



# PUBG GLOBAL CHAMPIONSHIP 2024

Tournament Rulebook

2024.12

# Table of Contents

<b>1</b>	<b>Introduction .....</b>	<b>4</b>
<b>2</b>	<b>References .....</b>	<b>5</b>
<b>3</b>	<b>Basic Information .....</b>	<b>5</b>
<b>3.1</b>	<b>Tournament Schedule .....</b>	<b>5</b>
<b>4</b>	<b>Participants .....</b>	<b>5</b>
<b>4.1</b>	<b>Team Eligibility .....</b>	<b>6</b>
4.1.1	Team Name / Team Tag .....	6
4.1.2	Sponsorships .....	7
<b>5</b>	<b>Format .....</b>	<b>8</b>
<b>5.1</b>	<b>Tournament format .....</b>	<b>8</b>
<b>6</b>	<b>Match Schedule .....</b>	<b>9</b>
<b>7</b>	<b>Map Order .....</b>	<b>9</b>
<b>8</b>	<b>Prize Pool .....</b>	<b>10</b>
<b>9</b>	<b>General Rules .....</b>	<b>11</b>
<b>9.1</b>	<b>Hardware and Software .....</b>	<b>11</b>
<b>9.2</b>	<b>Player Apparel .....</b>	<b>12</b>
<b>9.3</b>	<b>Event Stage Access .....</b>	<b>13</b>
<b>9.4</b>	<b>Event Stage Food and Drinks .....</b>	<b>13</b>
<b>9.5</b>	<b>Photography and Recording .....</b>	<b>13</b>
<b>9.6</b>	<b>Violations of Rules &amp; Regulations / Punishments .....</b>	<b>14</b>
<b>10</b>	<b>Before the Competition .....</b>	<b>16</b>
<b>10.1</b>	<b>Tournament Period .....</b>	<b>16</b>
10.1.1	Compliance with Official Schedule .....	16
10.1.2	Use of Accommodations and Official Event Facilities .....	16
<b>11</b>	<b>Before Match .....</b>	<b>16</b>
<b>11.1</b>	<b>Set-up Time .....</b>	<b>16</b>
<b>11.2</b>	<b>Check-In .....</b>	<b>16</b>
<b>11.3</b>	<b>Mobile Phones and Electronic Devices .....</b>	<b>17</b>
<b>11.4</b>	<b>Health-Related Electronic Devices .....</b>	<b>17</b>
<b>12</b>	<b>During Match .....</b>	<b>17</b>
<b>12.1</b>	<b>Match Support .....</b>	<b>17</b>

<b>12.2</b>	<b>Remaining Seated</b>	17
<b>12.3</b>	<b>TeamSpeak Channel</b>	17
<b>12.4</b>	<b>Headsets and Gears</b>	17
<b>12.5</b>	<b>In-Game Skins</b>	17
<b>12.6</b>	<b>Internet Access and Applications</b>	18
<b>12.7</b>	<b>Streaming</b>	18
<b>12.8</b>	<b>PC Reboot</b>	19
<b>12.9</b>	<b>Rematch</b>	19
<b>12.10</b>	<b>Disconnection</b>	19
12.10.1	Early-Match Disconnection	19
12.10.2	Large-Scale Disconnection	19
<b>12.11</b>	<b>Compensation Point, “CP”</b>	20
<b>12.12</b>	<b>Tiebreaker</b>	20
<b>12.13</b>	<b>Observers</b>	21
<b>12.14</b>	<b>Replay and Match Data</b>	21
<b>12.15</b>	<b>Bugs</b>	21
<b>12.16</b>	<b>Cheats</b>	21
<b>12.17</b>	<b>Adherence to Rules</b>	22
<b>13</b>	<b>After Match</b>	22
<b>13.1</b>	<b>Results</b>	22
<b>13.2</b>	<b>Disputes</b>	22
<b>13.3</b>	<b>Interviews and Other Post-Match Obligations</b>	22
<b>13.4</b>	<b>Breaks Between Matches</b>	22
<b>14</b>	<b>Supplementary Rules</b>	23
<b>14.1</b>	<b>Host’s Rights</b>	23
<b>14.2</b>	<b>Relationship of Rights and Duties</b>	23
<b>14.3</b>	<b>Promotions</b>	23
<b>14.4</b>	<b>Confidentiality</b>	24
<b>14.5</b>	<b>Defamation</b>	24
<b>14.6</b>	<b>Quitting Competition</b>	24
14.6.1	Quitting	24
14.6.2	Interfering with the Competition	24

# 1 Introduction

PUBG GLOBAL CHAMPIONSHIP 2024 (“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 2024 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](https://pubgesports.com).

