each Open Stage Winners Bracket Round 1 group after all matches are completed (up to forty (40) total Teams) advance to Open Stage Winners Bracket Round 2 while the remaining teams (up to forty (40)) fall into Open Stage Losers Bracket Round 1.

D.5.1.2. Open Stage Winners Bracket Round 2

The Teams advancing from Open Stage Winners Bracket Round 1 are separated into two (2) groups of up to twenty (20) Teams each. The ten (10) Teams with the highest Round Score in each group after all matches are completed (up to twenty (20) total Teams) advance to Playoff Stage Winners Bracket Round 1 while the remaining teams (up to twenty (20)) fall into Open Stage Losers Bracket Round 2.

D.5.1.3. Open Stage Losers Bracket Round 1

The Teams are separated into two (2) groups of up to twenty (20) Teams each. The ten (10) Teams with the highest Round Score in each group after all matches are completed (up to twenty (20) total Teams) advance to Open Stage Losers Bracket Round 2 while the remaining Teams are eliminated from the Major.

D.5.1.4. Open Stage Losers Bracket Round 2

The Teams advancing from Open Stage Losers Bracket Round 1 and the Teams that fell from Open Stage Winners Bracket Round 2 are separated into two (2) groups of up to twenty (20) Teams each. The ten (10) Teams with the highest Round Score in each group after all matches are completed (up to twenty (20) total Teams) advance to Playoff Stage Losers Bracket Round 1 while the remaining Teams are eliminated from the Major.

D.5.2. Playoff Stage

D.5.2.1. Playoff Stage Winners Bracket Round 1

Twenty (20) Teams begin the Major in Playoff Stage Winners Bracket Round 1 and are separated into two (2) groups of ten (10) Teams

where they are joined by the up to twenty (20) Teams advancing from Open Stage Winners Bracket Round 2.

The 10 Teams with the highest Round Score in each group after all matches are completed (up to twenty (20) total Teams) advance to Playoff Stage Winners Bracket Round 2 while the remaining Teams (up to twenty (20)) fall into Playoff Stage Losers Bracket Round 1 where they are joined by the Teams advancing from Open Stage Losers Bracket Round 2.

D.5.2.2. Playoff Stage Winners Bracket Round 2

The ten (10) Teams with the highest Round Score after all matches are completed advance to the Finals and the remaining Teams fall to Playoff Stage Losers Bracket Round 3.

D.5.2.3. Playoff Stage Losers Bracket Round 1

The Teams from Playoff Stage Winners Bracket Round 1 and the Teams advancing from Open Stage Losers Bracket Round 2 are separated into two (2) groups of up to twenty (20) Teams each.

The ten (10) Teams with the highest Round Score in each group after all matches are completed (up to twenty (20) total Teams) advance to Playoff Stage Losers Bracket Round 2 while the remaining Teams are eliminated from the Major.

D.5.2.4. Playoff Stage Losers Bracket Round 2

The ten (10) Teams with the highest Round Score after all matches are completed advance to Playoff Stage Losers Bracket Round 3 while the remaining Teams are eliminated from the Major.

D.5.2.5. Playoff Stage Losers Bracket Round 3

The Teams from Playoff Stage Winners Bracket Round 2 and the Teams advancing from Playoff Stage Losers Bracket Round 2 compete in one group of up to twenty (20) Teams. The ten (10) Teams with the highest Round Score after all matches are completed advance to the Finals while the remaining Teams are eliminated from the Major.

D.5.3. Finals

The twenty (20) Teams in the Finals will compete in matches until a tournament winner is declared.

Teams advancing to the Finals from Playoff Stage Winners Bracket Round 2 will start the Finals with points based on their placement in that round as follows:

- 1st place = 10 points
- 2nd place = 9 points
- 3rd place = 8 points
- 4th place = 7 points
- 5th place = 6 points
- 6th place = 5 points
- 7th place = 4 points
- 8th place = 3 points
- 9th place = 2 points
- 10th place = 1 point

Once a Team reaches fifty (50) points (as described in Section D6) in the Finals (“Match Point Threshold”), it is “Match Point Eligible.”

Once a Team is Match Point Eligible, winning a Match (placing first) after the Match in which they reach the Match Point Threshold will result in them being declared winners of the Major. In the event all Teams in the Finals are Match Point Eligible, the Team that wins the next Match will be declared the winners of the Major.

After a Team has been declared the winners of the Major, the remaining Finals Teams will be ranked 2nd-20th based on their total Finals points. Finals points ties are broken using the Tiebreakers described in Section D6.

D6. Seeding & Bracket Movement (Majors 1-3 only)

Teams will be seeded by their cumulative total ALGS Points. Ties will be broken randomly.

Teams will be distributed into Open Stage Winners Bracket Round 1 and Playoff Stage Winners Bracket Round 1 groups using a snake draft method from the highest seeded team to the lowest. An example of this method can be found in APPENDIX F.

In the Open Stage, Teams will be placed into one (1) of four (4) Winners Bracket Round 1 groups: groups A, B, C & D.

In the Playoff Stage, Teams will be placed into one (1) of two (2) Winners Bracket Round 1 groups: groups A & B.

Teams from each group that advance or fall to the next round of the Major will advance and fall together. Teams will not be re-seeded from one round to the next. For example: The top ten (10) teams from both Open Stage Winners Round 1 groups A & D advance to Open Stage

Winners Round 2 and are grouped together into group A for the next round.

In rounds that feature more than two (2) groups, Teams from groups A & D and groups B & C will advance together.

D7. Scoring & Tiebreakers (Majors 1-3 only)

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 points awarded in each Match are:

Placement

1st: 12

2nd: 9

3rd: 7

4th: 5

5th: 4

6th, 7th: 3

8th – 10th: 2

11th – 15th: 1

16th – 20th: 0

Kills

1 for each kill

At the end of each Round, a Team's total points will include the Team's Match Scores for all Matches in that Round ("Round Score").

Round Score Tiebreakers:

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. Example: Team 1 and Team 2 have tied Round Scores of 67. Team 1's highest single Match Score is 20 points in the first Match of the round and Team 2's highest single Match Score is 22 points in the second Match of the round. Team 2 would win the Single Match Score Tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional individual Match Scores are available. Example: Team 1's and Team 2's single highest Match Score is 20 points in Matches 1 & 3 respectively. Team 1's next highest single Match Score is 18 Points from Match 3, while Team 2's next highest single Match Score is 15 in Match 2. Team 1 would win the Single Match Score Tiebreaker.

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. These best placements may have been in the same or different Matches for each tied Team. The Team with the best placement (lowest number) will win the tiebreaker. A 1st place finish in a single match is the best possible placement. This is repeated for all Matches played in the round until all ties are broken or no additional individual Matches are available.

Single Match Total Kills

Each tied Team's single highest total kills in a single Match is compared against all tied Teams' highest total kills in a single Match. The Team with the most kills in a single Match will win the tiebreaker. This is repeated for all Matches played in the round until all ties are broken or no additional Matches are available.