



# BATTLEGROUNDS

**SUPER**

Standard and Universal PUBG Esports Ruleset

**KRAFTON**

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# SUPER

## Standard and Universal PUBG Esports Ruleset

### 1 Introduction to SUPER

This Standard and Universal PUBG Esports Ruleset ("SUPER") applies to all Teams, Players and Team staff members (including e.g. coaches and managers) ("Competitors") in the official competitions to be held in 2022 created by KRAFTON, Inc. ("Krafton") that feature play of PUBG at an elite level, including but not limited to, PUBG Continental Series, any match that is associated with any PCS event or any PCS qualifying event or any other competition that Krafton identifies as being subject to SUPER ("Competition"). SUPER applies in addition to any other rules supplied by a PUBG Esports tournament. Each Competition operated by Krafton or any third-party designated by Krafton to operate such Competition (each, an "Administration") shall have additional rules specific to that Competition (each, "Competition Specific Rules").

If there's a conflict of rules between SUPER, Competition Specific Rules and/or any other region specific/local rules, the decision is made by a reasonable judgment of the operation team.

#### 1.1 Acceptance of SUPER

By participating in the Competition, Team and Competitors accept and agree to be bound by and comply with SUPER and any Competition Specific Rules.

SUPER and any Competition Specific Rules applies to all Competition places, including Competition venue, practice rooms, personal resting space, etc., and times, including official match times, practice times, personal training times, mealtimes, etc.

#### 1.2 Spirit of SUPER

SUPER is a living document that is intended to establish and reinforce a positive and competitive environment that is defined by sportsmanship and integrity. SUPER will continually be refined and updated to reflect the rules that govern competition worldwide.

#### 1.3 Rule Changes

Krafton or Administration reserves the right to amend, remove, or make changes to SUPER or to issue any rules or regulations that apply to each applicable Competition for any reason at any time. When material changes to SUPER are made the Changelog section will be updated, and updated SUPER will be communicated directly to Competitors via the appropriate channels. Such communications may occur by way of example and not limitation, by releasing online postings, instructional videos, emails or texts that provide instructions and guidance to Teams and Team Representatives, who will be responsible for distributing updates and other communications relating to SUPER or any other Competition-related rules to other Competitors. Administration reserves the right to make judgement on cases not specifically covered by this document to preserve the spirit of fair play and sportsmanship. Competitors are expected to understand and operate on the latest version of these rules.

## 2 Player Eligibility

Players on a Team competing in the Competition, including any coaches, managers or other staff members who are alternates eligible to play, (collectively, “Players”), must adhere to the following rules in addition to any eligibility requirements defined in Competition Specific Rules to be eligible to compete in a Competition or associated matches.

### 2.1 Age

No Player is eligible to participate before their 18<sup>th</sup> birthday, defined as having lived 18 full years, except as may otherwise be provided in the Competition Specific Rules. For purposes of clarity, Players must be at least 18 years of age on the first day of the event to be eligible to participate.

### 2.2 Player Aliases

Player Aliases are subject to approval by Administration. Administration reserves the right to deny the use of a Player Alias and require a change for any reason. Player Aliases may not exceed 12 characters. Player Aliases may use any combination of uppercase and lowercase letters (A-Z), digits (0-9), underscores (\_), or hyphens (-). Player Aliases may not include spaces. Player Aliases must be selected at the time of registration and may not be changed during a Competition.

Player Aliases must adhere to the following rules. Using alternative spelling to avoid compliance with the following rules is strictly prohibited.

- Player Aliases may not include a sponsor name, or name of any company that does not own the Team.
- Player Aliases may not include any product or service name or description.
- Player Aliases may not violate privacy, publicity, intellectual property, or other rights of a third party.
- Player Aliases may not include any words that are purely commercial.
- Player Aliases may not contain vulgarities or obscenities in any way.
- Player Aliases may not include all or part of the name Krafton or PUBG or make use of any trademarks or other intellectual property of Krafton without the prior written approval of Krafton.
- Player Aliases must comply with the Code of Conduct.

### 2.3 In-Game Nicknames

In-Game Nicknames are subject to approval by Administration. Administration reserves the right to deny the use of an In-Game Nickname and require a change for any reason including to ensure that the In-Game Nickname can comfortably fit within the boundaries of any in-game asset. In-Game Nicknames may not exceed 16 characters.

In-Game Nicknames must adhere to the following format.

*TAG\_PlayerAlias*

## 2.4 Multiple Regions

Players may not compete in more than one region during the same Competition Phase. For the avoidance of doubt, once a Player registers for any regional qualifier for the Competition, the Player may not register or participate in any other qualifier for a different region for the same Competition.

