



PUBG GLOBAL CHAMPIONSHIP

PUBG GLOBAL CHAMPIONSHIP 2022

Tournament Rulebook

October 21, 2022

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1 Introduction

PUBG GLOBAL CHAMPIONSHIP 2022 ("PGC" or "Competition" or "Tournament") is a PUBG Esports Competition that is governed by the Standard and Universal PUBG Esports Ruleset ("SUPER"). The PUBG GLOBAL CHAMPIONSHIP Tournament Rulebook is intended to establish and enforce operational guidelines. SUPER should be used in addition to the PGC ruleset but supersedes in case of the ruleset conflicts. The latest version of SUPER can be found on pubgesports.com.

The PUBG GLOBAL CHAMPIONSHIP Tournament Rulebook and SUPER shall be collectively referred to as the official Tournament rules ("Rules"). Tournament officials ("Referees," "Head Referee," or "Administration") may amend the Rules and Tournament Format and make judgment calls on cases that are not specifically covered by the Rules to preserve the spirit of fair play and sportsmanship. The Administration and its officials always reserve the right to act with the necessary authority to preserve the best interests of the Competition, PUBG: Battlegrounds, Krafton, Inc. and any of its partners or affiliates. This power is not constrained by the lack of any specific language in this document.

These Rules apply to all teams, team owners, team managers, team staff, coaches, and players ("Participants") who participate in the Competition. Participants are responsible for abiding by these Rules in order to participate in the Competition. Participants who fail to abide by the Rules may be subject to penalties, fines, disqualifications, bans, forfeiture of prize money, or other sanctions per the sole discretion of the Administration. Tournament officials will make reasonable efforts to notify the Participants if any significant changes to these Rules are made. All decisions regarding the interpretation of these rules, player eligibility, scheduling, penalties for misconduct, and execution of the Competition lie solely with the Administration. Decisions made by the Administration are final unless otherwise clearly indicated and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

2 References

Throughout this document you will find references that identify certain responsible parties. These parties are defined below.

- Host – The Host refers to Krafton Inc., which hosts PGC.
- Administration – The Administration refers to the Tournament officials who will be the ultimate authority on all matters related to the Competition.
- Team Handler – A Team Handler will be assigned to each team that participates in the

Competition. The Team Handler will be the team’s first point of contact for all Competition-related inquiries and acts as the team’s translator. If any team is unsure to whom a question should be addressed, teams should ask the Team Handler who will guide the team on next steps.

- Referees – Referees are the first line of response for Participants during set up, rehearsals, and matches for any issues or clarifications on the rules. During a match, Referee rulings are final. Upon completion of a match, the team can request further clarification from the Head Referee.
- Head Referees – The Head Referee oversees all Referees. The Referees will escalate any issues to the Head Referee when the Referee cannot resolve the issue alone. Before, between, or after matches, Participants may request clarification on rulings made by a Referee from the Head Referee. The Head Referee will escalate any issues or clarifications to Administration as needed.

3 Basic Information

Event Name	PUBG GLOBAL CHAMPIONSHIP 2022 (PGC 2022)
Competition Dates	<ul style="list-style-type: none"> • Group Stage: Nov 1 ~ 6 • Winners Bracket: Nov 8 ~ Nov 9 • Losers Bracket 1: Nov 10 ~ Nov 11 • Losers Bracket 2: Nov 12 ~ 13 • Grand Survival: Nov 14 • Grand Final: Nov 17 ~ Nov 20
Competition Location	Dubai Exhibition Centre, Dubai, United Arab Emirates
Participating Teams	32 Teams
Prize Pool	<ul style="list-style-type: none"> • Prize: \$1,990,000 • Special Prize: \$10,000 • Pick'em Crowd funding (30% PUBG's Net Sales) <p><i>This is further described in section 8 and each Team's Team Participation Agreement.</i></p>

4 Participants

A total of thirty-two (32) teams will participate in the Competition. Each team may consist of five (5) players and one coach and one manager for a total of seven (7) people based on the PCS7 Roster. Rosters must be submitted to Administration by the designated deadline, at which point they will be locked.

- Manager
 - A Manager is the representative of the team who is responsible for the overall management of the team. The Manager acts as the first contact point for all Competition-related information, and a team can register up to one Manager.
- Coach
 - A Coach is a coach of the team who is responsible for overseeing the practices and training of the Team. A team can register up to one Coach.
- Player
 - A Player competes in actual match and participates directly in the program throughout the Competition. Each team consists of Players based on the PCS7 roster, and can register up to maximum of five (5) Players.
- RESERVE Player
 - A team consisting of four (4) players on the Team's final PCS7 roster may register up to one (1) Reserve Player, which may include Players from other teams not participating in the Competition and who did not qualify for the PCS7 grand finals. The Reserve Player is added in preparation of emergency situations and can only participate in a match if a team member cannot participate in normal circumstances as provided below:
 - When a team member is diagnosed with COVID-19 and directed to be self-isolated
 - When a member of the team is injured to the extent that it is impossible to participate in normal condition
 - When the Administration determines that the problem is to the extent that normal gameplay is impossible

Substitutions or roster changes including the above may be allowed only in emergency circumstances per the sole discretion of the Administration. The use of unapproved players or substitutes is strictly prohibited.

