



**FREE FIRE**  
**PRO**  
**SERIES**  
**NORTH AMERICA**

**FREE FIRE PRO SERIES**

**North America**

**Standard Esports Ruleset**

*"NAFFSER"*

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Revision 2.0

# 0 - FOREWORDS

The Content found within NAFFSER should be followed at all times when participating in Free Fire Pro Series for North America. Penalties for failure to follow the rules and instructions herein are outlined below.

The Tournament Staff always reserves final decisions in any situation. Even if decisions are not supported or explicitly detailed in this Ruleset. The Tournament Staff will make final calls as they see fit after reviewing all relevant information with the sole goal and purpose of maintaining fair play, integrity, & sportsmanship within the Tournament.

We aim to provide the best competition and experience to competitors, affiliates, spectators, and the community at large.

*- FFPS Tournament Staff*

# 1 - INTRODUCTION

## 1.1 Purpose

The Ruleset shall contain all of the information pertinent to all Competitors and Teams that clearly defines their responsibilities and expectations as participants. This Ruleset is designed to uphold the competitive integrity, structure, and quality of the tournament.

## 1.2 Scope

All Teams, Competitors, or Affiliates are subject to the terms and statements listed within this ruleset, effective from the time of joining the league thru the end of the tournament.

## 1.3 Reach

Competitors & Affiliates are strictly bound to this Ruleset and all supplemental [Appendix Documents \(Section 7 - Appendix\)](#); no other rulings, verbal or otherwise, unless formally issued through tournament documentation by Tournament Staff.

## 1.4 Staff

The Tournament Staff reserves the right to make changes to this ruleset at any point in the tournament. Any change to this ruleset shall be noted in the [Change Log \(Section 6 - Change Log\)](#) and formally announced to Competitors through the standard Communication Platform (as defined in [Section 5 - Definitions](#)).

## 1.5 Validity

If any section of this Ruleset is, in part or in whole, determined to be unenforceable or otherwise voidable, this will not affect the validity of any other sections contained within the Ruleset.

## 1.6 Rulings

Competitive rulings and decisions made by Tournament Staff shall be in accordance with the terms of this Ruleset to the best of their ability. The Tournament Organizer reserves the right to make rulings on a case-by-case basis for any situations not covered by this Ruleset, which must be clearly documented and added to the Ruleset upon resolution when applicable.

# 2 - GENERAL RULES

## 2.1 - PLAYER & TEAM ELIGIBILITY

### 2.1.1 - Player Eligibility

#### 2.1.1.1 Age

All Competitors must be 17 or older as of the start of the tournament.

#### 2.1.1.2 Residence

At all times during competition, a team must have 75% or more of its competitors residing in, or legal citizens of a country in the North American Region. The North American region includes the following countries & territories:

*Antigua and Barbuda, Anguilla, Aruba, Barbados, Bahamas, Belize, Canada, Curacao, Dominica, Dominican Republic, Grenada, Haiti, Jamaica, Saint Kitts and Nevis, Cayman Islands, Saint Lucia, Montserrat, Puerto Rico, Suriname, Turks and Caicos Islands, Trinidad and Tobago, United States, Saint Vincent and the Grenadines, Virgin Islands (U.K.), & Virgin Islands (U.S.).*

#### 2.1.1.3 Special Status:

Garena employees and individuals directly employed or involved in the tournament, its organization, or broadcast are not eligible to compete

#### 2.1.1.4 Identity Verification

Proof of Identity verifications will be required for Competitors & Affiliates through documentary evidence that validates the identity of the competitors registered in the team, such as: Valid Passport, National ID, Birth Certificate, Greencard, Residency Permit, Visa, Nationality Certificate, etc.

#### 2.1.1.5 Region Restrictions

Competitors are not allowed to participate if they competed in another region's tournament during the fall season, exceptions will be made for:

- Residents or Citizens of the North American Region as defined by [2.1.1.2 - Residence](#) clause in [Section 2.1.1 - Player Eligibility](#) and can pass the [2.1.1.4 - Identity Verification](#) clause.
- On a Case-by-Case scenario at the discretion of Tournament Staff.

### **2.1.1.6 Team Representation**

Competitors may only represent one (1) team during the course of a tournament. This is inclusive of any qualifiers, group stage, and playoffs/finals as well as a Rostered Competitor, Substitute, or Affiliate.

### **2.1.1.7 Account Region**

Competitors must possess / maintain an active Game Account in the North American region at time of registration for the Tournament.

### **2.1.1.8 Legal**

Competitors cannot be engaged in any activity which is considered or can be reasonably deemed illegal by law in the North American region or their country of residency / nationality. Tournament Staff reserve the right to act punitively in any situation where any accusation / activity is likely to lead to a conviction in any court of competent jurisdiction.

### **2.1.1.9 Account Status**

Competitor Free Fire accounts must be in good standing with the Game Publisher. Bans imposed by the Game Publisher will be upheld for any Tournament or event run by the Tournament Organizer.

## **2.1.2 - Team Eligibility**

### **2.1.2.1 Competitor Count**

A Team must contain a minimum of four (4) eligible Competitors and no more than six (6) Competitors, teams may also opt to have (1) one Manager. Four (4) Competitors shall be defined as the Primary Roster, with the remaining competitors as Substitutes when applicable. Managers may not compete for the team.

### **2.1.2.2 Team Captain**

A Team Captain is defined as the team member selected for registering the team. A Team Captain has sole responsibility for their teams' attendance. A Team Captain role Assignment may be changed by any majority of competitors on the Team by contacting the Tournament Staff.

#### **2.1.2.2.1 Responsibility**

The Team Captain will be required to manage all communications, roster changes, and registration for their team in the correct fashion. Teams need to be in a designated voice chat for the duration of the games.

#### **2.1.2.2.2 Assignment**

The Team Captain is originally selected at the discretion of the person registering the team.