The PUBG GLOBAL CHAMPIONSHIP 2024 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. (“KRAFTON”) 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.

This rule may be translated into other languages for reference purposes. In the event of any conflict or discrepancy arising from the translation or interpretation of this rule, the English language version shall prevail and be considered the authoritative and binding version.

## 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, which hosts PGC
- Administration – The Administration refers to the Tournament officials who will be the ultimate authority on all matters related to the Competition.
- 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

<b>Event Name</b>	PUBG GLOBAL CHAMPIONSHIP 2024
<b>Competition Dates</b>	Dec 9 - Dec 22, 2024
<b>Competition Location</b>	Kuala Lumpur, Malaysia
<b>Participating Teams</b>	24 Teams
<b>Prize Pool</b>	\$1,500,000 + @ Pick'em Crowd funding (25% PUBG's Sales)
<b>Game Patch</b>	#32.2 (2024.11.21 Update)

### 3.1 Tournament Schedule

PUBG GLOBAL CHAMPIONSHIP 2024		
League Progress	DATE	EVENT
	12/09 - 12/11	Circuit 1
	12/12 - 12/14	Circuit 2
	12/16 - 12/18	Circuit 3
	12/20 - 12/22	Grand Finals

## 4 Participants

A total of twenty-four (24) teams will participate in the Competition. Each team may consist of four (4) players, one coach and manager for a total of six (6) people based on the PGS 5(6) or Regional Series Roster. Rosters must be submitted to Administration by the designated deadline, at which point they will be locked upon that designated deadline.

The team may register the coach as a substitute player in case of an emergency. It shall remain entirely up to the team's discretion to decide whether to employ the substitute player on each day of the competition.

- **Manager**
  - 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 two Managers.
- **Coach**
  - Coach is responsible for overseeing the practices and training of the Team. A team can register up to one Coach.
- **Player**
  - Player competes in the actual match and participates directly in the program throughout the Competition. Each team consists of Players based on the Regional Series roster and can register up to 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 coach may participate in the match upon the Administration's approval.

- 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

The details of regional competition slots are as follows.

PUBG GLOBAL CHAMPIONSHIP 2024			
Region	Regional Series	PGS	Total
KR	3	8	
CN	4		
EMEA	3		
AM	2		
APAC	3		
Wild card	1		
Total	16	8	24

## **4.1 Team Eligibility**

### **4.1.1 Team Name / Team Tag**

- All teams are prohibited from using team names that are identical, similar, or related to KRAFTON or 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, 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 name cannot be used regardless of whether the two teams 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

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.

Teams 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, 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.

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 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 will not constitute a violation of this Section 4.1.2 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

### 5.1 Tournament format

The formats PGC 2024 will be identical, as outlined below:

The competition will be divided into two stages: the Circuit system and the Grand Finals. The overall ranking will be determined in order of the total points earned in Grand Finals.

- **Circuit 1**
  - ① Day 1: Competition among the 15 teams that advance to PGC through regional events + Wild card 1 team
  - ② Day 2: Competition will take place among the teams ranked 5<sup>th</sup> to 8<sup>th</sup> based on PGS seeding, along with the top 12 teams from Day 1
  - ③ Day 3 (C1 Final): Competition among the teams ranked 1<sup>st</sup> to 4<sup>th</sup> in PGS along with the top 12 teams from Day 2
- **Circuit 2**
  - ① Day 1: Competition among the 16 teams ranked 9<sup>th</sup>-24<sup>th</sup> in Circuit 1
  - ② Day 2: Competition among the teams ranked 5<sup>th</sup>-8<sup>th</sup> in Circuit 1 along with the top 12 teams in Day 1
  - ③ Day 3 (C2 Final): Competition among the teams ranked 1<sup>st</sup>-4<sup>th</sup> in Circuit 1 along with the top 12 teams in Day 2
- **Circuit 3**
  - ① Day 1: Competition among the 16 teams ranked 9<sup>th</sup>-24<sup>th</sup> in Circuit 2
  - ② Day 2: Competition among the teams ranked 5<sup>th</sup>-8<sup>th</sup> in Circuit 2 along with the top 12 teams in Day 1
  - ③ Day 3 (C3 Final): Competition among the teams ranked 1<sup>st</sup>-4<sup>th</sup> in Circuit 2 along with the top 12 teams in Day 2

At the end of Circuit 3, the top 16 teams with the highest total points across the three Circuit Finals will advance to the Grand Finals.