The details of regional competition slots are as follows.

Regional Distribution	Participating Teams
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ASIA	12
EUROPE	8
AMERICA	6
APAC	6
Total	32

4.1 Team Eligibility

4.1.1 Team Name / Team Tag

- All of the teams are prohibited from using team names that are identical, similar, or related to PUBG. Team names that may be confused with third-party services, as determined by the reasonable judgment of the Administration, are also banned from use.
- Team names or logos that violate the law, that would reasonably be expected to shock or offend the majority of the community or which manifest contempt or disregard for public morals or decency of Dubai or the United Arab Emirates ("UAE"), or are deemed inappropriate for broadcast by the Host in its discretion, may not be used. The team may be restricted from participating in the Competition at the discretion of the Administration in case of violation of these obligations.
- The team tag is an abbreviated representation of a team name consisting of two to four alphabetic characters or Arabic numerals. Teams are prohibited from having a team tag that is identical to another team's team tag regardless of whether the two teams are from different regions..
- Team names that are identical or similar to another team's team name cannot be used regardless of whether the two team's are from different regions.
- All teams must present their team tag, name and team logo to the Administration prior to the start of each Competition. The suitability of all submitted team names and team logos will be reviewed by the Administration, and team tags, names and team logos that have passed the inspection process cannot be changed during the event.
- During the tournament period, the sale or transfer of the team, the change of ownership, or the transfer of the rights of participating teams are prohibited.

4.1.2 Sponsorships

4.1.2.1 Subject to the limitations detailed below in this Section 4.1.2 or in any agreement concluded with Krafton, including but not limited to the Team's Team Participation Agreement, a team and its players can have sponsors, and there is no limit on the number of sponsors.

4.1.2.2 A team cannot have sponsorships that violate applicable laws, are harmful to the public, that would reasonably be expected to shock or offend the majority of the community or which manifest contempt or disregard for public morals or decency of Dubai or the UAE, or are deemed inappropriate for broadcast by the Host in its discretion. Teams violating these obligations may be restricted from participating in the Competition at the sole discretion of the Host.

4.1.2.3 The following is a non-exhaustive list of prohibited sponsors:

- 1) Businesses or items related to any drugs (excluding over-the-counter drugs), marijuana or tobacco
- 2) Businesses or items related to adult content such as pornography
- 3) Businesses related to any other videogames, game developers or publishers
- 4) Businesses related to or are similar to illegal network marketing
- 5) Businesses or sponsors related to illegal gambling
- 6) Businesses who use any PUBG-related intellectual property without permission
- 7) Businesses or sponsors related to firearms, handguns, or ammunition
- 8) Businesses or sponsors related to videogame cheats and hacks, and any virtual items known to be gray market or black-market sellers thereof
- 9) Businesses or sponsors related to products or services that are illegal or do not have required registrations, licenses or government approvals
- 10) Other cases that are determined as ineligible businesses according to the judgment of the Host
- 11) Teams shall, in good faith, seek prior approval from the Host for any sponsors not listed above that may be potentially deemed as "ineligible sponsors"

A team’s use of a sponsor listed in this Section 4.1.2.3 will not constitute a violation of this Section 4.1.2.3 if such team previously acquired the Host’s non-objection to that use. The Host’s non-objection to any such sponsors shall not constitute an affirmative approval of such use and teams will remain solely responsible for their sponsorships and ensuring those sponsorships comply with applicable laws. The Host and Administration are not responsible or liable for any team’s choice or use of such sponsors.

5 Format

The Competition consists of Group Stage, Winners Bracket, Losers Bracket 1, Losers Bracket 2, Grand Survival, and Grand Final. The final rankings are determined according to the Grand Final rankings.

WEEK 1	Group Stage		
WEEK 2	Winners Bracket	Losers Bracket 1	Losers Bracket 2
WEEK 3	Grand Survival	Grand Final	

- Group Stage - Teams compete in a ranking match to participate in the WEEK 2 matches. The 32 teams are divided into two (2) groups of sixteen (16) each, and the group stage is conducted for a total of six (6) days. Each team will participate in three (3) match days, and rankings are determined by the total points earned within these match days. The SUPER point system is applied for Group Stage. The top eight (8) teams in each group will advance to the Winners Bracket, and the bottom eight (8) teams in each group will advance to the Losers Bracket 1.

- **Group Stage – Group Distribution**

The 32 teams participating in the Group Stage will be allocated according to the PGC POINTS earned in each regional seeding placement.

- ① ASIA: Slots for the ASIA teams participating in PGC 2022 will be determined according to the ASIA PGC POINTS seeding placement.
- ② EUROPE: The PCS7 EUROPE winning team will receive the PGC POINT EUROPE #1 seed. The other slots for the EUROPE teams participating in PGC 2022 will be determined

according to the EUROPE PGC POINTS seeding placement.

- ③ AMERICAS: The PCS7 AMERICAS winning team will receive the PGC POINT AMERICAS #1 seed. The other slots for the AMERICAS teams participating in PGC 2022 will be determined according to the AMERICAS PGC POINTS seeding placement.
- ④ APAC: The PCS7 APAC winning team will receive the PGC POINT APAC #1 seed. The other slots for the APAC teams participating in PGC 2022 will be determined according to the APAC PGC POINTS seeding placement.