#### **2.1.2.2.3 Re-assignment**

A Team Captain role assignment can be changed by (in order):

1. A majority of a Teams' Roster contacting Tournament Staff and informing them of the requested change and reasoning as well as in unanimous agreement of replacement.
2. Team Captain contacting Tournament Staff to step down and providing an alternative rostered competitor as a replacement.

#### **2.1.2.3 Team Documentation**

Each participating team is responsible for submitting the Team Registration Form prior to the start of the Tournament. This shall include complete and accurate information regarding the Team Info and Team members for the duration of the Tournament.

Teams that qualify for the Group Stage are also responsible for submitting Team Group Stage info form at a later date as instructed by Tournament Staff.

Teams that qualify for the Grand Finals are also responsible for designating a team member who will receive a team's winnings and distribute it between the members as agreed upon by the Team. This member will have to complete a "Prize Acknowledgement Receipt" providing Bank & Payment details for any winnings (per [Section 5.5 - Prize Money](#)).

#### **2.1.2.4 Roster**

Each team is allowed four (4) members (including the Captain). In addition to these four (4) members we are allowing two (2) substitute players and one (1) manager. All team members need to adhere to this document be eligible to participate per requirements in [Section 2.1.1 - Player Eligibility](#).

##### **2.1.2.4.1 Roster Lock**

Team rosters are locked on the eve of the first day of Open Qualifiers and can not be changed unless with specific approval in extreme, documentable and extenuating circumstances.

##### **2.1.2.4.2 Substitute Players**

Teams may choose to not have a rostered sub but may only have a maximum of two (2) sub. If teams do not declare a sub by the Roster Lock deadline, teams may not add a sub during the season unless exempt by the Roster Lock exception rule.

### **2.1.2.5 Native Roster Requirements**

Each team roster must consist of at least seventy five percent (75%) of players who are legal citizens or permanent residents from the North America region.

To further clarify, for any four (4) players participating on any game day, at least three (3) must be legal citizens or permanent residents in the NA region. If any roster changes or substitutions occur, the team must always have at minimum, 75% of its competitors from the NA region.

## **2.2 - COMPETITOR & TEAM IDENTITY:**

### **2.2.1 - Naming Guidelines**

Tournament Staff reserves the right to edit any Competitor or Team: Names, Logos, Tags, Abbreviations, or otherwise that are in violation of any of the following Team or Player naming & identity guidelines:

- Have resemblance or are identical to any brand or trademark not owned by the Team or Competitor
- Are protected by third-party rights not secured by the Team or Competitor
- Are trying to imitate a real person or entity other than themselves
- Contain discriminatory language, including but not limited to any language regarding ethnicity, nationality, race, gender, religion, or sexual orientation.
- Contain vulgar or inappropriate content, including sexually suggestive content, illicit substance use, or other illegal activities as recognized by the territories in which the Competitors and Teams reside.
- Use Special Characters, Symbols, or Icons that are not alphanumeric or otherwise not used in standard text communications.

### **2.2.2 - Player Identity**

#### **2.2.2.1 Names**

The Competitor in-game names (hereby referred to as “Tags”) must match the name that was documented in their Team Registration Form and name found on their Free Fire account.

#### **2.2.2.2 Changes**

Competitors may not change their Tags after their Team Registration Form is submitted and received by Tournament Staff.

### **2.2.2.3 Tags**

Competitor Tags must comply with the general name rules defined in [Section 2.2.1 - Naming Guidelines](#).

### **2.2.1.4 Player Photos**

Any team that qualifies for the Group Stage is required to provide individual player photographs. Submitted photographs need to follow the player photo guide provided by the Tournament Team. It is the responsibility of each Team Member to submit valid and acceptable Player pictures.

In the event that a competitor is under the age of 18, their Legal Guardian must submit the requested Player Photos in their stead.

All submitted photos may be used for Commercial and Promotional uses for the purpose of promoting Free Fire, Free Fire Pro Series, Garena, TorchProd, or any other preapproved associated parties.

## **2.2.3 - Team Identity**

### **2.2.3.1 Names**

All Team Names, Tags, Abbreviations, & Nicknames must abide by the [Section 2.2.1 - Naming Guidelines](#).

### **2.2.3.2 Characters**

Team Names may only contain Arabic numerals (0-1-2-3), spaces, and Latin alphabet characters. Team Names shall be limited to 11 characters, including spaces.

## **2.3 - BROADCAST & STREAMING**

### **2.3.1 - Official Broadcast**

#### **2.3.1.1 Rights**

All broadcasting rights to the Free Fire Pro Series are owned in full by GARENA ONLINE PRIVATE LIMITED. This includes but is not limited to: video streams, replays, demos, TV broadcasts, or shoutcast streams.

#### **2.3.1.2 Waiving These Rights**

GARENA ONLINE PRIVATE LIMITED and TorchProd LLC reserve the right to award broadcasting rights to third party organizations, participants or themselves.



### 2.3.1.3 Broadcast Matches

Broadcast matches are defined as matches that have been chosen by the Tournament Staff to be officially broadcasted and produced on the Free Fire North America Twitch & YouTube channels. Teams and participants understand that the rules of conduct will be strictly enforced.

### 2.3.1.4 Stream Delay

Official Tournament Broadcasts will feature a 10 minute / 600 second delay to protect Tournament integrity and guard against unfair advantages for / against Competitors or Teams. Competitors or Affiliates found to be abusing, bypassing, or in any way benefiting from undelayed information will be penalized to the fullest extent of the Punishments in [Section 2.9.2 - Punishments](#).

## 2.3.2 - Personal Streams

Competitors, Teams, and Affiliates are forbidden from broadcasting or streaming live gameplay or participation to any and all Games, Match Days, or Competition stages to private or public streaming services such as but not limited to Twitch, Youtube, Facebook Gaming, & TikTok. Competitors and Affiliates found to be broadcasting will be subject to disciplinary actions including but not limited to DQ, Team DQ, Tournament Ban, etc.