## 2.5 Conflict of Interest

Competitors may not be employees of Krafton or Administration.

# 3 Team Eligibility

Teams must adhere to the following in addition to any eligibility requirements defined by the Competition Specific Rules to be eligible to compete in the Competition.

## 3.1 Team Tags

Teams are required to specify a Team Tag to be used in their players' In-Game Nicknames. Team Tags are subject to approval by Administration. Administration reserves the right to deny the use of a Team Tag and require a change for any reason. Team Tags must be 2 to 4 characters. Team Tags may only include letters (a-Z) and digits (0-9). Team Tags may not use spaces, underscores (\_), or hyphens (-).

Team Tags for all Teams competing in a Competition must be unique globally. Team Tags must adhere to the Code of Conduct.

## 3.2 Team Names

Administration reserves the right to deny the use of a Team Name and require a change for any reason. Team Names will be selected at the time of registration and may not be changed during any Competition without the prior written approval of the Administration. In addition:

- Team names may not include name of any company that does not own the Team.
- Team names may not include any product or service name or description.
- Team names may not violate privacy, publicity, intellectual property, or other rights of a third party.
- Team names may not include any words that are purely commercial.
- Team names may not contain vulgarities or obscenities in any way.
- Team names may not include all or part of the name Krafton or PUBG or make use of any trademarks or other intellectual property of Krafton without the prior written approval of Krafton.
- Team names must comply with the Code of Conduct.

If there are two or more teams that request to use the same Team name or Team tag, priority will be given to the Team based on the following:

- The Team who first participated (based on participation date) in the local PUBG official esports tournament reserves the right to use the contested Team name and/or Team tag.

- If the first condition is the same for two or more of the requesting Teams, the Team who first participated (based on participation date) in the global esports tournament reserves the right to use the Team name and/or Team tag.
- In the case where a Team tag closely represents an established entity's IP, the Administration reserves the right to force one or more of the teams to change their Team tag.

### **3.3 Native Roster Requirements**

Each team roster must consist of at least fifty percent (50%) of Players who are legal citizens or permanent residents from the region it registers to compete in. For the purpose of this section, legal citizenship and/or permanent residency are defined per the laws of each corresponding country. To provide further clarification, if the regional roster rules allow for four (4) members, then at least two (2) must be legal citizens or permanent residents. If the regional roster rules allow for five (5) members, then at least three (3) must be legal citizens or permanent residents.

### **3.4 Roster Rules**

As the Competitions will be conducted online and regionally, the Roster Rules will be a mix of regional and global mandates. Each team roster must comply with the following rules.

1. Team rosters for any Competition must be the same as the team roster that competed in the qualifying event for the Competition or that otherwise qualified or was selected for the Competition.
2. Upon qualification or selection for the Competition, the team roster cannot be changed except in emergency situations. Emergency situations and acceptance of the roster change will solely be decided by the Administration.
3. The maximum changes allowed due to emergency situations, is two (2) roster changes. In situations where more than two (2) roster changes are required, the team will be replaced by another team per the Competition Specific Rules.
4. Each Team must designate one individual as its representative when completing the registration process ("Team Representative"). The Team Representative will be responsible for all team communications with Administration. Administration may rely upon any communications from the Team Representative as being made by all owners or Players of the team. Team may not change its Team Representative during any Competition without Administration's prior written approval.
5. All other roster rules not specified here such as size of a team roster, roster submission dates, etc., will be determined at the regional level.

### **3.5 Conflict of Interest**

Team owners, staff members, or representatives may not be employees of Krafton or Administration.

### **3.6 Team Ownership**

A team's Slot or right to participation within a Competition will be owned by the team. In the situation where the team is owned by a corporate entity, that corporate entity will be the owner of the Slot. In the case where the team is player owned, i.e. a group of players who join together to form their own team, the Team Representative will be considered the owner for Team Ownership and/or roster rule purposes.

Regardless of the team ownership, each region's Competition Specific Rules may have additional rules which the team must follow, i.e., roster rules, for a team to maintain their slot. Nothing in this section is intended to restrict regions from creating these additional rules.

The ownership and the other rights granted to the owner in accordance with SUPER may be sold, transferred, or assigned to a third party; provided that (1) the owner shall require the purchaser, assignee or transferee to acknowledge and agree in writing to assume and be bound by all of the terms and conditions of SUPER; and (2) any such sale, assignment or transfer will require the prior written consent of Krafton.

