

2023 Esports Championship East Asia APEX LEGENDS OFFICIAL RULESET

1. INTRODUCTION

Esports Championships East Asia 2023(aka. ECEA) is hosted by the Local Organizing Committee and the Ministry of Culture, Sports and Tourism. The competition shall be held from Dec 15th to Dec 17th, 2023. The competition is held as 4 titles, including APEX Legends. ECEA is hosted offline.

2. SELECTION AND ROSTER SUBMISSION

2.1 Player Eligibility

2.1.1 Player Age

Only players who are over 19 are eligible to participate in the competition. No player shall be considered eligible to in any ECEA-affiliated APEX Legends match before his or her 19th birthday, defined as having lived 19 full years. As an exception, game-playable 18-year-olds (born in 2005 and must have passed their birthdays) are eligible to participate. It is permitted but must be submitted with the consent of the guardian.

2.2 Team selection

Each country's team will consist of 7 participants, including 6 players and a coach.

2.3 Roster submission

Roster of preliminaries and finals must be submitted together 48 hours before the first match day.

3. COMPETITION RULES

The competition will be held as Team Death Match(The'TDM')

3.1 TDM Mode

3.1.1 Team Composition

There are 3 teams in total, one for each country. Each team is composed of 6 participants including 6 specialized APEX professional players.

3.1.2 Format

Preliminary Round: Double Round Robin

In the preliminary round, each country shall play 4 matches in total. In total, 6 matches will be held. The country that takes 1st place with the most winning points in the preliminary round will advance to the Finals. In case where three countries have the

same winning scores or the bottom two teams have the same winning points, the team to advance shall be selected through Article 3.1.4

Example)

Match 1/2 – Team A vs Team B

Match 3/4 – Team A vs Team C

Match 5/6 – Team B vs Team C

The match schedule will be fixed by a draw before the match day (Team A,B,C)

Map for Match 1,3,5 (Skull Town)

Map for Match 2,4,6 (Zeus Station)

Finals: BO3

The countries that took second/third place in the preliminary Round will play a single-round match; the winner shall move on to the final round, and the map for the single-round match will be chosen by the 2nd place team of the preliminary round. The final match shall be held as B03, for the country that won the first two games shall be the final winner. If the final winner is chosen before the end of all matches, the rest of the match shall not be preceded.

Map for Finals

Round 1: Skull Town

Round 2: Zeus Station

Round 3: Skull Town

3.1.3 Map List

1) Skull Town

2) Zeus Station

3.1.4 Point Rules

When every single game ends, the winning team gets 1 point and the losing team gets 0 points.

Note: In the situation of a tie, the final winning team will be determined by the following measures.

- (a) If two teams (referred to as A and B) get the same points, the one with the higher total knockout number will win.
- (b) If the numbers are the same, the total times of winning the first placement across all Tournament Games in the applicable product.
- (c) If the time is same, a tiebreaker between A and B will be conducted. In the tiebreaker, TDM mode will be adopted and the winner will be ranked higher.

4. Player Equipment

4.1 ECEA-Provided Equipment

ECEA officials will provide, and ECEA players will exclusively use, equipment in the following categories to ECEA players for all official ECEA matches:

- PC & Monitor
- Headsets and/or Earbuds and/or Microphones
- Table and Chair

At the request of a ECEA player, ECEA officials will provide the following categories of equipment for use in all official ECEA matches:

- PC Keyboards
- PC Mice
- Mousepads

All ECEA-provided equipment shall be chosen, selected, and determined at the sole discretion of the ECEA officials.

4.2 Player-Owned or Team-Owned Equipment

Players are allowed to bring equipment in the following categories, which are owned by themselves or their teams, into the match area and use such equipment during official ECEA matches:

- PC Keyboards
- PC Mice and cord holders
- PC Mousepads

- Game console (Type of console is not limited)

The equipment that affects the fair play of the game is prohibited. In the match area, players may not bring, use, or wear any headsets, earbuds and/or microphones, other than those provided by the ECEA.