We recommend directing fans and viewers to the official Tournament Broadcast hosted on Free Fire North America Youtube and Twitch channels.

## 2.4 - TECHNICAL ISSUES

All competitors are responsible for their own technical issues including but not limited to hardware, network, and comms. Matches will not be paused or otherwise interrupted on the basis of high ping, or any other network issue for which the individual competitor is responsible.

Competitors may request a Pause, Restart, or Remake should any of the following occur:

- Game Server Issues: 20 or more competitors are suffering high ping or in-game lag.
- Game-Breaking Bugs: Competitors experience a bug that is either game-breaking, directly affects game server performance, or otherwise impacts the competitive integrity of the game lobby.
- Cheating: Competitors suspect another Competitor or Team is cheating or manipulating the match environment in their favor.

Remakes and pauses will be enacted at the sole discretion of Tournament Staff.

### 2.4.1 - Disconnects

- Matches won't be restarted for individual competitor disconnects and/or game crashes.
- When a Competitor disconnect occurs & when or if possible, competitors should attempt to reconnect.
- In the rare cases where Disconnects affect a significant amount of Competitors, as either a result of game stability, server issues, widespread network outages, or otherwise, games will be restarted or postponed at the discretion of the Tournament Staff.
- Competitors are not allowed to intentionally cause a disconnection during a game.

### 2.4.2 - Hardware

- Competitors are responsible for maintaining adequate hardware for the duration of the tournament. A functioning mobile device with adequate battery power is required for all match days.
- Tournament Staff are not responsible for hardware related issues. Any rulings related to disconnects, lateness, and/or inability to play due to hardware related issues will be consistent with procedures specified in other sections of the Ruleset.
- If an instance of a hardware issue can be addressed by the Competitor (e.g. power surges, operating system bugs), the Competitor should attempt to reconnect.

If any hardware issue cannot be addressed by the Competitor (e.g. widespread power/internet outages), The Competitor must notify a member of Tournament Staff and the affected Team must utilize an already rostered substitute for the remainder of the Match Day.

### 2.4.3 - Network

- The competitor is solely responsible for the quality of their internet connection & networking hardware.
- Competitors are not allowed to request Pauses, Remakes, or Restarts due to individual networking problems causing high ping, poor network conditions, or disconnects.

## 2.4.4 - Partner Problems

- If the event of external platform issues (“Login with X”) and downtime affect the ability for competitors and teams to connect to Free Fire or participate in competition, a decision to delay or postpone competition will be made on Match Day by the Tournament Staff. The best efforts will be made to postpone to a later date or time that works for the majority of competitors.

## 2.5 - SCHEDULING & TIME MANAGEMENT:

- It is very important to follow and understand the dates and times for each stage of the tournament for the duration of the Event.
- All information and dates / times between each stage of the tournament are subject to change at discretion of Tournament Staff to better adapt and meet real world developments and unforeseen circumstances.
- It is every player & teams responsibility to regularly check and verify the latest dates and times of competition:
  - Any change to the schedule will be announced by the Tournament Staff on the Tournament Communication platform (Discord), League Website (ffna.gg), and by email when appropriate.
  - Schedule changes will be communicated as soon as possible across all Tournament platforms and reflected in all official communications and documentation.
- Any team missing from the Lobby at the scheduled start time will be dropped for that game and repeat offenders may be penalized for future games.
- All scheduled games for a specific day will be played in order with at minimum a 5 minute break between each Lobby. In the appropriate situations where Lobby changes occur, teams will have these 5 minutes to join the new Lobby.
- It is the responsibility of each Competitor to follow, read, and understand all Discord messages during game days; it is a Team Captains responsibility to make sure teams adhere and follow instructions.
- During the days where multiple lobbies are run concurrently, teams are responsible for being in the correct assigned lobbies at the start of every game.

See Schedule and Time Management strike punishment in [Section 2.9.2.4 - Attendance Strike System](#) for possible Repercussions and Punishments.

## 2.6 - GAME CLIENT

### 2.6.1 - Competitor Account

Ignoring any rules or failing to notify Tournament Staff of any possible account penalties (bans, mutes, temp bans, etc) or account issues (hijacking, loss of access, etc) will lead to immediate suspension of your account and status as a Competitor. Repercussions against a competitors Team, Teammates, or otherwise may also be applied / levied at the discretion of Tournament Staff.

- All the information on your Free Fire game account must be correct and up-to-date. This includes but is not limited to emails, linked accounts, phone number, and more.
- Each Free Fire account belongs to the registered user and cannot under any circumstance be shared with any other Competitor, Partner, or Affiliate.
- Any account issues or penalties that affect a Competitor or Affiliates must be reported to Tournament Staff immediately as well as to the proper Garena Account support system.

### 2.6.2 - Bugs & Issues

Competitors, Affiliates, & Partners of the Free Fire Pro Series are held to higher standards than regular players and have a responsibility to report any and all game affecting issues, regardless of implication to the Tournament or Pro Series.

- Any problem or bugs experienced during the Tournament, Event, or out-of-event game (Casual, Ranked, Special Events, etc) must be reported to Tournament Staff (opening a ticket in [#ticket-desk](#)) and through the proper [Garena Bug Report System](#).
- Reporting any bug or issue correctly and in a timely manner guarantees the best outcome and chance for Tournament Staff to review, help, and issue a ruling to the Competitor, Team, and Tournament.

### 2.6.3. - Hardware

#### 2.6.3.1 Phones

Competitors may not use any device with a diagonal (opposing corner to opposing corner) device size larger than 10 inches for competition. Competitors must source gameplay devices on their own and at their own expense. For the Grand Final stage of any Tournament that takes place in person, competitors must use Tournament provided devices.