### **3.7 Multiple Team Ownership**

To preserve the integrity of the Competition, the following rules apply to any individual, entity or group that owns, operates, controls, or has an interest in a team that is competing in Competition.

1. An individual, entity or group cannot directly or indirectly own or operate more than one team globally.
2. An individual, entity or group cannot directly or indirectly participate in the financing, operation, marketing, or management of more than one team globally.
3. No two teams can operate under the same brand or team name or variations of the same brand or team name in more than one team globally.
4. No two individuals, entities or groups that own, operate, control, or have an interest in two different teams can enter into a business or financial relationship with a common interest that can directly or indirectly benefit both parties based on performance in the competition.

### **3.8 Notice of Extraordinary Events**

Team owner or Team Representative shall notify Krafton and Administration as soon as practicable of any suspected or actual breach of SUPER by the Team or any of its Competitors.

### **3.9 Sponsorships**

To preserve the integrity of Competition and the reputation of PUBG and Krafton, neither a team nor any Players shall enter into any sponsorship, endorsement, advertising or similar agreement or relationship to promote drugs and drug paraphernalia, tobacco products, cannabis products, gambling or casinos, alcohol, pornography, any business that promotes the use of in-game hacks, cheats, exploits, skins gambling, or in-game currency farming, any product or service prohibited by applicable law, any competitor of Krafton or its affiliates, any games that are not published by Krafton or its affiliates, and any esports leagues, tournaments or events, other than Competitions, or any business or person offering any of the foregoing. A list of prohibited product or service categories may be updated from time to time by Krafton or Administration. Notwithstanding the foregoing, if requested by Krafton or Administration, during Competition Competitors must use items featuring the official Competition sponsors in any events that are part of the Competition, for example in matches using the computer hardware of the official hardware sponsor of the Competition.



## 4 Code of Conduct

Competitors must always abide by the following Code of Conduct. By participating in the Competition, Competitors agree to abide by these rules and any instructions or decisions of Administration and conduct themselves in a positive and professional manner.

### 4.1 PUBG Terms of Service and Rules of Conduct.

Competitors shall comply with the PUBG Terms of Service. The full PUBG Terms of Service can be found here: <https://www.pubg.com/terms-of-service/>. Competitors shall comply with the PUBG Rules of Conduct. The full PUBG Rules of Conduct can be found here: <https://www.pubg.com/terms-of-service/>. The Terms of Service, Rules of Conduct, SUPER and Competition Specific Rules collectively are the “Rules”, and violations of any of them may be deemed violations of each of them.

The PUBG esports website can be found here: <https://www.pubgesports.com/>

### 4.2 Best Ability

Competitors must always attempt to compete at their best ability and use their best effort during any match and avoid any behavior that is inconsistent with principles of sportsmanship, honesty, integrity, and fair play.

### 4.3 Collusion, i.e., Teaming, and Match-Fixing

Competitors shall not participate in any act of collusion or match-fixing. Collusion, also referred to as Teaming, is defined as any agreement between two or more Competitors to cheat, deceive, or disadvantage opposing Competitors. Collusion includes, but is not limited to the following:

- Agreeing to any ruleset outside of the official rules
- Worsening performance or losing a match or encouraging another Competitor to do so
- Deliberately losing for any reason or encouraging another Competitor to do so
- Pre-arranging the splitting of prize money or any other form of compensation
- Sending or receiving any signals or messaging to opposing Competitors
- Cooperation of one or more teams together during Competitions or practice matches for any reason, including but not limited to, attempting to effect qualifications and/or final standings, trolling, etc.

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. The determination of whether a Team(s) action can be considered Collusion, Teaming and/or Match-Fixing is at the sole discretion of the Administration, as is the appropriate punishment.

### 4.4 Betting and Gambling

Competitors shall not participate in any act of betting or gambling related to PUBG. Betting is defined as the act of wagering money (cash, cash equivalent, credit of monetary value, or any other monetary instrument) on the outcome of a match or other component of a Competition or other PUBG competition. Competitors must never place, attempt to place, or encourage the placement

of bets on any match. No Competitor may benefit directly or indirectly from gambling on any result of any matches or the Competition as a whole, or another competition as a whole.

#### **4.5 Bribery**

Competitors shall not participate in any act of bribery. Bribery is defined as the act of offering compensation or anything else of value to influence the judgement or conduct of a person. Competitors must never offer or receive any form of compensation to or from another Competitor or any other person to attempt to gain or give an unfair advantage in the Competition.

