



PUBG
NATIONS CUP
Thailand 2022

PUBG Nations Cup 2022

Tournament Rules

2022.05

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1 Introduction

PUBG NATIONS CUP 2022 (“PNC” or “Competition” or “Tournament”) is a PUBG Esports Competition that is governed by the Standard and Universal PUBG Esports Ruleset (“SUPER”). The Tournament Rulebook is intended to establish and enforce operational guidelines. The latest version of SUPER can be found on pubgesports.com.

The Tournament Rulebook and SUPER shall be collectively referred to as the official Tournament rules (“Rules”). Tournament officials (“Referees,” “Head Referee,” or “Administration”) may amend these Rules and Tournament Format and make judgment calls on cases that are not specifically covered by these 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, 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 learning and 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 the Competition.
- 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

Competition Name	PUBG NATIONS CUP 2022 / PNC 2022
Competition Dates	June 16 ~ 19
Competition Location	ICONSIAM(True Icon Hall) located in Bangkok, Thailand
Participating Teams	16 Teams <ul style="list-style-type: none"> • ASIA: 4 / Korea, China, Chinese Taipei, Japan • EMEA: 4 / Finland, Germany, United Kingdom, Turkey • APAC: 4 / Australia, Vietnam, Thailand, Indonesia • America: 4 / United States, Canada, Brazil, Argentina
Prize Pool	<ul style="list-style-type: none"> • Total: \$500,000 • Pick'em Crowd funding (30% PUBG's Net Sales)

4 Participants

Sixteen (16) teams from around the world participate in the Tournament. Each team may consist of up to five (5) members, including four (4) players and one manager (coach).

- Manager
 - A Manager is the representative of the team who is responsible for the overall management of the team, including the head coach, the coach, and the manager. The Manager acts as the first contact for all Competition-related information, and a team can register up to one (1) Manager.
- Player
 - A Player competes in matches in person and participates directly in the program throughout the Competition. Each team can register a maximum of four (4) Players.
- Player replacement in case of emergency
 - If a team member cannot participate in normal circumstances due to following reasons, the team's manager (coach) may participate in the match upon the Administration's approval.
 - 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 a normal match
 - When the Administration determines that the problem is to the extent that normal participation in the game is impossible

4.1 Team Eligibility

4.1.1 Team Name / Team Tag

- All teams use the team name that represents each region and the team tag, an abbreviated version of the team name, consisting of 2 to 3 alphabet letters or Arabic numerals.

Korea	KOR	USA	USA
China	CHN	Canada	CAN
Japan	JPN	Brazil	BRA
Chinese Taipei	TPE	Argentina	ARG
Thailand	THA	Finland	FIN
Vietnam	VIE	Germany	GER

Indonesia	IDN	United Kingdom	UK
Australia	AUS	Turkey	TUR

5 Format

The Competition is held for four (4) days under the S.U.P.E.R. point system. The Rank Decision is based on the final accumulation of points after twenty (20) matches.

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.

Matches	Estimated Start Time (ICT)
Day 1-4	18:00

7 Map Order

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

Map Order					
	Match 1	Match 2	Match 3	Match 4	Match 5
Day1	Erangel	Erangel	Erangel	Miramar	Miramar
Day2	Miramar	Miramar	Miramar	Erangel	Erangel
Day3	Erangel	Erangel	Erangel	Miramar	Miramar
Day4	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 \$500,000 (USD) will be distributed to teams based on the final placement. The crowdfunded prize pool is an additional, fan-funded amount equal to thirty percent (30%) of Net Receipts of the Competition's in-game item sales. The final crowdfunding prize is distributed in proportion to the final ranking achieved by each team.

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.

Placing	Prize	%
1	\$100,000	20.00%
2	\$58,000	11.60%
3	\$50,000	10.00%
4	\$44,000	8.80%
5	\$38,000	7.60%
6	\$34,000	6.80%
7	\$30,000	6.00%
8	\$26,000	5.20%
9	\$22,000	4.40%
10	\$20,000	4.00%
11	\$18,000	3.60%
12	\$16,000	3.20%
13	\$14,000	2.80%
14	\$12,000	2.40%
15	\$10,000	2.00%
16	\$8,000	1.60%

Total	\$500,000	100%
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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
- Noise cancelling headsets
- Webcam

All players may not arbitrarily disassemble or otherwise modify the provided hardware. If the hardware is modified and used 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
- In-ear headphones

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 conversion to connect with USB interfaces may not be 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 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:

- Players may not alter or amend their team jersey or PUBG branded apparel, nor paint or attach patches on them.
- 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.