### **2.6.3.2 Emulators**

The use of any Emulator or Tool to run the game outside its designed platform is illegal and not allowed for any and all Tournament games or Events. Participants are not allowed to use Emulators for any tournament games.

### **2.6.3.3 Version**

Competitors are responsible for having their game updated to the most current live patch of Free Fire (or Free Fire Max) available on the official Free Fire supported storefronts (Apple App Store, Google Play Store, Samsung Store, & Huawei Store).

## **2.7 - COMPETITION**

### **2.7.1 - Procedures**

#### **2.7.1.1 Player Rosters**

If the team does not have four (4) Competitors for a scheduled tournament game, the Team will be forced to forfeit the Game and any following Games for that specific Day as long as they are unable to play as a full squad.

This rule is liable to change or be further restrictive for repeat offenders throughout the Tournament / specific stage and at the discretion of Tournament Staff. This rule does not apply for mid-match disconnections.

#### **2.7.1.2 Substitutions**

Teams are able to make substitutions between any registered competitors at any point during the Tournament Stages or between Matches in a Match Day.

In the cases of disputes between two (2) members of a team during substitutions, the Team Captain is responsible for resolving any dispute.

## 2.7.2 - Match Days

### 2.7.2.1 Check Ins

#### 2.7.2.1.1 Open Qualifiers

During the Open Qualifiers Stage of the Tournament, each Team Captain must be on the Competition Discord Server, we also recommend all team members also join / have joined by the start of competition.

Team Captains will be responsible for checking-in their team at the start of each Match Day by writing their Team's name in the #check-in channel on the Discord server for that day.

#### 2.7.2.1.2 Group Stage, LCQs & Finals

During the Group Stage, Last Chance Qualifiers, and the Finals Stage of the Tournament, all Competitors for each and every Team must be on the Competition Discord server. They may not leave the server until the conclusion of the Competition or their teams' exit from the competition.

When announced by the Tournament Team for a specific game day, all four (4) competitors for each participating team are required to be on their teams' designated voice channel on the Competition Discord server for the duration of the Match Day; specific channels for each team will be clearly marked and indicated on the server under that Competition Stage (Groups, LCQ, & Finals). Teams that do not have all competing members in the voice channel risk Disqualification or further penalties as outlined in [Section 2.9.2 - Punishments](#).

### 2.7.2.2 Discord Requirements

Discord is the primary communication platform for the Tournament between Competitors and Tournament Staff.

When announced by the Tournament Team for a specific game day, Competitors are required to stay in their Team assigned Discord Voice channels for the duration of gameplay. Team Channels will be clearly visible and marked for each designated team and locked to the specific Team. Only four (4) members will be allowed in a voice channel at any one time.

### **2.7.2.3 Player Avatars**

From the Group Stage onwards, all competitors must apply and use the Tournament provided “Placeholder Avatar” for any and all games played during the Tournament.

This avatar allows Tournament Staff to dynamically display team logos and team information on the official Tournament stream. Failure to use this avatar will result in the offending player’s exclusion from a Match Day until it is applied.

### **2.7.2.4 Tournament Commitment**

By participating in each region’s respective qualifier tournaments for the Free Fire World Series, all members from each team commit to their exclusive participation in such qualifier tournaments and will not join any other tournaments for the duration of the FFWS qualifier tournaments and FFWSG.

## **2.7.3 - Game Server Restarts & Crashes**

Lobby Remakes will be conducted if any of the following happen or at the discretion of the Tournament Staff to maintain the integrity of the Games and Tournament:

- If 20 competitors or more in the lobby do not make it into the game.
- If all / any competitors are marked as “#unknown” in the Server Status.
- If the game is being broadcasted and any crucial Caster, Observer, or Production staff in the lobby does not make it into the game.
- If the Game Host or Tournament Staff don’t make it into the game.

In the event that a game server crash occurs at any stage of the game, the decision will be made by the Tournament Staff on a case-by-case basis of if a Lobby Remake or other ruling will be made. These will be in consultation with [Section 2.4.1 - Disconnects](#) & [Section 2.4.3 - Network](#) of the Ruleset.

## **2.7.4 - Replay and Match Materials**

### **2.7.4.1 - Replay Function**

- All Competitors must have the game’s Replay Function enabled during any Competition gameplay or participation.
- All Replay Files, Game Files, and Screenshots for matches played must be preserved for 14 (fourteen) days after the end date for the tournament.
- The Tournament Staff may request / has the right to request any files including but not limited to Replay, Game Files, or Screenshots from any Tournament play during the Tournament or within 14 days of the end of the Tournament.

Failure to provide any requested files will be regarded and treated as an admission of guilt and penalized accordingly.

## 2.7.5 - Tournament Stage Promotions

### 2.7.5.1 - Stage Promotions

Teams will advance through the Tournament Stages via Stage Promotions & Tournament provided Direct Invites.

Stage Promotions will be applied for Teams that meet the promotion requirements outlined in [Appendix 2 - Tournament Outline](#). Teams must comply with all protocols associated with Stage Promotions which include but are not limited to; residency verification(s), competitive integrity checks, and Stage Forms & Media submissions.

If a team up for Promotion fails one or multiple of the Promotion protocols, they are at risk of a Stage Drop; in this event, another team may become eligible for a promotion as outlined by [2.7.5.2 - Stage Drops](#).

#### 2.7.5.1.1 Direct Invite to Group Stage

Direct Invites to Group Stage will be given to the Top 6 teams of FFPS S1 Finals. In the case of roster changes, the invite will belong to the roster with the majority of North American players that played during Season 1.