#### **4.6 Exploiting and Hacking**

Competitors shall not participate in any act of exploiting or hacking. Exploiting is defined as the use of an in-game bug or glitch in a manner not intended by the designers to seek an unfair advantage. Hacking is defined as any modification of hardware, software, game client, or internet connection.

#### **4.7 Cheating**

Competitors shall not cheat by using any kind of device, program, or any other method or activity that may gain or give an unfair advantage.

#### **4.8 Ringing**

Competitors shall not participate in any act of ringing. Ringing is defined as playing under another Competitor's account.

#### **4.9 Intentional Disconnects**

Competitors shall not intentionally disconnect from a match by any action (e.g., quitting the match, turning off PC, unplugging ethernet cable, etc.). Any action from a Competitor that causes a disconnect shall be deemed intentional regardless of the intent.

#### **4.10 Profanity and Hate Speech**

Competitors shall not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory, or otherwise offensive. Competitors shall not engage in or incite hatred or discriminatory conduct.

#### **4.11 Disruptive and Abusive Behavior**

Competitors shall not take any action or perform any gesture which is insulting, mocking, disruptive, or antagonistic. A Competition may be conducted and broadcast in any country and include Teams from any country. Competitors are responsible for being aware of the sensitivities of the cultures of the hosting country, countries broadcast to, the participating Teams and Competitors, with regards to avoiding any comments, actions or activities that may be reasonably constituted as insulting, mocking, disruptive, or antagonistic. All determinations of any disruptive or abusive behavior are at the sole discretion of the Administration.

## **4.12 Intentional Delaying of or Interfering with the Conduct of the Competition**

Competitors shall not intentionally delay or interfere with the conduct of the Competition through any means, including

- Attempting to acquire tournament related information through informal means.
- Interfering with the execution of a match or the duties of tournament participants, including the Administration, Competitors, etc.
- Any other acts that are considered to have delayed or interfered with a match.

The determination of whether a Competitor and/or Team(s) action can be considered in violation of this Section 4.12 is at the sole discretion of the Administration, as is the appropriate punishment.

## **4.13 Harassment and Sexual Harassment**

Competitors shall not participate in any act of harassment. Harassment can include systematic, hostile, and repeated acts which are intended to isolate or ostracize a person and/or affect the dignity of a person. Unwelcome sexual advances of any kind are strictly prohibited.

## **4.14 Discrimination and Denigration**

Competitors shall not offend the dignity or integrity of a country, person, or group of people through contemptuous or discriminatory words or actions based on race, ethnicity, national origin, social origin, gender, language, religion, political opinion, financial status, birth status, sexual orientation, or any other reason.

## **4.15 Criminal Activity**

Competitors shall not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

## **4.16 Confidentiality**

Competitors shall not disclose any confidential information by any method of communication including all social media channels. All communication with Administration is strictly confidential. The publication of such material without explicit written consent is strictly prohibited.

## **4.17 Concluding the Competition**

Upon initiating participation in a Competition, Teams and Competitors shall continue to participate in the Competition to its conclusion. Teams and Competitors shall not refuse to participate in the Competition for any reason including, without limitation, disagreement with a decision by Administration, an accusation regarding competitive integrity of the Competition, or imperfect playing conditions.

## 5 Broadcasts

### 5.1 Ownership of Broadcasts

1. Krafton (or its licensors) shall exclusively own all right, title, and interest, including all related intellectual property rights, in and to the Game, any esports program that features the Game, the Competition, all copyrightable materials or trademark rights related to the Competition, including without limitation any websites, marketing collateral, logos or trademarks, or any designs for any of the foregoing (excluding the unmodified trademarks of Team and Likeness of Competitors if incorporated or used therein), and any suggestions, ideas, enhancement requests, feedback, recommendations or other information provided by Team or Competitors relating to the foregoing.
2. Krafton (and its licensors, where applicable) shall exclusively own all right, title and interest, including all related intellectual property rights, in and to any broadcasts of the Competition.

### 5.2 Competitors Likeness

By participating, each Competitor grants Krafton and Administration the right to use such Competitor's Likeness for publicity purposes, including without limitation broadcast of the Competition, creation of other content from broadcasts or related to the Competition and PUBG esports or from the Competition content (by way of example and not limitation, in highlights and editorial coverage) and for marketing the Competition, PUBG and Krafton esports ("Publicize"). Competitor grants Krafton and Administration all necessary rights to use any name, in-game nickname, sobriquet, physical likeness (including but not limited to the voice, actions, likeness (actual or simulated), picture, photograph, silhouette, appearance), biographical information, game play statistics, and/or PUBG account ID of any Competitor (collectively, "Likeness"), for Publicity purposes prior to, during, or after the completion of Competition, in any media, throughout the world, in perpetuity, in connection with Publicizing the Competition, without any compensation or prior approval unless specifically prohibited by any applicable law.