Circuit 1			Circuit 2			Circuit 3		
Day 1	Day 2	Day 3	Day 1	Day 2	Day 3	Day 1	Day 2	Day 3
ASIA #1 (PCL)	PGS Point #5	PGS Point #1	Circuit 1 - 9 <sup>th</sup>	Circuit 1 - 5 <sup>th</sup>	Circuit 1 - 1 <sup>st</sup>	Circuit 2 - 9 <sup>th</sup>	Circuit 2 - 5 <sup>th</sup>	Circuit 2 - 1 <sup>st</sup>
ASIA #2 (PCL)	PGS Point #6	PGS Point #2	Circuit 1 - 10 <sup>th</sup>	Circuit 1 - 6 <sup>th</sup>	Circuit 1 - 2 <sup>nd</sup>	Circuit 2 - 10 <sup>th</sup>	Circuit 2 - 6 <sup>th</sup>	Circuit 2 - 2 <sup>nd</sup>
ASIA #3 (PCL)	PGS Point #7	PGS Point #3	Circuit 1 - 11 <sup>th</sup>	Circuit 1 - 7 <sup>th</sup>	Circuit 1 - 3 <sup>rd</sup>	Circuit 2 - 11 <sup>th</sup>	Circuit 2 - 7 <sup>th</sup>	Circuit 2 - 3 <sup>rd</sup>
ASIA #4 (PCL)	PGS Point #8	PGS Point #4	Circuit 1 - 12 <sup>th</sup>	Circuit 1 - 8 <sup>th</sup>	Circuit 1 - 4 <sup>th</sup>	Circuit 2 - 12 <sup>th</sup>	Circuit 2 - 8 <sup>th</sup>	Circuit 2 - 4 <sup>th</sup>
ASIA #5 (PWS)	Circuit 1 - Day 1 - 1 <sup>st</sup>	Circuit 1 - Day 2 - 1 <sup>st</sup>	Circuit 1 - 13 <sup>th</sup>	Circuit 2 - Day 1 - 1 <sup>st</sup>	Circuit 2 - Day 2 - 1 <sup>st</sup>	Circuit 2 - 13 <sup>th</sup>	Circuit 3 - Day 1 - 1 <sup>st</sup>	Circuit 3 - Day 2 - 1 <sup>st</sup>
ASIA #6 (PWS)	Circuit 1 - Day 1 - 2 <sup>nd</sup>	Circuit 1 - Day 2 - 2 <sup>nd</sup>	Circuit 1 - 14 <sup>th</sup>	Circuit 2 - Day 1 - 2 <sup>nd</sup>	Circuit 2 - Day 2 - 2 <sup>nd</sup>	Circuit 2 - 14 <sup>th</sup>	Circuit 3 - Day 1 - 2 <sup>nd</sup>	Circuit 3 - Day 2 - 2 <sup>nd</sup>
ASIA #7 (PWS)	Circuit 1 - Day 1 - 3 <sup>rd</sup>	Circuit 1 - Day 2 - 3 <sup>rd</sup>	Circuit 1 - 15 <sup>th</sup>	Circuit 2 - Day 1 - 3 <sup>rd</sup>	Circuit 2 - Day 2 - 3 <sup>rd</sup>	Circuit 2 - 15 <sup>th</sup>	Circuit 3 - Day 1 - 3 <sup>rd</sup>	Circuit 3 - Day 2 - 3 <sup>rd</sup>
EUROPE #1	Circuit 1 - Day 1 - 4 <sup>th</sup>	Circuit 1 - Day 2 - 4 <sup>th</sup>	Circuit 1 - 16 <sup>th</sup>	Circuit 2 - Day 1 - 4 <sup>th</sup>	Circuit 2 - Day 2 - 4 <sup>th</sup>	Circuit 2 - 16 <sup>th</sup>	Circuit 3 - Day 1 - 4 <sup>th</sup>	Circuit 3 - Day 2 - 4 <sup>th</sup>