*If the North American players are split equally across multiple rosters, the organization representing the team will receive the invite. Proof of contract/agreement between the players and the organization must be provided. In lieu of an official organization, the invite will go to the roster with the previous Team Captain.*

#### 2.7.5.1.2 Direct Invite to Open Qualifier

Direct Invites to the final round of Open Qualifiers will be given to the Bottom 6 teams of the FFPS S 1 Finals, and to 6 invited teams from North American organizations. In the case of roster changes, the invite will belong to the roster with the majority of North American players that played during Season 1.

*If the North American players are split equally across multiple rosters, the organization representing the team will receive the invite. Proof of contract/agreement between the players and the organization must be provided. In lieu of an official organization, the invite will go to the roster with the previous Team Captain.*

All Direct Invite teams are required to register in order to claim their invitation to their respective stage. If any invited teams fail to register, the invitation will be granted to the next best-placed team from the Season 1 Leaderboard, including the Last Chance Qualifier.



*Example: If the First Placed team does not register within the required window, the Invitation will go to the 7th placed team in the Grand Finals and, and an additional invitation to the last round of the Open Qualifiers will go to the 5th placed team in the FFPS Season 1 LCQ.*

### **2.7.5.2 - Stage Drops**

In the event that a Team has to drop or is disqualified from any of the stages of the Tournament, the following guidelines will apply to designate a replacement Team. These rules will only apply if no game in the following stage has been played. If a Tournament Stage has already started and games have been played, then any dropped or disqualified teams are removed and the stage will continue without a replacement.

These guidelines can be overruled or adjusted by the Tournament Staff to protect the integrity and competitive nature of the Tournament Stage and overall Tournament if required.

This process is repeated until a Team is found to take the original Team's place.

#### **2.7.5.2.1 Open Qualifiers to Group Stage**

In the event that an OQ team up for promotion to the Group Stage is unable to do so per the rules in [2.7.5.1 - Stage Promotions](#), the next highest-placing Team from that Team's Open Qualifier Group during the Round of 48 will be offered the Stage Promotion instead.

#### **2.7.5.2.2 Group Stage to Grand Finals**

In the event that a GS team is up for promotion to the Finals and is unable to do so per the rules in [2.7.5.1 - Stage Promotions](#), the next highest placed Team from the GS pool will be offered the Stage promotion instead and will no longer have to go through the LCQ stage.

In this case, the next eligible team from the GS will be promoted to the LCQ stage instead of being dropped from the Tournament as long as they are able to comply with the protocols in [2.7.5.1 - Stage Promotions](#).

#### **2.7.5.2.3 Group Stage to Last Chance Qualifiers**

In the event that a GS team is up for promotion to the Last Chance Qualifiers stage but is unable to do so per the rules in [2.7.5.1 - Stage Promotions](#), the next eligible team from the GS will be offered the promotion instead.

#### **2.7.5.2.4 Last Chance Qualifiers to Finals**

In the event that an LCQ team is up for promotion to the Grand Finals but is unable to do so per the rules in [2.7.5.1 - Stage Promotions](#), the next eligible team from the LCQ will be offered the promotion instead.

#### **2.7.5.2.5 Grand finals to Free Fire World Series**

In the event that a team is directly invited to FFWS but is not able to participate per the rules in [2.7.5.1 - Stage Promotions](#), the next runner-up eligible team from Grand Finals overall standings will be offered the direct invitation to FFWS.

## **2.8 - CHEATING & BUG ABUSE**

### **2.8.1 - Cheats**

All Cheats, Exploits, or tools used to undermine /affect the integrity or gameplay of the Tournament are forbidden under any circumstance.

Using any form cheat or exploit will result in immediate bans and disqualifications of players and teams. Formal investigations will then be opened to further assess impacts, effects, and further punishments for Competitors, Teams, and any Affiliate.

“Cheats” as defined in this ruleset includes, but are not limited to:

- ESP, Radar Hacks, Wallhacks, Speedhacks, Aimhacks, Flyhacks, Hitbox Manipulation, Teleportation, & Invincibility.

“Exploits” as defined in this ruleset includes, but are not limited to:

- Use of any bug/bugs, regardless of intention or advantage gained.
- Game File editing to modify, remove, or otherwise change any game aspect(s).
- Any participation of a competitor that has an active or unreported ban in the Game or any official Free Fire Tournament or Event.
- Any competitor who has received any 2 years ban in the Game or any official Free Fire Tournament or Event.

The Tournament Staff reserves the right to monitor, investigate, or contact any Competitor or Affiliate at any point during the Tournament for any of the above listed or otherwise not directly listed reasons. Any and all attempt to conceal, obstruct, or otherwise restrict or hamper any investigation by the Tournament Staff will be regarded and treated as an admission of guilt and penalized accordingly.

### **2.8.2 - Background Programs & Tools**

“Program” or “Tools” as defined in this ruleset include, but are not limited to:

- Any & All Overlay applications displaying over / at the same time as Free Fire regardless of application or effect.

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- Any & All 1st party software or tools that have not first been explicitly allowed and documented as such by either the game publisher or the Tournament Staff; regardless of effect or advantage gained.
- Any & All 3rd party software or tools that have not first been explicitly allowed and documented as such by either the game publisher or the Tournament Staff; regardless of effect or advantage gained.

### 2.8.3 - Integrity Abuse

#### 2.8.3.1 Betting & Gambling

Competitors & their Affiliates are forbidden from participating in any act of betting or gambling.

This is defined as the act of wagering value (cash, credit, or any other monetary instrument) on the outcome of a Match or Tournament. Competitors & Affiliates must never place, attempt to place, or encourage the placement of bets on any Match or Stage of the Competition.

No Competitor or Affiliate may directly or indirectly benefit from gambling on any result or outcomes of the Competition.

#### 2.8.3.2 Match-Fixing & Collusion

Competitors & Affiliates shall not participate in any way in collusion or match-fixing.

Collusion is defined as any decision between two (2) or more Competitors / Affiliates to cheat, deceive, or disadvantage opposing Competitors.