### 5.3 Broadcasts by Competitors

Teams and Competitors will not broadcast the Competition or any matches or portions thereof without advance written permission of Krafton.

## 6 Conduct Violations and Penalties

Competitors 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 Administration.

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

### 6.1 Issuance of Penalties

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:

- Verbal and/or written caution(s) and warning(s)
- Fine(s) and/or deduction(s) of prize money
- Forfeiture(s) of match(es)
- Disqualification(s)
- Suspension(s) or Ban(s)

## **6.2 Publication of Penalties**

Administration reserves the right to publish any information regarding any violation of these official rules or Code of Conduct. By participating in the Competition, Teams and Competitors hereby waive any right to legal action against Administration, its Affiliates, or other Teams and Competitors regarding the issuing and publishing of penalties. Administration's determination as to the appropriate penalties will be final and binding and by participating in the Competition each Team and Competitors waive any right to bring a claim in court for Administration's decision or any remedies thereof.

# **7 Limitation of Liability**

## **7.1 No Consequential Damages**

To the maximum extent permitted by applicable law, neither Krafton, Administration nor any of their respective affiliates, partners, sponsors, service providers, suppliers, officers, directors, managers, members, employees, representatives, agents or licensors (collectively, the "Krafton Parties"), shall be liable in any way for any loss of profits or any indirect, incidental, consequential, special, punitive, or exemplary damages, arising out of or in connection with SUPER, any Competitions, or the delay or inability to use or lack of functionality of the Game, even if a Krafton Party is at fault and even if a Krafton Party is aware of the possibility of such damages.

## **7.2 Cap on Liability**

To the maximum extent permitted by applicable law, the aggregate liability of the Krafton Parties arising out of or in connection with SUPER, any Competitions, and PUBG will be limited to a Team or Competitors' direct damages in an amount not to exceed US\$ 1,000. Multiple claims will not expand this limitation. These limitations and exclusions regarding damages apply even if any remedy fails to provide adequate compensation.

## **7.3 Limitation on Liability**

Krafton Parties shall not be liable for: (i) internet, telephone system, telephone, or computer hardware, software, or other technical or computer malfunctions, lost connections, disconnections, delays or transmission errors; (ii) data corruption, theft, destruction, unauthorized access to or alteration of entry or other materials; (iii) any injuries, losses or damages of any kind, including death, caused by the prize or resulting from acceptance, possession, or use of a prize, or from participation in the Competition; or (iv) any printing, typographical, administrative, or technological errors in any materials associated with the Competition.

## 7.4 Disclaimer of Warranties

KRAFTON PARTIES DO NOT GUARANTEE CONTINUOUS, ERROR-FREE, VIRUS-FREE, OR SECURE OPERATION OF OR ACCESS TO THE GAME. THE GAME AND THE COMPETITION ARE PROVIDED ON AN AS-IS BASIS, AND THE KRAFTON PARTIES DISCLAIM ANY AND ALL WARRANTIES, CONDITIONS, COMMON LAW DUTIES, AND REPRESENTATIONS (EXPRESS, IMPLIED, ORAL, AND WRITTEN), WITH RESPECT TO THE GAME AND THE COMPETITION AND ANY MATERIALS OR INFORMATION PROVIDED TO TEAM OR COMPETITORS IN CONNECTION WITH THE COMPETITION, OR ANY PART THEREOF, INCLUDING ANY AND ALL EXPRESS, IMPLIED, AND STATUTORY WARRANTIES AND CONDITIONS OF ANY KIND WHATSOEVER, INCLUDING THOSE OF TITLE, NON-INFRINGEMENT, MERCHANTABILITY, FITNESS OR SUITABILITY FOR ANY PURPOSE (WHETHER OR NOT ANY KRAFTON PARTY KNOWS, HAS REASON TO KNOW, HAS BEEN ADVISED, OR IS IN FACT AWARE OF ANY SUCH PURPOSE), LACK OF NEGLIGENCE, AND LACK OF VIRUSES, WHETHER ALLEGED TO ARISE UNDER LAW, BY REASON OF CUSTOM OR USAGE IN THE TRADE, OR COURSE OF DEALING. THIS PARAGRAPH WILL APPLY TO THE MAXIMUM EXTENT PERMITTED BY LAW.