Seed for Group Stage	Group A	Regional Rank	Group B	Regional Rank
1	ASIA	1	ASIA	2
2	EU	2	EU	1
3	AM	1	AM	2
4	APAC	2	APAC	1
5	ASIA	4	ASIA	3
6	EU	3	EU	4
7	AM	4	AM	3
8	APAC	3	APAC	4
9	ASIA	5	ASIA	6
10	EU	6	EU	5
11	ASIA	8	EU	7
12	AM	5	AM	6
13	APAC	6	APAC	5
14	ASIA	9	ASIA	10
15	EU	7	EU	8
16	ASIA	12	ASIA	11

- Group Stage Schedule

- ① Group Stage A: Nov. 1 / Nov. 3 / Nov. 5
 - ② Group Stage B: Nov. 2 / Nov. 4 / Nov. 6
- Winners Bracket – The top eight (8) teams from each group, according to the Group Stage ranking, will participate in the Winners Bracket (total of sixteen (16) teams). A total of ten (10) matches will be held on two (2) match days. The top eight (8) teams will directly advance to the Grand Final. The bottom eight (8) teams will participate in the Losers Bracket 2. The SUPER point system is applied for Winners Bracket.

- Losers Bracket 1 – The bottom eight (8) teams from each group, according to the Group Stage ranking, will participate in the Losers Bracket 1 (total of sixteen (16) teams). A total of ten (10) matches will be held on two (2) match days. The top eight (8) teams will qualify for the Losers Bracket 2. The team that ranked 16th place will be eliminated, and the rest of teams ranked from 9th to 15th will qualify for the Grand Survival.
 - Losers Bracket 1 9th ~ 12th team will participate from the 1st match of Grand Survival.
 - Losers Bracket 1 13th team will participate from the 2nd match of Grand Survival.
 - Losers Bracket 1 14th team will participate from the 3rd match of Grand Survival.
 - Losers Bracket 1 15th team will participate from the 4th match of Grand Survival.
- Losers Bracket 2 – The bottom eight (8) teams from the Winners Bracket and the top eight (8) teams from the Losers Bracket 1 will participate in the Losers Bracket 2. A total of ten (10) matches will be held on two (2) match days. The top four (4) teams of the Losers Bracket 2 will directly advance to the Grand Final. Twelve (12) teams, 5th ~ 16th teams of Losers Bracket 2, will participate from the 1st match of the Grand Survival. The SUPER point system is applied for Losers Bracket 1 & 2.
- Grand Survival – A total of nineteen (19) teams, exclusive of the twelve (12) teams already qualified for the Grand Final & one (1) team eliminated from the Losers Bracket 1 placement, will participate in the Grand Survival. A total of four (4) matches will be held, and the SUPER point system is not applied. Only the four (4) winning teams that wins Chicken Dinner on each match will advance to the Grand Final. Once a team in the Grand Survival wins a Chicken Dinner they will not participate in the following Grand Survival matches.
- Grand Final – A total of twenty (20) matches will be held over four (4) days, and the SUPER point system will be applied. The qualifications to participate in the Grand Final are as follows.
 - ① Top eight (8) teams from Winners Bracket
 - ② Top four (4) teams from Losers Bracket 2
 - ③ Four (4) teams that have won Chicken Dinners in Grand Survival

6 Match Schedule

Each day of the Competition will follow the same match schedule. Match start times may be adjusted depending on any accelerations or delays in the production schedule. The match schedule plan is listed below.

GMT	EU - CET	UAE - GST	SEA - ICT	CN - CST	KR - KST	NA - PST
GMT	GMT+2	GMT+4	GMT+7	GMT+8	GMT+9	GMT-8

13:00	15:00	17:00	20:00	21:00	22:00	5:00
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7 Map Order

The map order for each day of the Competition is listed below.

Group Stage (A&B)					
	Match 1	Match 2	Match 3	Match 4	Match 5
Day 1	Erangel	Erangel	Erangel	Miramar	Miramar
Day 2	Miramar	Miramar	Miramar	Erangel	Erangel
Day 3	Erangel	Erangel	Erangel	Miramar	Miramar
Winners Bracket					
	Match 1	Match 2	Match 3	Match 4	Match 5
Day 1	Erangel	Erangel	Erangel	Miramar	Miramar
Day 2	Miramar	Miramar	Miramar	Erangel	Erangel
Losers Bracket 1					
	Match 1	Match 2	Match 3	Match 4	Match 5
Day 1	Erangel	Erangel	Erangel	Miramar	Miramar
Day 2	Miramar	Miramar	Miramar	Erangel	Erangel
Losers Bracket 2					
	Match 1	Match 2	Match 3	Match 4	Match 5
Day 1	Erangel	Erangel	Erangel	Miramar	Miramar
Day 2	Miramar	Miramar	Miramar	Erangel	Erangel
Grand Survival					
	Match 1	Match 2	Match 3	Match 4	
Day 1	Erangel	Miramar	Erangel	Miramar	
Grand Final					
	Match 1	Match 2	Match 3	Match 4	Match 5
Day 1	Erangel	Erangel	Erangel	Miramar	Miramar
Day 2	Miramar	Miramar	Miramar	Erangel	Erangel
Day 3	Erangel	Erangel	Erangel	Miramar	Miramar
Day 4	Miramar	Miramar	Miramar	Erangel	Erangel

8 Prize Pool

The prize pool for the Competition consists of a guaranteed prize pool and crowdfunded prize pool. The guaranteed prize pool of \$1,990,000 (USD) will be distributed to teams based on the Grand Final placement. There is also a crowdfunded prize pool from the 2022 PGC "Pick'Em", which is an additional, fan-funded amount equal to thirty percent (30%) of Net Profits of in-game item sales in the 2022 PGC Pick'Em. The final crowdfunding prize is distributed in proportion to the final ranking achieved by each team. To avoid doubt the Special Prize Amount is not included in determining the breakdown for the prize pool distribution.