EUROPE #2	Circuit 1 - Day 1 - 5 <sup>th</sup>	Circuit 1 - Day 2 - 5 <sup>th</sup>	Circuit 1 - 17 <sup>th</sup>	Circuit 2 - Day 1 - 5 <sup>th</sup>	Circuit 2 - Day 2 - 5 <sup>th</sup>	Circuit 2 - 17 <sup>th</sup>	Circuit 3 - Day 1 - 5 <sup>th</sup>	Circuit 3 - Day 2 - 5 <sup>th</sup>
EUROPE #3	Circuit 1 - Day 1 - 6 <sup>th</sup>	Circuit 1 - Day 2 - 6 <sup>th</sup>	Circuit 1 - 18 <sup>th</sup>	Circuit 2 - Day 1 - 6 <sup>th</sup>	Circuit 2 - Day 2 - 6 <sup>th</sup>	Circuit 2 - 18 <sup>th</sup>	Circuit 3 - Day 1 - 6 <sup>th</sup>	Circuit 3 - Day 2 - 6 <sup>th</sup>
AMERICAS #1	Circuit 1 - Day 1 - 7 <sup>th</sup>	Circuit 1 - Day 2 - 7 <sup>th</sup>	Circuit 1 - 19 <sup>th</sup>	Circuit 2 - Day 1 - 7 <sup>th</sup>	Circuit 2 - Day 2 - 7 <sup>th</sup>	Circuit 2 - 19 <sup>th</sup>	Circuit 3 - Day 1 - 7 <sup>th</sup>	Circuit 3 - Day 2 - 7 <sup>th</sup>
AMERICAS #2	Circuit 1 - Day 1 - 8 <sup>th</sup>	Circuit 1 - Day 2 - 8 <sup>th</sup>	Circuit 1 - 20 <sup>th</sup>	Circuit 2 - Day 1 - 8 <sup>th</sup>	Circuit 2 - Day 2 - 8 <sup>th</sup>	Circuit 2 - 20 <sup>th</sup>	Circuit 3 - Day 1 - 8 <sup>th</sup>	Circuit 3 - Day 2 - 8 <sup>th</sup>
APAC #1	Circuit 1 - Day 1 - 9 <sup>th</sup>	Circuit 1 - Day 2 - 9 <sup>th</sup>	Circuit 1 - 21 <sup>st</sup>	Circuit 2 - Day 1 - 9 <sup>th</sup>	Circuit 2 - Day 2 - 9 <sup>th</sup>	Circuit 2 - 21 <sup>st</sup>	Circuit 3 - Day 1 - 9 <sup>th</sup>	Circuit 3 - Day 2 - 9 <sup>th</sup>
APAC #2	Circuit 1 - Day 1 - 10 <sup>th</sup>	Circuit 1 - Day 2 - 10 <sup>th</sup>	Circuit 1 - 22 <sup>nd</sup>	Circuit 2 - Day 1 - 10 <sup>th</sup>	Circuit 2 - Day 2 - 10 <sup>th</sup>	Circuit 2 - 22 <sup>nd</sup>	Circuit 3 - Day 1 - 10 <sup>th</sup>	Circuit 3 - Day 2 - 10 <sup>th</sup>
APAC #3	Circuit 1 - Day 1 - 11 <sup>th</sup>	Circuit 1 - Day 2 - 11 <sup>th</sup>	Circuit 1 - 23 <sup>rd</sup>	Circuit 2 - Day 1 - 11 <sup>th</sup>	Circuit 2 - Day 2 - 11 <sup>th</sup>	Circuit 2 - 23 <sup>rd</sup>	Circuit 3 - Day 1 - 11 <sup>th</sup>	Circuit 3 - Day 2 - 11 <sup>th</sup>
WC #1	Circuit 1 - Day 1 - 12 <sup>th</sup>	Circuit 1 - Day 2 - 12 <sup>th</sup>	Circuit 1 - 24 <sup>th</sup>	Circuit 2 - Day 1 - 12 <sup>th</sup>	Circuit 2 - Day 2 - 12 <sup>th</sup>	Circuit 2 - 24 <sup>th</sup>	Circuit 3 - Day 1 - 12 <sup>th</sup>	Circuit 3 - Day 2 - 12 <sup>th</sup>