Match-fixing is defined as offering, agreeing, conspiring, or influencing the outcome of any Match by means that are prohibited by law or these rules.

These includes, but are not limited to the following:

- Agreeing to Any Rules outside Official Rules
- Throwing, Worsening Performance or Losing a Match or Encouraging any other Competitors to do so
- Planned splitting of Prize Money, Bounties, or any other form of Compensation
- Communicating (through sending or receiving any signs or messages) to opposing Competitors or Affiliates during Competition

### **2.8.3.3 Account Sharing**

Competitors and Affiliates shall not share access, information, or details about their account with any other individual, team, organization, or party at any point during the Tournament or Event.

Account sharing is defined as any intentional or unintentional access and sharing, use, or control over an account by someone other than the original creator and owner.

Sanctions include but are not limited to disqualification of the Competitor or Team. IP, Device, and User Agent among other verification checks are performed regularly throughout the Tournament and at the discretion of Tournament Staff.

## **2.9 - RULE VIOLATIONS & PUNISHMENT**

### **2.9.1 - Rule Violations**

#### **2.9.1.1 Participant Responsibility**

By participating in this Tournament: Competitors, Teams, and Affiliates are responsible for adhering to the rules established in this Ruleset. Any deviations from the established protocols and restrictions of this Ruleset, be they intentional or accidental, shall be deemed a violation of the rules and will be subject to appropriate sanctions as stated in [Section 2.9.2 - Punishments](#).

All Competitors, Teams, and Affiliates are responsible for familiarizing themselves with the Ruleset in its entirety.

#### **2.9.1.2 Legal Violation**

Any actions that are not covered within the scope of this Ruleset, but are otherwise in violation of the law, shall be considered a violation of this Ruleset.

This includes, but is not limited to, the following violations:

- Any action that breaks the law under the government jurisdiction from which the Tournament Organizer operates.
- Any action that breaks the law under the government jurisdiction from which the Competitor, Team, and/or affiliate resides.

The Tournament reserves the right to enact sanctions based on these violations, separate from any legal proceedings the Competitor, Team, or Affiliate may undergo as a result of these violations.

## 2.9.2 - Punishments

### 2.9.2.1 General

The Tournament Staff reserves the right to deliver punishments they deem appropriate based on the severity of each specific violation. Punishments will be determined at the sole discretion of the Tournament Staff based on a thorough investigation of the violation(s) in question.

### 2.9.2.2 Privacy

The details of any investigations carried out by the Tournament Staff regarding rule violations and punishments shall remain private to protect both the participant(s) and the Tournament Organizer. In the case where a violation breaks the law, the Tournament Organizer will cooperate with the investigation(s) of any legal authorities.

### 2.9.2.3 Scope of Disciplinary Actions

The following actions may be taken by the Tournament Staff as potential punishments for any violations of this Ruleset, including but not limited to:

- Loss of points gained during a match
- Forfeiture of a Game
- Forfeiture of a Match Day
- Disqualification from the Tournament
- Banning from any future participation in a League or Tournament governed by the Tournament Organizer
- Banning from any future participation in any events or Tournaments officially sanctioned by GARENA ONLINE PRIVATE LIMITED.

Additional actions not listed, and/or combinations of actions may be necessary, and will be deemed as such by Tournament Staff on a case-by-case basis.

### 2.9.2.4 Attendance Strike System

In the case of tardiness and absences, the following recommended strike system will be imposed to deliver punishments for repeat offenses:

- 1st Strike: Warning delivered to the participant(s) via the Tournament Communication Tool
- 2nd Strike: Warning delivered to the participant(s) and their Team via the Tournament Communication Tool
- 3rd Strike: Forfeiture of a Match Day
- 4th Strike: Forfeiture of all Match Days for the current week and the week that follows, and a Final Warning delivered to the participant(s) and their Team via the Tournament Communication Tool.

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- 5th Strike: Disqualification from the Tournament

Strikes will be delivered at the sole discretion of the Tournament Staff. Strikes may be appealed as described in [Section 2.9.4 - Appeal a Ban](#). This strike system will apply to any official scrim events provided in an official capacity by the Tournament Organizer over the course of the tournament or alongside this event.

### **2.9.3 - Report a Player**

To report another competitor or team of any potential rule violation as described in this ruleset, contact Tournament Staff on the Tournament Communication Platform (Discord Server) by Opening a Support Ticket in the #ticket-desk channel.

Provide any and all relevant and suitable information including but not limited to Clips, Screenshots, Game Replay Files, & Stream VODs.

### **2.9.4 - Appeal a Ban**

Punishments and Bans can be appealed solely by the impacted Competitor within seven (7) days from the moment it was issued.

Appeals must be submitted to the Tournament Staff on the Tournament Communication Platform (Discord Server) by Opening a Support Ticket in the #ticket-desk channel.

Appeals must provide and include any and all relevant and suitable information in addition with a reasoned and thought-out explanation for why any bans or punishments should be dismissed, removed, or changed.

# 3 - BEHAVIOR & SPORTSMANSHIP

- Show respect to everyone involved in the tournament. This includes, but is not limited to players and staff.
- Treat everyone the same way as you would like to be treated yourself.
- Always show competitive integrity while playing in every tournament, be honest and play fair.
- Do not use any discriminatory language, including but not limited to any language regarding ethnicity, nationality, race, gender, religion, sexual orientation or personal beliefs.
- Do not use any extreme foul language, including but not limited to excessive profanity or language that is graphically sexual, grotesque, or violent.
- Do not make threats of real-world violence or other intended harm to anyone involved in the tournament.
- Do not harass, stalk, or purposely do things to make someone else feel uncomfortable or threatened.
- Do not share personal information about yourself or other individuals.
- Do not engage in, request, arrange, or offer illegal activities or materials.
- Do not impersonate other individuals.
- Do not spam, be it in text or VOIP.
- Do not share your account, your account is for your use and your use alone. Do not grant access to your account to anyone else, and do not access anyone else's account, even with their permission.

