

PUBG PC RULES

1. GENERAL RULES

- 1.1 A minimum of 3 participants (4 if there is a registered substitute) must be a resident from the representing country.
- 1.2 The brackets will be available before the commencement of the tournament. No requests for changing the brackets will be entertained in any way.
- 1.3 Any player/team caught cheating by the administration will lead to an immediate disqualification.
- 1.4 In case of any other disputes, the decision of the tournament director is final and binding.
- 1.5 No third party can live stream/broadcast the matches or use any content from the matches without a written consent from the tournament director.
- 1.6 All participants are required to have their own Steam IDs to participate.
- 1.7 Every participant acknowledges the right for the administration to modify the rules and regulations for adjustments at any time without notice.
- 1.8 Every participant has to show the needed respect towards referees and other participants. Insults and unfair or disrespectful behaviour towards anyone are not tolerated and will be punished.
- 1.9 All information provided by the participant must be valid and if found faulty, it will result in disqualification.
- 1.10 Brackets and Schedule will be put up by the Administration and we will not entertain any requests to change the same.
- 1.11 All the matches will be played on an online server (SEA) provided by the game client.
- 1.12 A minimum of 3 players will be required to start the game, failing to report this minimum criteria will result in disqualification from that particular map
- 1.13 All official communication will be on the Tournament Discord Channel.
- 1.14 Teams are expected to report on the Discord server at least 15 minutes before the scheduled start time. In case the team fails to be ready 5 minutes after match start time they will be disqualified.
- 1.15 Players who have a PUBG game ban on their steam ID are not allowed to participate. This however does not apply to other game bans.

2.Game Rules

2.1 Esports Mode

2020 Global Rule Settings

Perspective: FPP

Max Number Of Squads per Map: 16

Maps: Erangel, Miramar

Server Region: SEA

Rules - Killer Spectating: Off

2.2 Points Table

Placement Points

1st - 10

2nd - 6

3rd - 5

4th - 4

5th - 3

6th - 2

7th - 1

8th - 1

9 - 16th - 0

Kill Points: 1 Per Kill

2.3 Tiebreaker

When there is tied points between the teams, the following criteria in order will determine the rank.

- 1) Team with higher total kills in that round
- 2) Team with higher total points in the final map played
- 3) Team with higher rank in the final map played

2.4 Restart Rule

Only if more than 10% of the players in the lobby failed to connect to the game at the start, will the map be restarted.

3. Tournament Format

3.1 Round 1: Country Qualifier Prelims - Max 32 Squads per country.

The 32 squads will be split into two groups (Group A and Group B) consisting of 16 squads each.

Group A - 16 Squads, 2 Map Series.

Map 1 - Erangel

Map 2 - Miramar

Top 8 Squads with highest cumulative score qualify to Country Qualifier Finals

Group B - 16 Squads, 2 Map Series.

Map 1 - Erangel

Map 2 - Miramar

Top 8 Squads with highest cumulative score qualify to Country Qualifier Finals

3.2 Round 2: Country Qualifier Finals - 16 Squads, 3 Map Series

Map 1 - Erangel

Map 2 - Miramar

Map 3 - Erangel

Top 5 Squads with highest cumulative score qualify to South Asia Finals

3.3 Round 3: South Asia Finals - 15 Squads, 3 Map Series

Map 1 - Erangel

Map 2 - Miramar

Map 3 - Erangel