## 8 Interpretations

In the event of any conflict between SUPER and the Competition Specific Rules, SUPER shall prevail except to the extent specifically stated otherwise in the Competition Specific Rules. Competitors are subject to the Rules not only during the Competition and while on-camera. Competitors may be required to accept additional terms from Administration or Krafton to participate in the Competition. Any matters relating to Competition or PUBG that are not covered by SUPER or any additional rules or agreement regarding the Competition or PUBG shall be subject to an interpretation made by the Krafton or Administration and provided to the Teams from time to time in the form of an update to, or interpretation of, SUPER. Krafton or Administration's determination thereof will be final and binding. Krafton has the authority to take actions in the best interests of the Competition, PUBG and PUBG esports.

## 9 In-Game Settings

Every match in the Competition will use Esports Mode with the Default Settings Preset. All settings shall remain default unless explicitly stated below. Administration reserves the right to make changes to In-Game Settings for any reason at any time. Administration may make temporary adjustments to In-Game Settings in order to help mitigate the impact of any in-game bug.

### 9.1 Basic

#### 9.1.1 Game Settings

Match Settings: Game Settings	
Map	Erangel, Miramar
Perspective	FPP
Players	64
Team Players	4
Weather	Sunny

## 9.2 Erangel Settings

### 9.2.1 Erangel Settings: Blue Zone

Erangel Settings: Blue Zone							
	Delay	Wait	Move	DPS	Shrink	Spread	Land Ratio
Phase 1	90	240	270	0.6	0.35	0.5	0
Phase 2		90	120	0.8	0.55	0.56	0
Phase 3		60	120	1	0.6	0.56	0
Phase 4		60	120	3	0.6	0.56	1
Phase 5		60	120	5	0.65	0.56	0
Phase 6		60	120	8	0.65	0.56	0
Phase 7		60	90	10	0.65	0.56	0
Phase 8		60	60	14	0.7	0.56	1
Phase 9		10	160	18	0.001	10	0

### 9.2.1 Erangel Settings: Item Spawns

Erangel Ruleset	
Adjustable Ratio & Adjustable Total Number	1.8
<b>Ammunitions</b>	
Ammunitions	1
- 12 gauge	1
- .45 ACP	1
- 5.56mm	1
- 762mm	1
- 9mm	1
- Bolt	0
- Flare	0
<b>Weapons</b>	
Sniper Rifles	1.65
- Kar98K	1
- Mosin Nagant	1
- M24	1
DMRs	2.25
- Mini14	1
- SKS	1
- VSS	1
- SLR	1
- QBU	1
Assault Rifles	1.3

- AKM	1
- G36C	1
- M416	1
- M16A4	1
- Beryl M762	1
- Mk47 Mutant	1
- SCAR-L	1
- QBZ	1
Hunting Rifles	0
- Win94	1
LMGs	0.5
- DP-28	1
- M249	1
SMGs	2
- Bizon	1
- Tommy Gun	1
- UMP45	1
- Micro UZI	1
- Vector	1
- MP5K	1
Shotguns	1
- S686	1
- S12K	1
- S1897	1
- DBS	0.5
Handguns	0.45
- Deagle	1
- P18C	1
- P1911	1
- P92	1
- R1895	1
- R45	1
- Sawed Off	1
- Skorpion	1
Throwables	1.4
- Flash Bang	1.1
- Frag Grenade	0.7
- Molotov cocktail	1.1
- Smoke Grenade	1.1
- SpikeTrap	0



-Sticky Bomb	0
- C4	0
Melee Weapons	1.65
- Crowbar	1
- Machete	1
- Pan	1
- Sickle	1
Crossbow	0
Flare Gun	0
Launcher	0
- Panzerfaust	0
<b>ETC</b>	
Sight Attachments	1.1
- Dotsight	1
- HoloSight	1
- Scope2x	1
- Scope3x	1
- Scope4x	1
- Scope6x	1
- Scope8x	1
- Canted sight(RMR)	1
Magazine Attachments	0.55
- SR Magazine	1
- AR Magazine	1
- SMG, Handguns Magazine	1
Muzzle Attachments	0.75
- SR Muzzle	1
- AR Muzzle	1
- SG Muzzle	1
- SMG, Handguns Muzzle	1
Foregrip Attachments	1.3
- Foregrips	1
Stock Attachment	1.65
- Quiver(Crossbow)	0
- Composite(AR, Vector, MP5K)	1
- UZI stock	1
- Bulletloops(SG, Win94, Kar98K)	1
- Cheekpad	1
<b>Consumables</b>	
Heal Items	1.1