- Grand Finals – Sixteen teams are competing in Grand Finals with eighteen (18) matches for three (3) days. The overall ranking of PGC 2024 will be determined in order of the total points earned in Grand Finals

## 6 Match Schedule

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

ALL Matches	Expected start time					
	GMT	EMEA - CET	SEA - ICT	SEA-MYT(Malaysia)	CN - CST	KR - KST
	GMT	GMT+1	GMT+7	GMT+8	GMT+8	GMT+9
	11:00	12:00	18:00	19:00	19:00	20:00

## 7 Map Order

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

Circuit 1-3 (E6/M6/T3/R3)						
	Match 1	Match 2	Match 3	Match 4	Match 5	Match 6
Day 1	Erangel	Erangel	Taego	Rondo	Miramar	Miramar
Day 2	Miramar	Miramar	Rondo	Taego	Erangel	Erangel
Day 3	Erangel	Erangel	Taego	Rondo	Miramar	Miramar
Grand Finals (E6/M6/T3/R3)						
	Match 1	Match 2	Match 3	Match 4	Match 5	Match 6
Day 1	Miramar	Miramar	Taego	Rondo	Erangel	Erangel
Day 2	Erangel	Erangel	Rondo	Taego	Miramar	Miramar
Day 3	Miramar	Miramar	Taego	Rondo	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 \$1,500,000 (USD) will be distributed to participants based on the final placement. The crowdfunded prize pool is an additional, fan-funded amount equal to 25% of 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.

Rank	Prize	%
1	\$500,000	33.33%
2	\$150,000	10.00%
3	\$120,000	8.00%
4	\$100,000	6.67%
5	\$78,000	5.20%
6	\$66,000	4.40%
7	\$55,000	3.67%
8	\$45,000	3.00%
9	\$37,000	2.47%
10	\$36,000	2.40%
11	\$35,000	2.33%
12	\$34,000	2.27%
13	\$33,000	2.20%
14	\$32,000	2.13%
15	\$31,000	2.07%
16	\$30,000	2.00%
17	\$17,000	1.13%
18	\$16,000	1.07%
19	\$15,000	1.00%
20	\$14,000	0.93%
21	\$13,000	0.87%
22	\$12,000	0.80%

23	\$11,000	0.73%
24	\$10,000	0.67%
MVP	\$10,000	0.67%
<b>Total</b>	<b>\$1,500,000</b>	<b>100.00%</b>

## 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
- Noise-canceling Headset

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 scrims and official matches are recorded.

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

- Mouse
- Keyboard
- Mouse pad
- Headsets or/and in-ear buds
- Microphone (if applicable)
- Monitor Arm/Holder (if applicable)

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

Mouse, 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 buds, 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. All electronic devices not related to the competition are not allowed to be brought into the Tournament area, such as mobile phones, smartwatches, USB storage devices, speakers, etc. All Players are solely responsible for replacing any rejected equipment.

The Administration will provide over-ear headphones with noise-canceling functionality (Model: BOSE QC35). All players must use the provided over-ear headphones during the Grand Finals. Players are also allowed to use their own in-ear headphones/in-ear buds. During the Grand Finals, the Administration will broadcast white noise at the same decibel level to all players' headphones. In the Circuit stage, players are not required to use the over-ear headphones. However, those who need them may request them from the Administration.

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 their pro-team jersey 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 considered defamatory, obscene, vulgar, repulsive, offensive, disruptive, politically insensitive by the

Administration or Host in their sole discretion, 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 slippers, shorts, 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 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, 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 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:

### 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)
  - At the discretion of the Referees or Administration, Suspensions, which shall prohibit a player or team from competing in official PUBG Esport tournaments or events for a temporary period of time, may be issued for violations of the Rules.
- Ban(s)
  - At the discretion of the Referees or Administration, Bans, which shall prohibit a player or team from competing in official PUBG Esport tournaments or events for a longer to indefinite period of time, may be issued for violations of the Rules.
  - Ban(s) of Individual Player(s)
  - Ban(s) of Team(s)

### 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), Alt+Tab or Ctrl+ESC may be permitted if players are experiencing technical issues but a Referee must be notified	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 (use of devices such as a metal detector or heart rate program)	Administration's discretion
	Failing to participate professionally in official or rehearsal matches (includes suicide, teamkilling, deliberate rejection of play)	Administration's discretion
	Failure/Late to participate any Tournament relate event (including official matches, scrimms, media event, ect. )	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
Smoke in the Tournament area	Smoking (including using the electronic cigarettes) in the Tournament area or any other non-smoking area in the venue	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 ban
Use of illegal programs	Production and distribution of illegal, unauthorized programs such as hacks	Up to permanent ban
	Intentional use of illegal, unauthorized programs such as hacks and known bugs	Up to permanent ban
Match-fixing	Any form of intentionally fixing the results of matches, regardless of whether the participant was financially compensated	Up to permanent ban
	Conspiring with or conniving at match-fixing	Up to permanent ban
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 ban
Violence and	Violence, sexual actions, or harassment that may offend others	Up to permanent ban

Crime		
Legal Violations	Violations of applicable law	Up to permanent ban

## 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 Malaysia. All teams are obligated to comply with the laws of Malaysia. Violations of the laws and regulations of Malaysia may be punished by the laws of Malaysia.

