

# CLUTCH ARENA: OFFICIAL COMPETITION RULEBOOK (V1.1)

## 1. COMPETITOR CODE OF CONDUCT

- **On-Site Requirement:** All matches must be played at the designated partner venue. Remote participation is strictly prohibited.
- **Equipment Liability:** Players are responsible for provided hardware. Any intentional damage or negligence will result in the player being invoiced for the full replacement cost.
- **Zero Tolerance Policy:** Any violence, harassment, or disruptive behavior towards staff, referees, or players will result in immediate disqualification and expulsion.
- **Admin Authority:** All decisions made by Clutch Arena officials and referees are final and binding.

## 2. TOURNAMENT FORMAT & PLATFORMS

- **Game:** Apex Legends.
- **Mode:** Battle Royale (Trios).
- **Platforms Allowed:** PC and Console (on-site LAN equipment provided).
- **Lobby:** 15 teams (45 players) per lobby.
- **Rotation:** World's Edge → Storm Point → Broken Moon → Olympus → World's Edge → Storm Point.

## 3. SCORING SYSTEM

- **Elimination Points:** 3 points per kill.
- **Placement Points:** 1st = 14 pts; 2nd = 11 pts; 3rd = 9 pts; 4th = 7 pts; 5th = 6 pts; 6th–10th = 4 pts; 11th–15th = 0 pts.
- **Worst Game Drop:** Each team's lowest-scoring game from the 6-match set is removed to mitigate RNG variance.

## 4. GRAND FINAL (MATCH POINT)

- **Threshold:** A team must reach 60 points to become "Match Point Eligible."
- **Victory Condition:** An eligible team must secure a 1st-place finish in a match to be declared the champion.
- **Duration:** The final is played over 6 matches. If no team wins after the 6th match, the team with the highest total points is the winner.

## 5. HARDWARE POLICY

- **Standardization:** Players must use the LAN-provided equipment.
- **Configurations:** Players are strictly prohibited from modifying driver settings, BIOS configurations, or installing unauthorized third-party software without direct referee oversight.

- **Peripherals:** Players may bring their own mouse/keyboard/headset, provided they are approved by an official at the technical briefing (J-7).

## 6. REFEREE CONTACT & PROTEST PROCEDURE

- **Referee Contact:** If a technical issue occurs, players must raise their hands immediately and remain at their stations. **Do not touch your hardware** until a referee arrives to assess the situation.
- **Protest Window:** All protests regarding match scoring or conduct must be submitted in writing to the Head Referee within **10 minutes** of the final match-end screen.
- **Evidence:** The protesting team must provide specific details (e.g., lobby ID, timestamp of incident) to justify the claim.

## 7. ROOKIE & MOST IMPROVED AWARDS

- **Rookie Definition:** Teams without significant prior LAN experience, subject to organizer verification.
- **Progression Score:** Calculated as  $(\text{Final Phase Points} - \text{Qualifier Points}) + (\text{Qualification Bonus} \times 10)$ .
- **Exclusion:** Teams finishing in the Top 5 of the Grand Final are ineligible for the Rookie Prize.

## 8. PENALTIES

- **Punctuality:** Mandatory attendance 15 minutes before match start. Lateness results in point penalties or disqualification.
- **Cheating:** Any use of unauthorized scripts, map exploits, or third-party software results in an immediate, permanent ban from all Clutch Arena events.