This Section 8 is subject to the Teams' Team Participation Agreements description of the prizing.

The Administration will collect the required information necessary for the payout of prize money from all teams. The prize pool amount will be paid minus any taxes and withholdings, and the related agreement must be completed and signed by all players and the authorized team representative from each respective team before payment can be issued.

The prize pool distribution for the Competition is listed below.

Rank	Prize	%	Rank	Prize	%	Special Prize	Prize
1	\$600,000	30.15%	17	\$10,000	0.50%	MVP	\$10,000
2	\$300,000	15.08%	18	\$10,000	0.50%		
3	\$150,000	7.54%	19	\$10,000	0.50%		
4	\$130,000	6.53%	20	\$10,000	0.50%		
5	\$110,000	5.53%	21	\$10,000	0.50%		
6	\$90,000	4.52%	22	\$10,000	0.50%		
7	\$80,000	4.02%	23	\$10,000	0.50%		
8	\$70,000	3.52%	24	\$10,000	0.50%		
9	\$55,000	2.76%	25	\$10,000	0.50%		
10	\$50,000	2.51%	26	\$10,000	0.50%		
11	\$45,000	2.26%	27	\$10,000	0.50%		
12	\$40,000	2.01%	28	\$10,000	0.50%		
13	\$35,000	1.76%	29	\$10,000	0.50%		
14	\$30,000	1.51%	30	\$10,000	0.50%		
15	\$25,000	1.26%	31	\$10,000	0.50%		
16	\$20,000	1.01%	32	\$10,000	0.50%		

Total	\$2,000,000
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9 General Rules

9.1 Hardware and Software

The following hardware will be provided for use during all tournament matches and practice matches. Players must use the provided hardware during all tournament matches and scheduled practice matches.

- Computer
- Monitor
- Webcam
- Heartrate monitor

All Participants may not disassemble or otherwise modify the provided hardware. If the hardware is modified without the approval of the Administration, a penalty will be imposed.

A team communication solution for players during tournament matches and practice matches will also be provided. The provided team communication solution must be used. The use of any other team communication solution is strictly prohibited. Communication between team members must comply with SUPER's Code of Conduct, and all player voices in official scrimms and official matches are recorded.

Players must bring the following hardware for use during tournament matches and practice matches:

- Mouse
- Keyboard
- Mouse pad
- Headsets and in-ear buds

In addition to the above, players may bring their own USB interfaced external soundcards.

Mice, keyboards, and soundcards must utilize standard USB interfaces. Hardware that requires any unauthorized conversion to connect with USB interfaces is not permitted. Players may not connect any device other than a mouse, keyboard, in-ear headphones, and/or soundcard to their PC without explicit permission from Administration. All player-provided hardware must

function properly without an internet connection. Players will be given an opportunity to install any necessary drivers during a designated setup and testing period.

Players are solely responsible for their own equipment. If any player-provided equipment malfunctions, breaks, gets lost, or is stolen, players must provide their own replacement equipment. All player-provided equipment is subject to inspection and approval by the Administration. The Administration reserves the right to deny the use of any equipment that is suspected of creating an unfair competitive advantage. Players are solely responsible for replacing any rejected equipment.

All software installations are subject to inspection and approval by the Administration. Players may not alter game files, modify drivers, or change the video settings in Windows without explicit approval from the Administration.

9.2 Player Apparel

All players must always wear either their pro team jersey or PUBG branded apparel while on stage and during any media appearances. Players must also always wear pants and closed-toed shoes while on stage. Sandals are prohibited. Players are solely responsible for their own apparel, which are subject to approval by the Administration. Player apparel, which includes clothing and makeup, is subject to the following rules unless an exception is provided by the Host:

- Subject to any limitations in the Rules or in any agreement concluded with Krafton, including but not limited to the Team's Team Participation Agreement, Player apparel may include sponsor logos. Sponsor logos are subject to approval by the Administration. The Administration reserves the right to reject the inclusion of any sponsor logo.
- Player apparel may not include any advertisement of a company that does not exist.
- Player apparel may not include any reference to any medicine or medication subject to medical prescription, tobacco products (or any other nicotine delivery product, e.g., heated tobacco product or e-cigarettes), alcohol products, marijuana products, controlled substance-related products, or other objectionable material.
- Player apparel may not include any content that is defamatory, obscene, vulgar, repulsive, offensive, disruptive, politically insensitive, or which refers to things a reasonable person might consider socially unacceptable.
- Player apparel may not include content which promotes discrimination, hate, violence, the use of illegal substances, illegal activities, mail fraud, pyramid schemes, or promotion of investment opportunities not permitted by applicable law.
- Player apparel may not include any content that is pornographic.