- Bandage	1
- First aid	1
- Medkit	1
Boost Items	1
- Energy Drink	1
- Pain Killer	1
- Adrenaline	1
Gas Can	0.35
<b>Equipment</b>	
Backpack	0.65
- Backpack(Lv. 1)	1
- Backpack(Lv. 2)	1
- Backpack(Lv. 3)	1
Helmet	0.9
- Helmet(Lv. 1)	1
- Helmet(Lv. 2)	1
- Helmet(Lv. 3)	1
Armored Vest	0.9
- Armor(Lv. 1)	1
- Armor(Lv. 2)	1
- Armor(Lv. 3)	1.05
<b>Clothing</b>	
Clothing	0
<b>Vehicle</b>	
- Buggy	1
- Dacia	1
- Zima	1
- Mirado	1
- Motorbike	1
- Scooter	1
- Motorbike w/ Sidecar	0
- Tukshai	1
- Pickup	1
- Rony	1
- UAZ	1
- Esports Exclusive Vehicle	1
<b>Aircraft</b>	
- Motor Glider	0
<b>Watercraft</b>	
- Boat	1

### 9.3 Erangel Vehicles



■ **Vehicles:**

In addition to the random vehicle spawns, fixed vehicle spawns have been added to Erangel.

■ **Boats:**

Boats will only and always spawn at the Red dots.

## 9.4 Miramar Settings

### 9.4.1 Miramar Settings: Blue Zone

Miramar Settings: Blue Zone							
	Delay	Wait	Move	DPS	Shrink	Spread	Land Ratio
Phase 1	90	240	270	0.6	0.35	0.5	0
Phase 2		90	120	0.8	0.55	0.56	0
Phase 3		60	120	1	0.6	0.56	0
Phase 4		60	120	3	0.6	0.56	1
Phase 5		60	120	5	0.65	0.56	0
Phase 6		60	120	8	0.65	0.56	0
Phase 7		60	90	10	0.65	0.56	0
Phase 8		60	60	14	0.7	0.56	1
Phase 9		10	160	18	0.001	10	0

### 9.4.2 Miramar Settings: Item Spawns

Miramar Ruleset	
Adjustable Ratio & Adjustable Total Number	1.7
<b>Ammunitions</b>	
Ammunitions	1
- 12 gauge	1
- .45 ACP	1
- 5.56mm	1
- 762mm	1
- 9mm	1
- Bolt	0
- Flare	0
<b>Weapons</b>	
Sniper Rifles	2.45
- Kar98K	1
- Mosin Nagant	1
- M24	1
DMRs	2.8
- Mini14	0.95
- SKS	1.05
- VSS	0.95
- SLR	0.95
- QBU	1
Assault Rifles	1.3

- AKM	0.95
- G36C	1
- M416	1.05
- M16A4	0.95
- Beryl M762	1.05
- Mk47 Mutant	1
- SCAR-L	1.05
- QBZ	1
Hunting Rifles	0.65
- Win94	1
LMGs	0.4
- DP-28	1
- M249	1
SMGs	0.85
- Bizon	0
- Tommy Gun	1
- UMP45	1
- Micro UZI	0.95
- Vector	1.05
- MP5K	0
Shotguns	1
- S686	1
- S12K	1
- S1897	1
- DBS	0.4
Handguns	0.55
- Deagle	1
- P18C	1
- P1911	1
- P92	1
- R1895	1
- R45	1
- Sawed Off	1
- Skorpion	1
Throwables	1.1
- Flash Bang	1.3
- Frag Grenade	0.55
- Molotov cocktail	1.4
- Smoke Grenade	1
- SpikeTrap	0

-Sticky Bomb	0
- C4	0
Melee Weapons	1.85
- Crowbar	1
- Machete	1
- Pan	1
- Sickle	1
Crossbow	0
Flare Gun	0
Launcher	0
- Panzerfaust	0
<b>ETC</b>	
Sight Attachments	1
- Dotsight	1
- Holographic	1
- Scope2x	1.05
- Scope3x	1
- Scope4x	1.05
- Scope6x	1
- Scope8x	1.15
- Canted sight(RMR)	0.75
Magazine Attachments	1.2
- SR Magazine	1.05
- AR Magazine	1
- SMG, Handguns Magazine	1
Muzzle Attachments	0.75
- SR Muzzle	1.05
- AR Muzzle	1.05
- SG Muzzle	1
- SMG, Handguns Muzzle	1
Foregrip Attachments	1.25
- Foregrips	1
Stock Attachment	1.1
- Quiver(Crossbow)	0
- Composite(AR, Vector, MP5K)	1
- UZI stock	1
- Bulletloops(SG, Win94, Kar98K)	1
- Cheekpad	1.05
<b>Consumables</b>	
Heal Items	1.1