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

Participants may not bring or consume food 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/Caution(s)
 - Two "Cautions" will be accumulated to a "Warning."
 - When a "Warning" is issued, previously given caution penalties will be removed.
 - The "Verbal Guidance" penalty is reset on a daily basis.
- 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."
- If the same regulation is violated twice, a "Warning" may be issued immediately without another "Caution."
- 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.
 - ◆ Match Forfeiture(s)
 - ◆ Match Day Forfeiture(s)
 - ◆ Competition Forfeiture(s)
- Suspension(s)
 - Temporary Suspension(s)
 - Permanent Suspension(s)
- Disqualification(s)
 - Disqualification(s) of Individual Player(s)
 - Disqualification(s) of Team(s)

Example of Penalty Standards

Classification	Description	Level of Penalties
Violations of Rules	Failure to comply with SUPER and Official Competition Rules	Administration's discretion
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
	Failing to participate professionally in official or rehearsal matches (including suicide, teamkilling, deliberate rejection of play)	Administration's discretion
Use of electronic devices	Bringing in or using electronic devices in the venue during a match (including mobile phones, tablets, and electronic cigarettes)	Caution — Warning
Accessing the player's seat	If a third party other than the player accesses the player's seat during the game without the approval of the Administration.	Caution — Warning
Contacting the Team without permission	(After the start of the match) Contacting the Team coaching staff or a third party outside of the official break period	Caution — Warning
Violence and Crime	Violence, sexual actions, or harassment that may offend others	Up to indefinite suspension
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

10 Before the Competition

10.1 Tournament Period

10.1.1 Compliance with Official Schedule

The Competition schedule will officially take effect from the date that participating teams entering Thailand. All teams are obligated to comply with the laws of Thailand, such as the COVID-19 quarantine guidelines, self-isolation, etc. Penalties for legal violations shall be governed by the laws of Thailand.

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

10.1.2 Use of Accommodations

Hotels are provided for the teams participating in the Competition.

When using the hotel, 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 Thailand. The Team Handler provides guidance for all Competition-related matters, including scheduling, official announcements, translation, and communication 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 Participants must store their mobile phones and/or electronic devices in designated locations before entering the stage. All devices will be returned upon exiting the 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.

- Portable cooling/heating fans: Fans connected by electrical wires or charged by USB are not allowed. Only products powered by batteries are allowed upon the Administration's approval.
- Non-electronic devices: Non-electronic devices such as heat patches and cushions also must be approved in advance by 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 after every player from the team is eliminated, except when instructed specifically by the Administration, the players must keep the headsets on. Headsets must always be unobstructed and in plain sight during a match. Removing headsets during an official match may be subject to penalties.

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 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 previously concluded by Teams or players shall be regarded as 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
- 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
- If the player who was disconnected fails to join the restarted match, the game shall continue without that player.

12.9.2 Large-Scale Disconnection

If all alive teams, all but one (1) alive team, or ten (10) or more alive players disconnect simultaneously, the match must be immediately terminated and a rematch may be held. A rematch will consist only of the players who were still alive at the exact time of the large-scale disconnection and regardless of the time of disconnection, rematch shall start from the beginning,

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 Points
 - ① Rankings are based on the match points (Placement Points + Kill Points) earned in that match.
 - ② If the above ① is a tie, the team with the higher Survival Rank will be ranked higher
- Cumulative Points
 - ① The final ranking is based on the accumulated match points (Placement Points + Kill Points) that each team has earned throughout all the matches.
 - ② If the above ① is a tie, the team with the higher Cumulative Placement Points, regardless of Cumulative Kill Points from all matches, is ranked higher

- ③ If the above ② is also a tie, the team with the higher match points (Placement Points+Kill Points) from the most recent match is ranked higher
- ④ If the above ③ is also a tie, the team with the higher Survival Rank from the most recent match is ranked higher
- ⑤ If the above ④ is also a tie, the team with the higher cumulative damage in the most recent match is ranked higher

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 remedy 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.

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.

Once the match begins, team members may only contact players during the official breaks between matches. A penalty may be given if they contact players outside of official breaks.

Also, 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 the rights to use the following competition-related portrait rights and IP (Intellectual Property) of the team and players belong to the Host.

- 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 (Player) is prohibited from in any way slandering, disparaging, or defaming any affiliates or officials including PUBG: BATTLEGROUNDS, Krafton Inc., and Tournament Hosts, Administration, Referees, and 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 PNC schedule, except where participation in Competition is not possible due to unavoidable reasons.

When it is determined that participation in PNC 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.