- Player apparel may not include a trademarked or copyrighted material or other intellectual property without the owner's written consent, or which might expose the Competition to the risk of claims of infringement, misappropriation, or other forms of unfair Competition (in relation to any such claim, any such player and team shall indemnify the Competition).
- Player apparel may not include any political and/or religious messaging, including but not limited to, promotion of political candidates or messaging, religious products or services, and/or any website, social media, traditional media, brands, etc. that could be considered political or religious in nature.
- Player apparel cannot include beanies, hats, or other forms of headwear which covers any part of the ear and/or face. Exceptions for this rule can be made for health or religious purposes by seeking prior approval from the Administration.
- Player apparel may not include any account selling, account sharing, or account trading websites or any businesses that give one player an unfair advantage over another player, including but not limited to hacking, cheating, and key selling.
- Player apparel may not include any content that disparages or is disruptive to the Competition, Administration, any Participant, the Host, Dubai, UAE, Dubai Festivals and Retail Establishment, Dubai Esports Festival or any other subdivisions of the Dubai or UAE government, Banana Culture or VSPN or any other stakeholders associated with the Competition, including but not limited to global or regional sponsors/partners (collectively the foregoing, the "Tournament Parties"), or other esports organizations.
- Player apparel may not include any content that otherwise relates to companies or individuals that would be ineligible to be sponsors.

9.3 Event Stage Access

The Event Stage refers to the official Competition area. Only players, coaches/managers, Referees, Head Referee, and Administration can enter the stage. Any additional personnel must be given explicit permission by the Administration before entering the stage. Only the four (4) players who are actively participating in the match, Referees, the Head Referee, and members of the Administration will be allowed on stage during a match. Referees will inform coaches and other Participants when they are required to leave the stage. At this time, all individuals, except players, Referees, and members of the Administration, must leave the stage. Any individual who fails to do so in a timely manner is subject to punishment.

No props, ornaments, signs, banners, flags or any other items that could cause a distraction are allowed on stage, unless approved by the Administration.

9.4 Event Stage Food and Drinks

Bringing in or consuming food is prohibited on stage.

9.5 Photography and Recording

Photography and/or audiovisual recording of any kind is not permitted without the prior written consent of the Administration. Any unauthorized recording of any kind will result in strict punishment.

9.6 Violations of Rules & Regulations / Punishments

Participants who fail to abide by these official rules or Code of Conduct may be subject to penalties, fines, suspensions, or bans as deemed necessary and appropriate by the Administration.

The Administration reserves the right to investigate any instance in which a rule may be violated. Participants shall not withhold information from the Administration during an investigation. During an investigation, Participants must adhere to the instructions of the Administration and supply complete and accurate information. Participants shall never create any obstruction to an investigation.

The Administration reserves the right to issue, without limitation of its authority, penalties at its sole discretion upon discovery of any conduct or rule violations in accordance with the severity of the infraction. Repeated infractions may result in more severe consequences. Penalties may include, but are not limited to the following:

9.6.1 Types of Penalties

- Verbal Guidance
 - Two "Cautions" will be accumulated to a "Warning."
 - When a "Warning" is issued, previously given caution penalties will be removed.
- Warning(s)
 - When a "Warning" is issued, 2 PUBG points are deducted per instance. "Warning" may be issued immediately at the discretion of the referee, regardless of the accumulated number of "Cautions."

- Forfeiture(s)
 - At the discretion of the referee, forfeiture for a single match, all matches on a given Match Day, or all matches for the entire Competition may be issued for violations of the Rules.
 - ◆ Match Forfeiture(s)
 - ◆ Match Day Forfeiture(s)
 - ◆ Competition Forfeiture(s)
- Suspension(s)
 - Temporary Suspension(s) or Ban(s)
 - Permanent Suspension(s) or Ban(s)
- Permanent Disqualification(s)
 - Disqualification(s) of Individual Player(s)
 - Disqualification(s) of Team(s)

9.6.2 Application of Penalties

- Penalties will reset for each stage, other than for Forfeitures, Suspensions, or Disqualifications.
 - Penalties received in each stage, such as Group Stage, Winners Bracket, Losers Bracket 1, Losers Bracket 2, Grand Survival, and Grand Final, are only valid for that stage. Penalties will reset upon moving on to different stages.
 - The 2 PUBG Point deduction by receiving the 'Warning' penalty will only apply to the respective stage when the penalty was received.