4.3 Player and Coach Apparel

Players must wear official team uniforms during all ECEA matches and pre-match and post-match interviews held by the ECEA. Players must wear pants and closed-toe shoes, as well as visible team-branded apparel, on their upper body, during the entirety of any ECEA event or appearance.

All starting players must wear matching apparel during the player introductions. The matching apparel includes shirts, jerseys, jackets, and pants.

During matches, players must wear jerseys and may individually choose to wear jackets. All jackets, jerseys, and pants must match. For the avoidance of doubt, sweatpants, athletic pants, and/or pajama pants will not be considered appropriate attire unless approved in advance by ECEA officials.

Jerseys and all other apparel worn during such times are subject to the restrictions set forth in Section 9 below, and are subject to the review and discretion of ECEA officials. ECEA officials will have final approval over all apparel.

Head Coaches and Strategic Coaches must wear appropriate attire while at the event. The attire will need to be approved by ECEA officials. Appropriate attire should be business casual and does not include: athletic wear, team branded apparel (like jerseys), open-toed shoes, etc. Player and coach apparel should also comply with additional regional league restrictions, if any.

4.4 Computer Programs & Usage

Players are prohibited from installing their own programs and must use only the programs provided by the ECEA.

4.5 Social Media and Communication.

It is prohibited to use the ECEA computers to view or post on any social media or communication sites. This includes, but is not limited to, Facebook, Twitter, online forums/message boards and email.

4.6 Non-Essential Equipment.

It is prohibited to connect non-essential equipment, such as cell phones, flash drives or MP3 players and portable fan to the ECEA computers, for any reason.

4.7 Equipment Tampering

Players and Coaches may not touch or handle another teammate's owned or provided equipment after a match has started. Players who require assistance with their equipment should ask assistance from a ECEA official.

5. Referees

5.1 Role of Referees

5.1.1. Responsibilities.

Referees are ECEA officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following match play. Their oversight includes,

but is not limited to:

- Checking of team arrival at stadium.
- Checking the team's lineup before a match.
- Checking the attire of players and coaches before a match.
- Checking and monitoring player peripherals and match areas.
- Instruction to players to prepare.
- Announcing the beginning of the match.
- Ordering pause/resume during play.

- Issuing penalties in response to Rule violations during the match.
- Confirming the end of the match and its results.
- Receiving and responding to objections.

5.1.2. Referee Compartment.

At all times, referees shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any player, team, team manager, owner, or other individual.

5.1.3. Finality of Judgment.

If a referee makes an incorrect judgment, the judgment cannot be reversed during the match, as the decision of the referee is absolute. However, ECEA officials at their discretion may evaluate the decision after the completion of the match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, ECEA officials reserve the right to potentially invalidate the referee's decision. ECEA officials will always maintain final say in all decisions set forth throughout the ECEA.

6. BEFORE THE MATCH

6.1 Arrival Time

Except as otherwise notified by the LOC, all participants must arrive 120 minutes before the start of broadcasting. Upon arrival, he/she shall obtain confirmation from the referee or the chief referee. When violated, one Caution shall be given. An additional Caution shall be given if the participant does not arrive after additional 30 minutes. Referees have authority to identify players, if necessary.

6.2 Being Late

If he/she is late due to natural disaster or accidents, he/she shall be exempted. However if such situation occurs, it shall be informed to the LOC as soon as possible, and evidence which can approve such situation shall be submitted to the chief referee. In addition, an official document shall be issued by the relevant agency and submitted to LOC for approval.

6.3 Obligations for Broadcasting Cooperation

Players and Head Coach have duty to sit at the time designated by the referee in verbal or upon referee's order. In case of defiance, the referee may impose him/her a penalty.

6.4 Players' Attire

All players must wear national team uniforms during ECEA.