With the entry to Malaysia 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 Official Event Facilities

When using facilities such as hotel rooms or competition zones, the teams must comply with the user 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.

## 11 Before 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.

At the end of each day's test matches, all players will be required to sign the Player Setup Checklist. Signing the Player Setup Checklist indicates that the player has completed the setup and adjustments.

### 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. Only the four players who are competing that day are allowed to enter the stage and tournament area. Once the match begins, the players can only leave the stage during designated rest periods.

The team can participate in a match with a minimum of three squad members.

Team's coach can participate in the match as a player if qualified.

### **11.3 Mobile Phones and Electronic Devices**

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

### **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 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 TeamSpeak Channel**

Each team is permitted to have a maximum of two people other than players in the team's TeamSpeak channel. From the start of the match until the team is eliminated, only the four players are allowed to speak in the channel and the Administration will mute all individuals in the channel except for the players.

### **12.4 Headsets and Gears**

Players must always wear their own private headsets while they are playing and are allowed to take off the headsets once all team members are eliminated. Headsets must always be unobstructed and in plain sight during a match. Removing headsets during an official match may be subject to penalties. Using additional gears such as gaming microphones, or exemption of wearing headsets due to players' physical disease, it is subject to the approval by the Administration.

### **12.5 In-Game Skins**

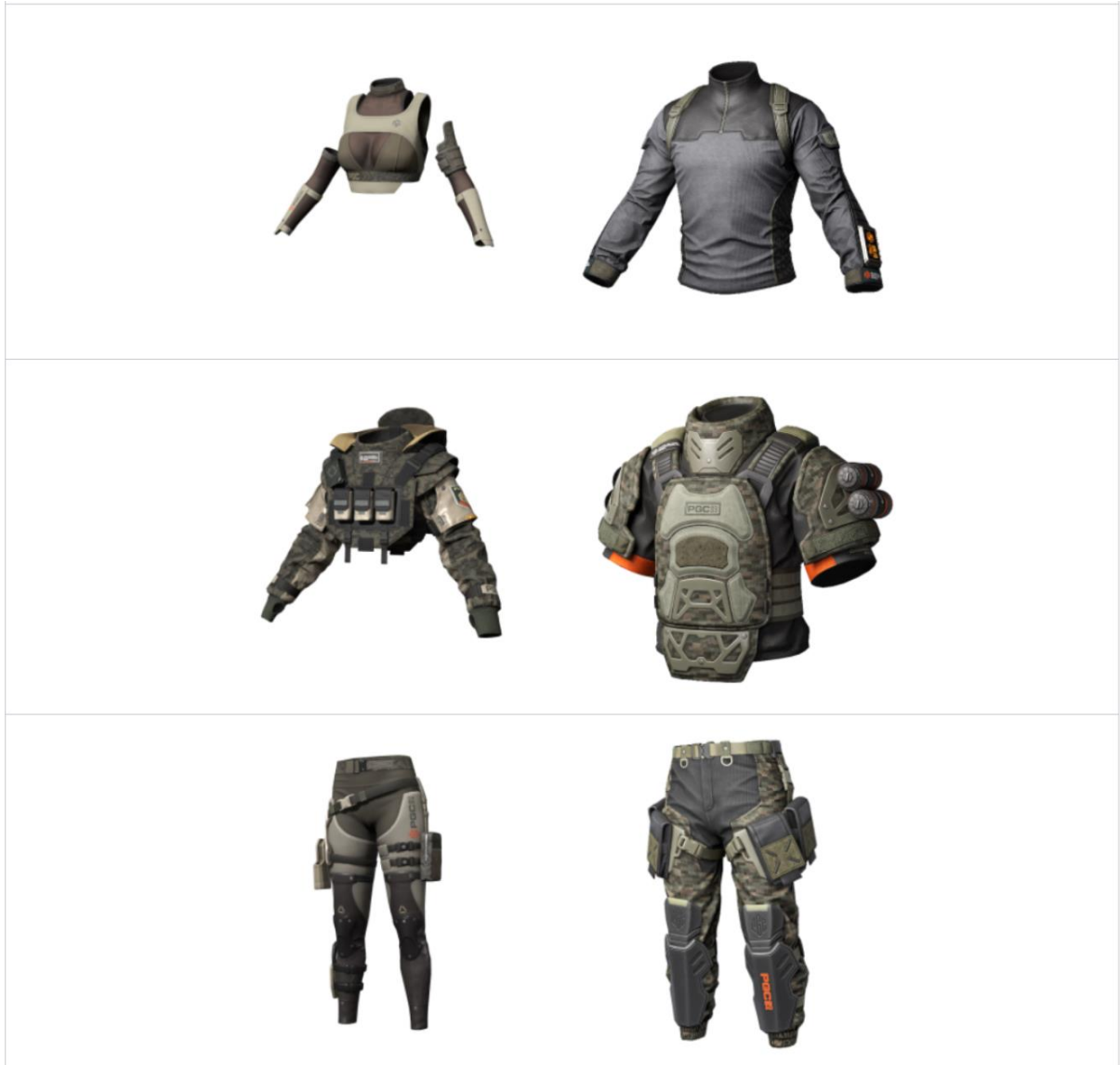
Players must wear in-game items designated by the Administration for all matches.

