

ACES BLITZ TOURNAMENT SERIES

A SERIES OF MINI TOURNAMENTS TO BOOST COMMUNITY ENGAGEMENT

ACES BLITZ II TOURNAMENT

OVERVIEW

The **ACES Collegiate Blitz** tournaments are in place until we officially get access to custom servers and can officially run and operate leagues.

SCHEDULE

The **ACES Collegiate Blitz** tournaments run one main tournament per month with a prize pool of \$100 until a league can effectively be made.

- Registration for Blitz II begins on April 17th, 2019 using <http://www.collegiateapex.com/blitz>
- Registration closes on April 26th, 2019 at 11:59pm EST
- ACES Collegiate Blitz II begins at 1:30 PM EDT on April 27th, 2019. The tournament will consist of 3 Rounds (each round will last 2 hours):
 - Round of 64: starting at 1:30 PM EDT April 27th, 2019 & ending at 3:30 PM EDT April 27th, 2019
 - Round of 32: starting at 4:00 PM EDT April 27th, 2019 & ending at 6:00 PM EDT April 27th, 2019
 - Round of 16: starting at 4:00 PM EDT April 28th, 2019 & ending at 6:00 PM EDT April 28th, 2019

The Ro16 will be streamed live on <http://twitch.tv/CollegiateApex> at 4:00 PM EST April 28th, 2019.

POINT SYSTEM

ACES Collegiate Blitz II will have a point system based on wins and kills.

Kills: 1 Point Per Kill

1st / Win: 10 Points

2nd: 5 Points

3rd: 5 Points

4th: 3 Points

5th: 3 Points

REGISTRATION

ACES Collegiate Blitz II will have registration until all tournament slots are filled.

- Registration: <http://collegiateapex.com/blitz/>

TOURNAMENT STRUCTURE

The ACES Collegiate Blitz II tournament will take the following structure.

1. Sign Up Information

- 48 Teams, flex to 64
- Max 3 slots allocated per school
- PC only, console not yet supported

2. Time and Game Rules

- Teams will queue separately online and attempt to earn as much points as they can. For Round of 64 & Round of 32, teams will submit their **best 3 matches**. For Round of 16, teams will submit **all of their matches**.
 - Teams must submit results after each game is done.
 - Teams will have **ten (10)** extra minutes after the end of the tournament to submit their last game.
 - During Round of 64 & Round of 32, only **3 submitted matches** will count towards the point total. During Round of 16, **all submitted matches** will count towards the point total.
 - Each time a team advances to the next round, their point total gets reset.
 - Tiebreakers
 - Least # of Games Played
 - Highest Amount of Game Wins
 - Highest Amount of Kills per Team
 - Highest Total Points Score in an Individual Game

3. Broadcasting Needs

- One player from each team **must be streaming**.
 - Turn off donation/follower/sub trackers/notification, webcams are allowed (recommended underneath the minimap.)
 - "Store Past Broadcasts" **must be enabled** for the player, who is streaming.
 - Refrain from listening to music due to copyright restrictions.
 - Recommended: 720p30 -> 1080p60 & 1.5->8k bitrate
 - Delay at your own discretion.
- ACES will stream the Round of 16 on the official Twitch account (<https://www.twitch.tv/collegiateapex>). The stream will consist of footage from the players' individual streams with commentary from ACES casters.

4. Prize Pool

- ACES Collegiate Blitz II will have a prize pool of \$100.
 - First Place will receive \$90.
 - The team with the most kills will receive \$10.

- iii. ACES will transfer all funds via PayPal to the Team Captain. ACES is not responsible for the prize distribution among the team once the Team Captain has received the prizing funds. Team Captain is responsible for **sending the correct payment information to ACES within seven (7) days**. ACES will distribute **prizing within thirty days (30)** of event completion.

SCORE REPORTING

ACES Collegiate Blitz II requires all teams to submit their best 3 matches for Round of 64 & Round of 32. For Round of 16, teams must submit all of their games right after each game is done via the form provided in Discord and on the website. The score report will mainly consist of submitting a link to Clip from the twitch stream, which includes the match report (screen with your team's placement & kills from the match).

COLLEGIATE REQUIREMENTS

Players in ACES must be currently enrolled in an accredited institution of higher learning. These players will represent their respective institutions and may not mix and match teams. In order to be considered eligible for play, members must be verified for play in ACES.

- You must be a full-time student within your university or college.
- You must be attending university or college in North America.
- You must be in good academic standing within your college or university.
- Students who are graduating are exempt to the 12 credit hour rule in their final semester.
- ACES reserves the exclusive right to verify enrollment to ensure fairness and eligibility of the team and for the reputation of the league.
- Special cases will be treated internally, on a case-by-case basis.

AGE REQUIREMENTS

Players in ACES are required to be at least 17 years of age. Players under the age of 18 may be approached to sign a parental release form. Underage competitors will be banned and their team will be disqualified from playing in the tournament.

RIGHT TO REQUEST INFORMATION

Players in ACES give ACES the right to obtain transcripts, enrollment status, and other information the league deems necessary to ensure a fair and competitive environment.

VIOLATIONS OF TERMS

In addition to the infractions, the following may or may not be directly attributed towards any of the levels of infractions above:

- Collusion in any form is bannable and will be dealt with accordingly.
- Harassing and/or bullying league officials or other players via any form of communication is a violation of the Code of Conduct.
- Language and content that is found to be inappropriate, vulgar, lewd, harmful, illegal, dangerous in nature, offensive, threatening, racist or sexist is grounds for consideration of harassment infractions.
- Any situation interrupting general pace and flow of any game or match operation will be dealt with on a case by case basis.
- Macros, botting, cheating, or network abusing is strictly prohibited and not tolerated.
- Altering files that are linked to Respawn content, Apex Legends, or game/server coding will be reported directly to Respawn for swift and rightful punishment.
- Abuse towards another member of the community, including league officials, will result in dismissal from the community and/or league.
- Community members are expected to follow the Discord rules.

ADDITIONAL AGREEMENTS

ACES cannot be held responsible for dealing with, solving, mediating, or adjusting any agreements made between teams outside of the league. We strongly encourage teams to not make agreements that go against the best interests of the league, its integrity, and its player base.

RIGHT TO INVESTIGATE

By playing in ACES tournaments, you agree that ACES has the right to investigate any matters before deciding on an infraction-based issue.

PARTICIPATION AND USAGE

By playing in ACES, you allow ACES to use any and all distinguishing marks of your club/brand in our communication materials AS WELL as in our tangible goods, such as clothing or promotional material. You agree that ACES is able to use images of you and your likeness in any of our content without express permission. We do not own the rights to any of your logos/trademarks, but have express permission to use said logos or trademarks without waiver of any legality.

CONFIDENTIALITY AGREEMENT

ACES Collegiate Blitz uses the following terms:

“Any and all private communications with staff members and tournament administrators are to be held strictly confidentially between the parties. Publicizing any of these discussions, communications, or encounters is not allowed unless receiving prior authorization from an ACES administrator. Teams or users breaking these rules will receive punishments appropriately and potentially receive a league suspension.

Advertising any organization, business, product, or service is not permitted unless receiving prior approval from the administration of ACES and could result in removal from ACES.”