6.5 Setting Time Allowance

In principle, setting time for personal device shall be separately noticed by the referee. If one's setting time is exceeded, the referee shall restrain him/her, and in case of defiance, one Caution will be given.

6.6 Checking Equipment and Settings

Abnormality in player's personal equipment(keyboard, mouse, mousepad etc.) and setting(game setting, voice program etc.) shall be checked by the player on site. If it is not attributable to the LOC, it is player's duty to take care of abnormality in equipment or setting during matches. In case a problem occurs, the participating player may request for equipment to the LOC, however all responsibilities arising from the equipment lies with the player.

7. DURING THE MATCH

7.1 Restarting the device

Players cannot turn off their device or restart the game client without explicit permission from the referee.

7.2 Large Scale Disconnection

In case of disconnection in all teams, all teams except one team, or disconnection in more than 3 players, the match shall be terminated immediately. A rematch shall be held as only players who were alive in the moment of the disconnection. However, if a player has responsibility for causing the disconnection, the player must be excluded from the rematch. The result or the rematch will be added from the moment of the disconnection occurred to determine the result of the match.

7.3 Observer

Only observer with referee's explicit permission can connect to the game server.

7.4 Bugs

Even in case a bug occurs and negatively affects the player, rematch or solving the bug is not provided. If a player finds a bug directly or indirectly, the player must inform the referee immediately. If the player intentionally not informs the referee, a penalty is given. Also, in case a player makes profit through deliberate bug usage, a penalty will be given to the player.

7.5 Cheats

During ECEA, Cheating is prohibited. Any modification of the APEX Legends game client by any player, Team or other Team Member is prohibited. The use of any kind of cheating device or cheat program, or any similar cheating method such as signaling devices, and hand signals, etc., shall be deemed cheating. Downloading any cheat program to the device used for Official Competition match is strictly prohibited and may result in a game ban and other disciplinary actions and sanctions. Intentionally playing with another player on public match for two or more matches within 72 hours while having knowledge of the other player is using a cheating device or cheat program, or any similar cheating method is prohibited as well.

7.6 Electronic Devices

Electronic devices without approval are prohibited from entering the venue. Before entering the venue, all participants must keep their electronic devices at the designated place. In case when it is necessary to bring electronic devices into the venue due to health issues, it is allowed only if prior approval is obtained from the referee.

7.7 Food and Beverage

From the beginning of official match to the end of the broadcasting, only drinks (including water) are allowed. For drinking other products than the Official Sponsored Brand, the label must be detached. Other foods are prohibited. However, during break time, players can eat outside of the match room with cameras.

7.8 Smoking

Regardless of during match preparation, and during match, smoking at the venue is strictly prohibited. Smoking includes all kinds of cigarettes tobacco, cigarettes, electronic cigarettes etc. A 'Warning' penalty will be given if smoking is detected at the venue.

7.9 Streaming

Including the Competition, player's personal screen and voice may be transmitted through public TV and online platform in real-time or irregularly (ex) reruns, VOD), and may be secondarily processed and used. The transmitted platform is at the discretion of the organizers. The transmission of ECEA is not restricted from or restricted due to player or team's streaming contract or management contract. For all the problems occurred due to team's or player's contract, the team and player must take full responsibility. In addition, transmission of player's individual streaming is prohibited.

NOTES

1. Any emergency circumstance during the competition needs to be reported immediately to the referee, who will handle it according to the situation.
2. The game will be recorded using a graphics card. If there are any frame drops or lags during the game, you must give feedback to the referee immediately, and the referee will confirm the situation before stopping the recording.
3. The competition executive reserves the right to amend the competition rules, and to make decisions on issues that are not covered by the rules and regulations under the principles of preserving the spirit of fair play and sportsmanship.
4. All interpretations regarding these rules, player eligibility, scheduling, and competition stage arrangements, as well as the decision-making right regarding penalties for misconduct during the competition lie solely with the Competition Committee.