The Tournament Staff reserves the right to, in special cases, add, alter, overrule and/or remove any rule stated above to guarantee fair play.

# 4 - POINT SYSTEM

## TIEBREAKERS

### 4.1 - POINTS SYSTEM

Placement:	Points:
1 <sup>st</sup> Place (1)	12
2 <sup>nd</sup> Place (2)	9
3 <sup>rd</sup> Place (3)	8
4 <sup>th</sup> Place (4)	7
5 <sup>th</sup> Place (5)	6
6 <sup>th</sup> Place (6)	5
7 <sup>th</sup> Place (7)	4
8 <sup>th</sup> Place (8)	3
9 <sup>th</sup> Place (9)	2
10 <sup>th</sup> Place (10)	1
11 <sup>th</sup> - 12 <sup>th</sup> Place (11-12)	0
Kill	1

#### 4.1.1 - Kill Points

Kill Points are awarded to Teams based on the number of Kills the Team accumulates during each Match. A Team will earn one (1) Kill Point for every Enemy Player killed.



### 4.1.2 - Placement Points

Placement Points are awarded to teams based on their finishing position at the end of each Match. Teams will accumulate Placement Points based on the Point Systems matrix.

## 4.2 - POINT PROGRESS

### 4.2.1 - Match Points

A Team's Total "Match Points" for every game played is the sum of their "Kill Points" and "Placement Points".

$$\textit{Kill Points} + \textit{Placement Points} = \textit{Match Points}$$

For example:

A Team who accumulates 10 Kills and finishes the Match in the 3rd position will earn:

$$18 \text{ Match Points } (10 + 8 = 18)$$

### 4.2.2 - Total Points

A Team's "Total Points" is the sum of all "Match Points" accumulated during a specific stage of the Tournament.

## 4.3 - TIE BREAKER

A Tiebreaker rule is applied in the event that two (2) or more teams have the same number of Total Points between any stage of the Tournament, the following rules shall be applied in order listed to break the tie:

1. Compare every tied Team's cumulative Kill Points total.
2. Compare every tied Team's total 1st place finishes (Booyahs).
3. Compare every tied Team's single highest Match Point Total.
4. Compare every tied Team's single highest Match Total Kills.
5. Compare every tied Team's average highest Placement position.
6. Compare every tied Team's average Kill Points per Match.

# 5 - DEFINITIONS

## 5.1 - TERM DEFINITIONS

**Competitor:** Any participant who competes, or is registered to compete in the tournament and any of its associated Match Days.

**Team:** Any collection of Competitors and Affiliates which are registered to compete in a tournament. A Team may be, but is not required to be, represented by an Organization.

**Captain:** A Competitor identified by a Team as the primary point of contact between the Team and Tournament Staff and is responsible for maintaining a Team's Roster.

**Organization:** A company, sponsor, or industry affiliate that is represented by a Team or the Tournament itself in an official capacity. An Organization must be contractually bound to the parties by which it is represented.

**Affiliate:** A person associated with a Team that is not considered an eligible Competitor. Examples may include but are not limited to Coaches, Managers, and Organization Representatives.

**Game Publisher:** The Game Publisher for Free Fire is "GARENA ONLINE PRIVATE LIMITED".

**Match Day:** A specific scheduled date collection of competitive Free Fire matches that form part of the official Tournament schedule.

**Stage Day:** A match day or collection of match days that constitutes a specific step / substage of one of the Official Tournament stages.

**Code of Conduct:** The primary set of Expectations and Rules about behavior and sportsmanship for any competitors, teams, and affiliates within a Tournament.

**Ruleset:** Concise set of rules, expectations, and processes for a Tournament and its Competitors and Teams. All Competitors are required to adhere and follow the Ruleset for the duration of the Tournament.

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**Handbook:** A Tournament provided guidebook that contains the most relevant information for competitors and teams while serving as the foremost point of support and help.

**Outline:** A Tournament provided document that contains the most pertinent information for competitors and teams at any given point in the Tournament and acts as the frontmost document about a Tournament structure, specific stages, prize pool, and more.

**Check-In:** Process prior to the start of every Match Day where Teams and Competitors must verify their attendance for that Match Day; check-in processes may depend on Tournament Stages.

**Match Ready:** Teams that have completed their Match Day Check-In and meet all of the preparedness requirements; effectively ready to compete.

**Kill Point:** A Tournament Point granted to a Team for the elimination of another player in a specific game during a Match Day. Kill Points are awarded to the Killer's Team and the kill is attributed to Killers personal stat.

**Placement Point:** An amount of Tournament Points granted to Teams based on their specific placement in a specific game during a Match Day.

**Match Point:** The combined total of Kill Points and Placement Points earned during a specific Game.

**Total Point:** The combined Match Points for all Match Games during a specific given Tournament Stage.

**Tournament Stage:** A collection of Match Days or Stage Days that form a specific stage of the Tournament. Teams must be promoted to subsequent Tournament Stages and Total Points are reset between stages.

**Open Qualifiers:** The first Stage of a Tournament that is open to all competitors and teams; usually including multiple stage days and match days where progression is based on performance.

**Group Stage:** Longer term stage of a Tournament featuring multiple Stage Days where teams compete for results and promotion to future Tournament stages.

**Last Chance Qualifiers:** A last-chance stage for teams that might not have performed as well as expected during the previous stage to access future Tournament stages.

## [ NAFFSER ] - Standard Esports Ruleset

**Grand Finals:** The final stage in a Tournament where the best teams compete for the title , prize pool (if applicable), and Invite slot(s) to other events and Tournaments (if applicable).

