



**GG SERIES GAMERGY EDITION RULES – ONLINE
CIRCUIT**

1. Requirements for participation

To participate in GG Series, players must meet the following requirements:

Online circuit

- Be at least 14 years old at the start of the tournament in which they wish to participate.
- Be resident in a European country.
 - For example, a Canadian living in Spain can participate in the tournament, but a Spanish person living in Canada cannot.
- If players are declared champions of the online circuit and enter the SuperLiga Orange promotion spot, the team players must be at least 16 years old on the day that spot is contested (further detail in section 4. Prizes).

Attendance circuit

- Players must comply with all the points listed above for the online format.
 - You must be least 18 years old on 21 June 2019 to be able to play in Call of Duty Gamergy Open.
 - You must be least 16 years old on 21 June 2019 to be able to play in the Brawl Stars Gamergy Masters.
- They must be available to attend Gamergy on 21, 22 and 23 June 2019.

2. Restriction for SuperLiga Orange players

CS:GO

No player who has played more than two (2) games in the second round of the 2019 SuperLiga Orange season may compete in the GG Series.

In addition, the player must leave the team by mutual agreement before the registration deadline for the season, 29/04/2019 at midday.

Clash Royale

No player who has played more than two (2) games in the second round of the 2019 SuperLiga Orange season may compete in the GG Series.

In addition, the player must leave the team by mutual agreement before the registration deadline for the season, 29/04/2019 at midday.

League of Legends

A player who is a member of a SuperLiga Orange team with academy may play the GG Series provided he or she has not played more than three (3) games.

No player who has participated in SuperLiga Orange during 2019 and has played more than (3) games may play in the GG Series.

3. Operation of the competition

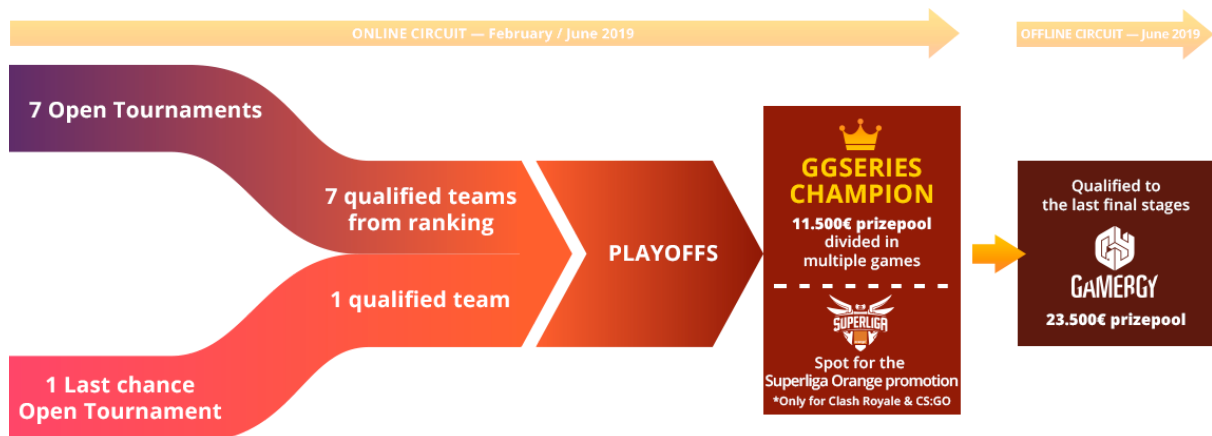
The competition consists of a series of online tournaments, from which 8 players will qualify to contest the Playoffs (also online). You will be able to reach the Playoffs in two ways: the point-scoring tournaments or the Last Chance tournament.

The point-scoring tournaments are a circuit of seven tournaments that award points based on finishing position. At the end of the point-scoring tournaments, the 7 teams with the most points will qualify for the Playoffs and will be seeded from 1 to 7.

The eighth spot in the Playoffs will go to the winner of the Last Chance tournament.

The team that wins the Playoffs will take the cash prize. The best in the playoffs will also earn a place in the attendance circuit at Gamergy (the number of places will depend on the game, as indicated in section 4).

If any of the qualifiers for the Playoffs cannot take part in them, their place will go to the next qualifier (the eight in the ranking or the second in Last Chance, respectively).



3.1 Check-in operation

To participate in the tournaments, you will need to be registered in the competition and to check-in to confirm your place. If a team or player does not check-in, they will not be added to the competition participants and will not be able to compete in that tournament.

Check-in lasts about an hour and can be performed up to 10 minutes prior to the start of the tournament. Once that time has passed, it will not be possible to add any teams or players to the competition.

3.2 Tournament scoring system

In each of the 7 tournaments that make up the circuit, points will be awarded to the teams (or players whenever it is 1v1) depending on the round reached. Points will always be assigned to the team and never to the players individually.

The distribution of points per tournament is as follows:

	Torneo 1	Torneo 2	Torneo 3	Torneo 4	Torneo 5	Torneo 6	Torneo 7
Campeón	2200	3300	4400	5500	6600	7700	8800
Subcampeón	1600	2400	3200	4000	4800	5600	6400
3-4º	1100	1650	2200	2750	3300	3850	4400
5-8º	700	1050	1400	1750	2100	2450	2800
9-16º	400	600	800	1000	1200	1400	1600
17-32º	200	300	400	500	600	700	800
33-64º	100	150	200	250	300	350	400

If a player decides to leave a team to go and contest the tournament with another, the points will remain with the team with which he or she earned them.