Example of Penalty Standards

Classification	Description	Level of Penalties
Tardiness	Failure to take a seat or enter in the lobby by the time specified by the Administration	Caution
In-Game Apparel	Wearing in-game apparel (skins) other than those specified by the Administration	Caution
Termination of the game(s)	Switching between windows (Alt+Tab, Ctrl+ESC) or intentionally terminating game(s)	Caution
Interference	Intentionally interfering with the Competition or failing to reasonably cooperate in the participation of the Competition	Administration's discretion
	Failure to reasonably cooperate in the participation of programs and sub-programs related to the Competition (using devices such as a metal detector or heart rate program)	Administration's discretion

	Failing to participate professionally in official or rehearsal matches (including suicide, teamkilling, deliberate rejection of play)	Administration's discretion
Use of electronic devices	Bring in or using electronic devices in the venue during a match (including mobile phones, tablets, and electronic cigarettes)	Caution — Warning
Violations of Rules	Other failures to comply with the Rules	Administration's discretion
Rigging	Entrusting your account to another player to participate in the game, regardless of whether the participant was financially compensated	Up to indefinite suspension
Cheating	The act of elevating the game performance through actions that are not relevant to the player's own ability	Up to indefinite suspension
Harassment	Making statements that are threatening, defamatory, insulting, or offensive	Administration's discretion
Discrimination	Words, actions, or similar acts that insult the dignity of a private person or group of people, such as race, nation, social origin, or gender, or contain political or religious derogatory messages	Up to permanent suspension
Use of illegal programs	Production and distribution of illegal, unauthorized programs such as hacks	Up to permanent suspension
	Intentional use of illegal, unauthorized programs such as hacks and known bugs	Up to permanent suspension
Match-fixing	Any form of intentionally fixing the results of matches, regardless of whether the participant was financially compensated	Up to permanent suspension
	Conspiring with or conniving at match-fixing	Up to permanent suspension
Collusion	Arranging to impede fair competition or exchange financial compensation by two or more individuals, including players, coaching staff, the secretariat, and third parties	Up to permanent suspension
Violence and Crime	Violence, sexual actions, or harassment that may offend others	Up to permanent suspension
Legal Violations	Violations of applicable law	Up to permanent suspension

10 Before the Competition

10.1 Tournament Period

10.1.1 Compliance with Official Schedule

The PGC schedule will officially take effect from the date that participating teams enter Dubai. All teams are obligated to comply with the laws of United Arab Emirates, such as the COVID-19 quarantine guidelines, self-isolation, etc. Violations of the laws and regulations of United Arab Emirates may be punished by the laws of United Arab Emirates.

With the entry to Dubai the competition schedule will begin. All teams must actively cooperate in all preparations for the Tournament, including profile photo shoots, interviews, orientation, and official scrimms. Teams that refuse the official schedule without an unavoidable reason will be subject to penalties.

10.1.2 Use of Accommodations and Practice Rooms

When using the hotel and practice rooms, the teams must comply with the use guide for each and try to prevent damage or loss of facilities and equipment. If the facility is damaged or lost, the responsible team is obligated to compensate according to the extent of the damage.

10.2 Team Handler

A Team Handler will be assigned to the teams that compete in Dubai. The handler provides guidance throughout the team's stay in Dubai for the team to participate in the Tournament without any problems, and is responsible for informing schedule, delivering notices, interpreting, and communicating with the Administration.

The guidance of the handler is the guidance from the Administration. All teams are obligated to comply with the guidance of the Administration received through the handler. Teams that refuse the guidance of the handler without an unavoidable reason will be subject to penalties.

11 Before a Match

11.1 Set-up Time

Players will have designated blocks of time prior to their match time to ensure they are fully prepared. The Administration may change the schedule due to broadcast related issues or other reasonable grounds. Once the player has finished setting up and testing the necessary equipment, the equipment is not allowed to be removed from the seat unless authorized by the Administration.

If any equipment provided by the Administration is not functioning, the player should immediately report the issue to the Referee in which they will decide how to best address the issue. If the issue is not addressed to the player and/or team's liking, they may request the Referee to escalate the issue to the Head Referee.

11.2 Check-In

Scheduling is essential to the efficient operation, commercial viability, and integrity of the Competition. All players must be seated to play the match by the time required by the Administration and ready to compete on stage five (5) minutes prior to the start of a match. Teams who fail to field a full and eligible roster five (5) minutes prior to the start of a match may be subject to penalties. The Administration reserves the right to amend the match start times. Match start times may be adjusted depending on any accelerations or delays in the production schedule. The Administration will communicate changes to the match schedule to all Participants. Once players have checked in for a match, they may not leave the stage without the explicit permission from Administration.

11.3 Mobile Phones and Electronic Devices

No mobile phones or electronic devices (including e-cigarettes) are allowed on stage. All players must store their mobile phones and/or electronic devices in designated locations before entering the stage. All devices will be returned upon exiting stage.

11.4 Health-Related Electronic Devices

If it is necessary to bring an electronic device into the stage due to a health issue, it is allowed only after obtaining prior approval from the Administration.

12 During a Match

12.1 Match Support

A player may report any issue during a match by raising a hand to a Referee. The Referee will then decide how to best address the issue.

12.2 Remaining Seated

Players must always remain seated during a match and not leave their seats until given explicit permission by a Referee following the completion of a match.

12.3 Headsets

Players must always wear the provided headset during a match even if all team members have been eliminated. Headsets must always be unobstructed and in plain sight during a match. Removing headsets during an official match may be subject to penalties.

Players may use their own personal Headsets during the Group Stage, Winners Bracket, Losers Bracket 1, Losers Bracket 2, and Grand Survivor matches.

However, Players must wear the Headsets provided by the Host during the Grand Final matches.

12.4 In-Game Skins

Players must wear in-game items designated by the Administration for all matches.

12.5 Internet Access and Applications

During a match, players may not run a web browser or any application other than the PUBG client, the necessary drivers or software, and team communication solutions.