**Tiebreaker:** A set of rules for determining who of two Teams or Competitors being compared will be the higher seed or position in any specific tie or draw.

**Prize Money:** Money or winnings that can be earned by any Competitor or Teams based on their overall performance in the Tournament.

**Bounty:** Money or winnings that can be earned by any Competitor or Teams based on specific performance along predefined measurements in the Tournament.

**Timezone:** Unless otherwise stated, all times provided in any official Tournament communications are to be assumed in Eastern Time (GMT-5). Efforts will be made to provide alternate / different time zone times in formal and important communications.

**FFWS:** The Bi-yearly Free Fire World Series International Tournament featuring the best teams and players from across the world.

## 5.2 - CONFIDENTIALITY

Any discussions, emails, or support tickets with the Tournament Staff and League Staff are strictly confidential. Any publication of this material and the content of conversations, support tickets, etc. are prohibited without written consent from the Tournament Operator and any and all parties involved.

## 5.3 - COMMUNICATIONS

### 5.3.1 - Discord

Discord is the primary communication platform and method for the Tournament. Discord will be used to provide announcements and updates to the competitors and teams and should be checked regularly. Competitors are required to stay in the Tournament Discord Server for the duration of their participation in the Tournament.

### 5.3.2 - Email

Emails are the secondary method of communication for the Tournament. Tournament Staff will ask for team and individual competitor email addresses during the Team Registration process as outlined in [Section 2.1.2.3 - Team Documentation](#).

## 5.4 - CODE OF CONDUCT

Competitors, Teams, & Affiliates must always abide by and follow the Code of Conduct throughout the entire duration of the Tournament. By participating in the Tournament, Competitors agree to abide by these rules and any instructions or decisions of Tournament Staff and conduct themselves in a positive and professional manner.

### 5.4.1 - Player Handbook

Competitors, Teams, & Affiliates must follow and abide by the Terms, Rules, and Expectations set forth in the Tournament Player Handbook attached in the Appendix of the Tournament Ruleset.

### 5.4.2 - Garena Terms of Service

Competitors, Teams, & Affiliates shall comply with the latest [Garena Terms of Service](#).

### 5.4.3 - Free Fire Terms of Service

Competitors, Teams, & Affiliates shall comply with the latest [Free Fire Terms of Service](#).

## 5.5 - PRIZE MONEY

Prize Money and Bounty rewards are due to winning teams and competitors within 120 days of the completion of the Tournament; the official end of the Tournament is 14 days after the last day of the final stage of competition.

Prize money Questions & Requests should be submitted to Tournament Staff or by Email to [admin@torchprod.gg](mailto:admin@torchprod.gg).

### 5.5.1 - Request Prize Money

Prior to payout, the Tournament Staff reserves the right to cancel any pending or unpaid prizing if evidence of fraud, foul play, or cheating has been discovered against the team.

### 5.5.2 - Transfer of Prize Money

Any winnings will be sent to Competitors or Team Representatives according to the "Prize Acknowledgement Receipt" completed and submitted by each team before the start of the Grand Finals Stage of competition.

Failure to provide sufficient information for the payment transfer will result in delays, diminished winnings, or total forfeit of payment. Prize Pool cash out requests not received within 120 days of the completion of the tournament will be forfeited.

### 5.5.3 - Bounties

Competitor and Team results will be tracked and accumulated through the Grand Finals of the Tournament and will be utilized to determine winners of specific Bounties based on the individual achievements of Competitors or Teams.

In the case where multiple Competitors or Teams meet the conditions for a Bounty, the Prizing of that specific Bounty will be split evenly between those Competitors or Teams that are tied for that specific Bounty.

# 6 - CHANGE LOG

Any material changes to this document will be listed in this Changelog Section as well as communicated directly to Competitors via the appropriate communication channels as outlined in [Section 5 - Definitions](#).

Version	Date	Tournament Staff Note
V 2.0	1/1/2022	<i>Placeholder Example Changelog Entry</i>

# 7 - APPENDIX

## 7.1 - APPENDIX DIRECTORY

- **Appendix 1: Player Handbook**

The Player Handbook is provided as the first line of communication and help for Competitors, Teams, and Affiliates looking for FAQs, Advice, or Tutorials relating to Tournament activities and requirements. It will be maintained throughout the course of the season and regularly updated as needed to meet the needs of Players and the Community.

Season 2 Player Handbook: <https://ffna.gg/handbook>

- **Appendix 2: Tournament Outline**

The Tournament Outline document provides the most up-to-date specific and detailed information on the layout, format, and prizing for the Spring 2022 Season 2 of the Free Fire North America Pro Series. This document will be regularly updated to ensure all information is current and accurate for the entirety of the Tournament.

Season 2 Tournament Outline: <https://ffna.gg/outline>

- **Appendix 3: Game Settings**

[Page 32](#) of the North America Free Fire Series Esports Ruleset.



## 7.2 - APPENDIX 3: GAME SETTINGS

### **Map Pool:**

Bermuda, Purgatory, & Kalahari.

### **Room Mode:**

League

### **Room:**

- Game Mode: Battle Royale
- Team Mode: Squad
- Players: 48
- Spectators: 16

### **Game:**

- HP: 200
- Movement Speed: 100%
- EP: 0
- Revival: No
- Jump Height: 100%
- Environment: DAY
- Fall Damage: Yes
- Airdrop: Yes
- Vehicles: Yes
- UAV: Yes
- Airship: Yes
- Hide Teammate Nickname: No
- Limited Ammo: Yes
- Loadout: Yes
- Character Skill: Yes
- Gun Property: No
- Airstrike: Yes
- Generic Enemy Outfit: Yes
- Friendly Fire: No

### **Observe:**

- Death Spectate: No
- Hide Nickname: Yes
- Block Emulator: Yes
- Stats: Yes
- Save Replays: Yes
- Player Access: Yes