3.3 Number of reserves in the team

Reserves will be permitted during the tournament for team competitions. These reserve players may interchange with the first-choice players as long as they are in the tournament line-up and it is not between games in the same round.

The maximum number of reserves per tournament will be 1 player for 3v3 or 2v2 games and 2 players for 5v5 games.

*Except in the specific case of GG Series Clash Royale 3v3 and CS:GO 5v5 competitions,

where the number of reserves will be 3 and 5 players respectively.

3.4 Number of in-circuit changes

As many line-up changes as desired may be made between tournaments in the same circuit. No changes may be made to a line-up once a tournament has started.

*Except in the case of GG Series of Clash Royale and CS:GO, where a maximum of 4 changes will be allowed during all tournaments. Once these changes have been exhausted, no further changes may be made. If further changes are desired, a new competition sheet (team) will need to be created, and this will mean that all the points accumulated with the old sheet will be lost automatically. In neither of the two cases may a line-up be changed once a tournament has started.

4. Prizes

A total of €11,500* in prizes will be split among the winners of the GG Series online circuit. These prizes will be shared out as follows:

- **League of Legends** – €1,500 to be shared between the 5 players.
- **Clash Royale** - €900 to be shared between the 3 players.
- **CS:GO** – €1,500 to be shared between the 5 players.
- **Hearthstone** - €500 for the winner.
- **Arena of Valor** – €1,500 to be shared between the 5 players.
- **Call of Duty: Black Ops 4** – €1,500 to be shared between the 5 players.
- **Brawl Stars** - €900 to be distributed between the 3 players.
- **Fortnite** – €700 to be shared between the 2 players.
- **Rocket League** - €900 to be distributed between the 3 players.
- **Rainbow Six Siege** - €1,500 to be distributed between the 5 players.

*The difference of €500 compared to the *prize pool* announced is for changes to the prizes yet to be announced.

As well as the cash prizes, the GG Series Online circuit will also lead to places in the GG Series attendance circuit at Gamergy as follows:

- **League of Legends** – 1 team straight to the final phase.
- **Clash Royale** – 2 teams straight to the tournament.

- **CS:GO** – 2 teams straight to the final phase.
- **Hearthstone** – 4 players straight to the final phase.
- **Arena of Valor** – 2 teams straight to the tournament.
- **Call of Duty: Black Ops 4** – 1 team straight to the final phase.
- **Brawl Stars** – Access to the Gamergy Masters to the winner, and the winner and the runner up will go straight to the Gamergy tournament
- **Fortnite** – 2 teams straight to the final phase.
- **Rocket League** – 2 teams straight to the tournament.

In the case of CS:GO and Clash Royale, the champion of the online phase will gain entrance to the final SuperLiga Orange promotion and relegation phase, provided they meet the following requirement:

- That at least 3 players in the case of Clash Royale and 5 players in the case of CS:GO are 16 years of age before 21/06/2019.

*In the event of winning the SuperLiga Orange promotion and relegation phase, the winning team must maintain at least 50% of the line-up during the first half of the next season. In addition, they will have 15 days to submit a project consistent with the requirements for participating in the SuperLiga Orange.

The organisation will contact the players who earn a place at the attendance circuit to provide them with the season ticket to the event. Travel and accommodation costs will be borne by the players themselves.

The place and season ticket for Gamergy will be for the last players who played in the competition. If there are more players than necessary to contest the competition, the captain will need to contact ArenaGG via Support to state which players are to be the ones to receive the season ticket for Gamergy.

Changes may be made to the list of players to contest the tournament at Gamergy, provided that **one half plus one** of the players on the list that won the place are retained.

The GG Series online circuit of League of Legends is part of the 'Circuito Tormenta'. For this reason we will award points to the teams according to the position obtained at the end of the online circuit of the GG Series.

The winning teams from the online circuit of the GG Series Gamergy Edition of CS:GO and Clash Royale will be the teams to contest the Playoffs for promotion to SuperLiga Orange.

The winning team from the online circuit of the GG Series Gamergy Edition of Brawl Stars will have a spot in the Gamergy Masters

Note: All monetary awards are subject to deduction in accordance with applicable regulations. Winners will have a period of three months to complete all their data and claim the corresponding prize.

5. Streaming of the competition and Fancast

ArenaGG allows complete freedom to broadcast the competitions and/or Fancast. POV streaming can be done without any problems. When a team/player registers for GG Series, the team/player expressly consents to any game in this competition being broadcast freely by any fancast that requests it. Each team/player agrees, as far as possible, to facilitate fancast access to spectator mode in each game.

Inclusion of a delay between the game and the broadcast is strongly recommended to avoid unfair advantages for either of the two competing sides.

If you are interested in streaming the GG Series, you can get competition assets, as well as the official logos, [at this link](#).

Don't forget to mention @ArenaGGes on Twitter to be able to share your broadcast.

6. Others

In cases not specified in this document, the basic rules and operation for ArenaGG competitions apply (see the "Rules" section for the game in question).

ArenaGG reserves the right to modify the rules at any time as necessary to guarantee fair play and the integrity of the competition.

If you have any queries, please contact the support service through <https://www.arenagg.com/es/support>.