- Bandage	1
- First aid	1
- Medkit	1.05
Boost Items	1.1
- Energy Drink	1
- Pain Killer	1.05
- Adrenaline	1.05
Gas Can	0.35
<b>Equipment</b>	
Backpack	0.95
- Backpack(Lv. 1)	0.95
- Backpack(Lv. 2)	1.05
- Backpack(Lv. 3)	1.1
Helmet	0.8
- Helmet(Lv. 1)	0.95
- Helmet(Lv. 2)	1.05
- Helmet(Lv. 3)	1
Armored Vest	0.8
- Armor(Lv. 1)	0.95
- Armor(Lv. 2)	1.05
- Armor(Lv. 3)	1.1
<b>Clothing</b>	
Clothing	0
<b>Vehicle</b>	
- Buggy	1
- Dacia	1
- Zima	1
- Mirado	1
- Motorbike	1
- Scooter	1
- Motorbike w/ Sidecar	0
- Tukshai	1
- Pickup	1
- Rony	1
- UAZ	1
- Esports Exclusive Vehicle	1
<b>Aircraft</b>	
- Motor Glider	0
<b>Watercraft</b>	
- Boat	1

## 9.5 Miramar Vehicles



### ■ Vehicles:

In addition to the random vehicle spawns, fixed vehicle spawns have been added to Miramar.

- Models: Pick-up Truck or Mirado
- Skin: Esports

### ■ Boats:

Boats will only and always spawn at the Red dots.

- Model: PG-117
- Skin: None



## 10 In-Game Scoring

Every match in the Competition will award Points in accordance with the following scoring system.

### 10.1 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 per Kill.

### 10.2 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 following matrix.

Placement	Point
1	10
2	6
3	5
4	4
5	3
6	2
7	1
8	1
9 - 16	0

### 10.3 Match Points

A Team's Match Points is the sum of their Kill Points and Placement Points.

- *Kill Points + Placement Points = Match Points*

For example, a Team who accumulates 10 Kills and finishes the match in the 3<sup>rd</sup> position will earn 15 Match Points (10 + 5 = 15).

### 10.4 Total Points

A Team's Total Points is the sum of all Match Points accumulated during a set period of time.

### 10.5 Tie Breaker

In the event that two or more Teams have the same number of Total Points, the following rules shall be applied to break the tie.

1. Match point

- ① The ranking for a match is given based on the match point earned in the match (Placement Points + kill point).
- ② In the event of a tie after applying rule ①, a team that survived longer in the match will earn a higher ranking.

2. Accumulated point

- ① The final ranking is given based on the accumulated match points (Placement Points + kill point).
- ② In the event of a tie after applying rule ①, a team that has the higher accumulated Placement Points excluding accumulated kill points of all matches will earn a higher ranking.
- ③ In the event of a tie after applying rule ②, a team that has the higher match point (Placement Points + kill point) in the last match will earn a higher ranking.
- ④ In the event of a tie after applying rule ③, a team that has a higher survival ranking in the last match will earn a higher ranking.
- ⑤ In the event of a tie after applying rule ④, a team that has higher accumulated damage in the last will earn a higher ranking.

## 11 Changelog

Any material changes to this document will be listed in this Changelog section and communicated directly to Competitors via the appropriate channels.

Version	Date Updated	Note
Version 2.0.0	02/19/2020	Updated for PUBG Esports 2020 Season.
Version 2.1.0	06/03/2020	Updated for PCS format.
Version 2.1.1	07/27/2020	Updated In-Game Settings.
Version 2.2.0	09/15/2020	Clarified Age Eligibility. Added sections on Team Ownership and Roster Rules.
Version 2.2.1	12/30/2020	Updated In-Game Settings.
Version 3.0.0	04/08/2021	Updates throughout in advance of PUBG Esports 2021 Season.
Version 3.0.1	09/15/2021	Updated Team Eligibility and PGC 2021 Roster rules.
Version 3.0.2	11/12/2021	Deleted for Most Chicken Rule (MC Rule)
Version 3.0.3	02/08/2022	Deleted for PGC 2021 – Roster Rules and Visa Policies
Version 3.0.4	06/02/2022	Updated for Tie Breaker