12.6 Streaming

Players' individual screens and voices, including the Competition footage, may be broadcast only by Administration, Host, or those with approval from the Host in real-time or irregular (reruns, VOD, etc.) programming through terrestrial TV and online platforms, and may be used after editing. The broadcasting platform is determined at the discretion of the Host.

The broadcasting of the Competition is not limited or restricted due to the individual streaming contract or management contract of the team or the player, and any problems arising from

contracts Teams or players may have with third parties are the sole responsibility of the respective teams or players.

12.7 PC Reboot

Players may not turn off their computer or reboot the game client without explicit permission from a Referee.

12.8 Rematch

The Administration reserves the right to call for a rematch if multiple players experience lag or glitches, if the game server is deemed unstable, in the event of a power interruption, or if there are extreme circumstances in which a full match restart is necessary to retain the competitive integrity of the Competition per the sole discretion of Administration.

12.9 Disconnection

Intentionally disconnecting from the PUBG game client or server during an official match is strictly prohibited and may be subject to penalties. If any player disconnects before all 64 players have landed successfully, the match shall be restarted. Once all 64 players have landed successfully, the match is considered to have officially started.

12.9.1 Early-Match Disconnection

If a player experiences a disconnection after a match has officially started, the player must notify a Referee by immediately by raising a hand. The Referee will attempt to reconnect the player. The match must continue normally whether the player is able to successfully reconnect or not.

After all 64 players have successfully landed, the match may be restarted only in the following cases:

- All players are marked "#unknown"
- The lobby host failed to join the game
- Any of the players failed to join the game
 - If the player who was disconnected fails to join the restarted match, the game shall continue without that player.
- When it is deemed impossible to proceed normally due to the occurrence of lag or disconnection for multiple players
- Other cases that are approved for a rematch according to the reasonable judgment of the Administration

12.9.2 Large-Scale Disconnection

If all alive teams, all but one (1) alive teams, or ten (10) or more alive players disconnect simultaneously, the match must be immediately terminated. A rematch that consists only of the players who were still alive at the exact time of the large-scale disconnection must be conducted. If any player is discovered to have been responsible for the cause of the large-scale disconnection, that player will be excluded from the rematch. The results of the rematch will be added to the results of the match in which the large-scale disconnection took place to determine the final results of the match

12.10 Compensation Point, "CP"

No CP is awarded under any circumstances for all matches.

12.11 Tiebreaker

- **Match Point**
 - ① The ranking for each Match is determined by the total Match Points (Placement Point + Kill Point) earned.
 - ② If ① is a tie, teams with higher Placement Point will be ranked higher.
- **Accumulated Points**
 - ① The final ranking is determined by the accumulated Match Points (Placement Point + Kill Point) for all matches.
 - ② If ① is a tie, teams with the higher accumulated Placement Point (excluding the Kill Point) in all matches will be ranked higher.
 - ③ If ② is a tie, teams with the higher Match Point (Placement Point + Kill Point) on the most recent match will be ranked higher.
 - ④ If ③ is a tie, teams with the higher Placement point on the most recent match will be ranked higher.
 - ⑤ If ④ is a tie, teams with the higher Total Damage on the most recent match will be ranked higher.
- **PGC 2022 Final Rankings: Determined by the final Grand Final ranking**
 - ① The final ranking is determined by the accumulated Match Points (Placement Point + Kill Point) earned in the Grand Final.
 - ② Tiebreakers will be decided according to the 12.11 Tiebreaker regulation.
- **Teams that did not qualify for the Grand Final: the 17th ~ 32nd ranking for PUBG GLOBAL CHAMPIONSHIP 2022 will be determined by the following rule.**

- ① Grand Final participants are excluded for determining overall 17th~32nd rank placements
- ② 'Loser Bracket 2 participant' is ranked higher than Grand Survival participant that advanced from Losers Bracket 1.
- ③ For Losers Bracket 2 participants, final rank is determined within Loser Bracket 2.
- ④ For Grand Survival participant that advanced from Losers Bracket 1, final rank is determined within Losers Bracket 1.

12.12 Observers

Only the observers who have been explicitly authorized by the Administration will be allowed to join the game server.

12.13 Replay and Match Data

All players must have and activate the in-game replay feature for the Competition. All replays and screenshots of the match will be saved for 14 days from the end of the Tournament. The Administration reserves the right to request replays or screenshots at any time within 14 days.

Replay can be viewed by pressing "Windows key + R" then typing "% localappdata%\TslGame\ Saved \ Demos".

12.14 Bugs

Even in the case of a bug negatively affecting a player, there shall be no rematch or solution available to the player.

If a bug is found by a player during a match, it shall be notified immediately to the Referee. The player who discovers the bug but intentionally hides it from the Referee is considered to have abused the bug and will be penalized.

If players deliberately use a bug during a game to gain an advantage in the game, it will be regarded as cheating and will be penalized. The level of penalty is determined by the level of fraudulent behavior.