After a player leaves the in-game lobby, his or her character must remain fully clothed in

the game for the remainder of the match. Clothing exchanges for cosmetic purposes or comic effects are not permitted inside the game.

It is strictly prohibited to take off any part of the outfit during the match. Dismantling or selling of the provided items is strictly prohibited.

PGC 2024 SET 1, 2



## 12.6 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.

## 12.7 Streaming

Players' individual screens and voices, including the Competition footage, may be

broadcasted only by Administration, Host, or those with approval from the Host (reruns, VOD, etc.) programming through public 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.

## **12.8 PC Reboot**

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

## **12.9 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.

## **12.10 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.

### **12.10.1 Early-Match Disconnection**

If a player experiences a disconnection after a match has officially started, the player must notify a Referee 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 initially failed to join the game also 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

### **12.10.2 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.

### 12.11 Compensation Point, “CP”

Due to official computer or game issues, in the case of a mandatory game restart or automatic game restart, if a player is eliminated during the reconnection process, the team to which the player belongs may be awarded compensation points.

If a player is revived and then killed, CP will not be awarded. If the player reconnects to the match and is killed immediately after, a judgment call must be made by Administration. If the player did not have a chance to survive beyond reasonable doubt, CP will be awarded.

CP is applied to the end of day results and never to a specific match. CP should be added only to the total points and never to the kill points or placement points in any way.

To determine the number of CP that will be awarded:

1. Add the player's kills across all matches of the day excluding the player's lowest kill match of the day. If the player experienced more than one critical disconnection, exclude as many matches as the number of critical disconnections starting with the lowest kill match. Note that the excluded match may be different from the match in which the critical disconnection occurred.
2. Divide by the number of matches of the day that the player did not experience a critical disconnection.
3. If this number is less than 1, round up to 1. If this is greater than 1, round to the nearest whole number.
4. Multiply by the number of critical disconnections to determine that player's total CP for that match day.

At least one (1) and at most four (4) CP will be awarded for every critical disconnection.

### 12.12 Tiebreaker

#### - Match Point

- 1 The ranking for each Match is determined by the total Match Points (Placement + Kill Point) earned.
- 2 If ① is a tie, teams with higher Placement 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.

### **12.13 Observers**

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

### **12.14 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.

### **12.15 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.

### **12.16 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
- Mouse Macro, all Mouse Macro are not allowed to be used in the official matches. However, players are allowed to use the Mouse Drivers like BlasterX, Razer Synapse, Logitech G Hub, SteelSeries Engine etc. Mouse Drivers will be checked by referees before the match day starts.
- 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 are not allowed. Examples of software that are not allowed are Nvidia Profile Inspector, SweetFX and VibranceGUI.

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

### **12.17 Adherence to Rules**

During a match, Referees and Head Referees will make rulings to the best of their judgment 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 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 Parties 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, managers 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 results, 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 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](https://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 2024 schedules, except where participation in PGC 2024 6 is not possible due to unavoidable reasons.

When it is determined that participation in PGC 2024 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.