

# FORTNITE

SUMMER SOLO SERIES

by



**LEVEL**ACADEMY

## Introduction

This document outlines all the relevant regulations which should be followed when participating in the Level Academy Fortnite Event. Failure to do so may result in various penalties outlined below.

The Level Academy Summer Solo Series is a 6-day tournament event being held on the following dates:

3/9/2020

10/9/2020

One thing to point out is that the administration of the tournament always has the last call, decisions which aren't specified in this document are left to the administration's discretion. In some extreme cases decisions that outright go against what is specified in this document may be taken.

We at Level Academy hope that you as both a participant, spectator, or media enjoy our event to the fullest.

Yours Sincerely, The Level Academy Staff.

## Eligibility

Level Academy's event is open to anyone who is resident in Malta, above the age of 12, and complies with all the regulations listed below, including having no publisher bans from Epic Games specifically.

## Registration:

Please fill in the Online Registration Form linked here: <https://forms.gle/oQh2BJKLTeeV2RXp8>

## Disconnects and Crashes

### 1.1 Re-Hosting

Re-hosting may only be initiated upon a senior admin's decision. Lag or disconnects will only cause a re-host if they affect over 10% of the lobby.

## Behaviour

### 2.1 Publisher Bans

We reserve the right to refuse participants who have active publisher bans.

### 2.2 Insults & Offensive behaviour

Players are all expected to be respectful to both one another as well as to everyone else at the event, this includes staff, spectators and media.

Any form of offensive behaviour may be punished, punishments vary depending on the severity of the situation, anything from a warning to a disqualification may be issued.

### 2.3 Admin Decisions

Admin decisions are final unless it is clearly stated that a chance to appeal is possible.

Interactions between Tournament Staff and players, be it written or verbal are confidential. Publicly sharing said conversations or posting them online is strictly forbidden, unless given permission to do so.

### 2.4 Time

Participants are expected to be on the server on time, failure to get into a game is entirely the player's fault and no restarts will be made for any player who fails to get in.

## Point System

### 3.1 Points Distribution

#### Scoring System

Points will work as follows. Players will be awarded depending on their position in 2 aspects, Placement, and Kill count. Using the table below, on placement, first place is given 150 points, 2nd is given 140 etc. However, the person with the most kills also gets 150 points, 2nd most kills 145 etc. Should a player have both 1st place and top kills, they will get a total of 300 points in 1 game.

1st	150	9th	110	17th	70	25th	30
2nd	145	10th	105	18th	65	26th	25
3rd	140	11th	100	19th	60	27th	20
4th	135	12th	95	20th	55	28th	15
5th	130	13th	90	21st	50	29th	10
6th	125	14th	85	22nd	45	30th	5
7th	120	15th	80	23rd	40		
8th	115	16th	75	24th	35		

Should two players have the same kills, their placement will be used to decide their kill placement, thus if 2 players have 5 kills, one placed 3rd and the other placed 4th, The player that placed 3rd will get the higher amount of points on kill count.

Leaderboards will be issued up to 24 hours after each round.

Points are accumulative across the duration of the tournament.

### 3.2 Tiebreakers

Tiebreakers will be determined in the order presented here:

Total points scored

Average Placement

Average Eliminations

Total eliminations in the round

And finally a Coin Flip.

### Score Reporting

#### 4.1 Google Form

Players are required to use the prepared google form to submit their score. Players are obliged to be truthful in their score reporting. This helps our staff with getting the final table of placements much faster.

<https://forms.gle/SwAJeuTbHwX3HwFv6>

Players who post fake results may be penalised or in worse cases, disqualified.

Along with all the info, players are required to upload 2 screenshots as clearly specified in the form. Screenshots not displaying this information will be considered invalid.

Only results submitted through the form will be accepted. Results received through other channels will be completely ignored and disregarded.

#### 4.2 In Game Procedure:

In-game procedure and instructions relating to participation will be provided to successful applicants.