12.15 Cheats

The use of cheats is forbidden during the Competition. The use of a cheat will result in bans and/or disqualifications. For purposes of clarity, a cheat is any program, software, code, or hack that gives players a competitive advantage over their opponent. Examples of cheats include:

- ESP

- Radar hacks
- Wallhacks
- Speedhacks
- Aimhacks
- Hitbox manipulation
- Teleportation
- Using a bug/bugs to gain an advantage versus opponents
- Editing game files to remove grass or other aspects from the game
- All 3rd party software or tools that are not allowed by the game publisher and that can give an unfair advantage to a player or team are classified as cheating and is not allowed. Examples of software that are not allowed are SweetFX and VibranceGUI.

If a team uses a player that has an active ban by PUBG, the team will be disqualified from the Tournament.

12.16 Adherence to Rules

During a match, Referees and Head Referees will make rulings to the best of their judgement to ensure the matches are completed in adherence to the Rules. These rulings must be adhered to by the Participants during a match.

13 After a Match

13.1 Results

Official match results will be posted on the website in accordance with the procedures.

13.2 Disputes

Participants who wish to contest a ruling made by the Administration, believe a rule has been violated, or believe tournament integrity has been jeopardized in any way ("Disputing Party") may open a dispute.

A dispute must not delay an upcoming match unless the dispute has the potential to impact the qualification or elimination for the upcoming match, at the sole discretion of the Administration.

The procedure to open and resolve a dispute is as follows:

1. A written statement must be provided to the representative of the Host or Administration within one (1) hour of the completion of the match day in which the dispute pertains. The statement, at its minimum, must explain the Disputing Party's dispute and basic details of the situation.
2. Based on the situation, the Administration will determine if the dispute is clearly addressed by the Rules. If so, the dispute will be addressed accordingly. If not, the Administration will take necessary steps to establish a fair and judicious ruling on the manner.
3. The ruling on the dispute must be decided prior to the following match day, or before the final rankings are calculated for that respective stage, whichever happens first.
4. At this point, the ruling will become final.

13.3 Interviews and Other Post-Match Obligations

Players will be informed of any post-match obligations, including, but not limited to, media appearances, interviews, or further discussion of any match matters as determined by the Administration. Interpreters, manager and/or coaches can be present as and when needed.

Interviews will be made public worldwide, just as the official matches. If a player violates the rules of conduct during the interview, such as exhibiting indecent, discriminatory, and violent words and behavior, the player will be penalized.

13.4 Breaks Between Matches

Matches will be conducted as per the schedule. Players must enter the lobby as quickly as possible after the completion of the previous match. The Host will not delay the start of the matches for late arriving players. Failure to return to the lobby on time may subject the player to penalties.

All team officials and players may not move or stay illegally in unauthorized places in any way during the time of the match, including breaks.

14 Supplementary Rules

14.1 Host's Rights

The Host reserves the right to collect, process, and use all result, records, and data relating to the Competition.

14.2 Relationship of Rights and Duties

Teams and players shall not edit or disclose the competition-related content (regardless of the creator) externally through media such as the Internet without the prior consent of the Administration. If this obligation is breached, the Host may take any possible legal action against the team and players concerned.

The team agrees that host has the right to use the following competition-related portrait rights and IP (Intellectual Property) of the team and players:

- The name, logo, symbol, images, videos, audios, etc. of the Competition
- All records such as Competition results, statistics, and data
- The name, logo, image, etc. of the team for participating in the Competition
- The player's name, date of birth, nickname, ID, images, videos, audios, etc.
- All other edited content of the Competition

The team agrees that the Administration may freely use the portrait rights of the team and its players for the development and success of the Competition or for the publicity and promotion of participating teams and players. These use rights are not limited in platform, medium, or period.

The use of portrait rights and license rights is not limited to online or offline formats, or in terms of platforms, media, or period.

Information of all participants and results of the Competition will be published on the PUBG ESPORTS official website, pubgesports.com. Participating teams must reasonably cooperate with the process for gathering and posting information.

14.3 Promotions

The Administration may request promotional activities such as competition-related events, marketing, advertisements, etc. from the participating teams, and all teams and players are obligated to cooperate with such requests unless there is an unavoidable reason.

If the team and players do not cooperate in promotional activities without unavoidable reasons, the team and players may be penalized at the discretion of the Host.

Promotional activities are categorized as follows:

- Interviews
- Promotional videos
- Player profile photoshoots
- Orientation, player training
- Fan meets and promotions for the Competition
- Competition-related subprograms

14.4 Confidentiality

Team staff (managers, coaching staff, players, etc.) may not disclose confidential information obtained by themselves through participation in the Competition and any confidential information related to the Competition obtained from the Administration. The effect of this provision will continue after the Competition is over.

14.5 Defamation

A Team or player is prohibited from in any way slandering, disparaging, or defaming any affiliates or officials including PUBG: BATTLEGROUNDS, Tournament Parties, Referees, and Team Handlers. The effect of this provision will continue after the Competition is over.

14.6 Quitting Competition

14.6.1 Quitting

The team may not request to quit from the Competition until the end of all official PGC schedule, except where participation in PGC is not possible due to unavoidable reasons. When it is determined that participation in PGC is impossible due to a natural disaster or health reasons that prevent the team or members from participating in the Competition, the team must obtain prior approval from the Administration and submit written documents proving the reason.

14.6.2 **Interfering with the Competition**

All teams are obligated to faithfully participate in the entire game, including all official schedules. If a single or multiple teams refuse to participate in the Competition without an acceptable reason, the team will be penalized.