



# **PUBG CONTINENTAL SERIES 6 AMERICAS**

Open Qualifier, Regional Playoff and Last Chance Qualifier  
Tournament Rules



## Contents

Introduction	4
SUPER and PCS Rulebook	4
Competition System	4
References	5
Basic Information	5
Open Qualifiers	5
Regional Playoff	6
Last Chance Qualifier	6
General Information	6
Qualification	7
Group Draw	7
Match Schedule	8
Open Qualifier	8
Regional Playoff	8
Last Chance Qualifier	9
Map Order	9
Open Qualifier	9
Regional Playoff	10
Last Chance Qualifier	10
Prize Pool	10
Regional Playoff	10
Last Chance Qualifier	11
PGC Qualification Points & Qualification Benefits	12
Roster Rules	13

General Rules	13
Seeding/Slot Rules	14
General Rules	15
Server Utilization	15
Documentation	15
Player Eligibility	16
Team Eligibility	16
Countries	17
Toxic Behavior	17
Violations of Rules & Regulations / Punishments	18
Streaming	19
Platform Rules	19
Pre-Match	19
Hardware, Software and Internet Connections	19
Check-In	19
During a Match	20
Disconnections	20
Server Crash	20
Replay and Match Materials	20
Bugs	20
Cheats	20
In Game Skins	21
Communication / Match Support	21
Post-Match:	21
Result	21
Protests / Escalations	21
Breaks between Matches	22
Participation Agreement:	22

# 1. Introduction

Given the ongoing COVID-19 situation across the globe, PUBG is continuing to prioritize player and staff health and safety over offline competition. The two (2) ESL PUBG Masters events in 2022 provide players and organizations a way to continue to participate in high-level online regional competition, supplementary to the two (2) PUBG Continental Series (“PCS”) events in 2022.

These combined four (4) events represent the highest level of regional PUBG competition in 2022, with a total prize pool of \$740,000 awarded to teams in the Americas region. Additionally, these four (4) events award points towards determining qualification into the PUBG Global Championship (PGC) 2022, with each subsequent event awarding more PGC Qualification Points than the previous.

Like last year, in 2022 the North America and Latin America sub-regions are combined into one Americas region, with separate Qualifiers, Regional Playoffs, and Last Chance Qualifiers (for PCS events only) that culminate in a combined Grand Final event.

## 2. SUPER and PCS Rulebook

The PUBG Continental Series Rulebook (“Rulebook”) should be read and interpreted in conjunction with the Standard and Universal PUBG Esports Ruleset (“SUPER”). SUPER will supersede any conflict in rules or interpretations between the Rulebook and SUPER, or any other policy related to a Competition, may be clarified, or determined in good faith by PUBG.

## 3. Competition System

To qualify for the PUBG Continental Series 6 (“PCS6”) Latin America (“LATAM”) and North America (“NA”) Regional Playoffs, teams must compete through fully open sub-regional qualifiers, with a maximum of one-hundred and sixty (160) teams in Latin America and North America, spread over multiple rounds in which the top eight (8) teams of each lobby in each round will advance. On the completion of the Round of 16, the top eight (8) teams from each sub-region will advance to their respective Regional Playoff, where they will be joined by sixteen (16) invited teams, based on their placement in the ESL PUBG Masters Americas 2022 Phase 1.

To qualify for the PCS6 Americas Grand Final, teams must qualify through the PCS6 Regional Playoffs or PCS6 Americas Last Chance Qualifier. The PCS6 Regional Playoffs will be two parallel twenty-four (24) team competitions in North America and Latin America. The twenty-four (24) teams are divided into three (3) groups of eight (8) teams (A, B & C) and will compete for \$25,000 and a place in the PCS6 Americas Grand Final. The PCS6 Americas Last Chance Qualifier will be a combined sixteen (16) team competition. The sixteen (16) teams will compete for \$20,000 and a place in the PCS6 Americas Grand Final. The PCS6 Americas Grand Final will have a prize pool of \$250,000.

The PCS6 Regional Playoffs will consist of three (3) days of play and six (6) matches each day, for a total of eighteen (18) matches with each team playing in twelve (12) matches. At the end of the six (6) days of play, the top six (6) teams from each sub-region, for a total of twelve (12) teams, will qualify directly for

the PCS6 Americas Grand Final. The next best eight (8) teams per sub-region will advance to the PCS6 Americas Last Chance Qualifier.

The PCS6 Americas Last Chance Qualifier will consist of two (2) days of play, each consisting of six (6) matches per day for a total of twelve (12) matches. The top four (4) teams will qualify for the PCS6 Americas Grand Final.

## 4. References

Throughout this document you will find references that identify certain responsible parties (Hosts, Host Lead / Overseer, and Administration). These parties are defined below.

- Hosts – Hosts 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, Hosts rulings are final. Upon completion of a match, the team can request further clarification from the Host Lead or Overseer.
- Host Lead / Overseer – Host Lead and/or Overseer oversee(s) all Hosts. The Hosts will escalate any issues to the Host Lead and/or Overseer when the Host cannot resolve the issue alone. Before, between, or after matches, Participants may request clarification on rulings made by Hosts from the Host Lead / Overseer. The Host Lead / Overseer will escalate any issues or clarifications to Administration as needed.
- Administration – The Administration refers to the Tournament officials, i.e. PUBG officials and/or Head Admin, who will be the ultimate authority on all matters related to the Competition.

## 5. Basic Information

### A. Open Qualifiers

The PCS6 Americas NA Open Qualifier will consist of a maximum of one hundred and sixty (160) teams, competing in up to four (4) Rounds of competition over six (6) days, each. The dates and details are as follows:

PCS6 Americas NA Open Qualifier – Basic Information	
Event Name	PCS6 Americas NA Open Qualifier
Round of 128 Dates	March 9, 2022
Round of 64 Dates	March 10, 2022
Round of 32 Dates	March 12-13, 2022
Round of 16 Dates	March 15-16, 2022
Competition Platform	GLL (NA)
Number of Teams	Max. 160
Team Roster Submission Deadline	March 7, 2022 at 11:59pm PT

***\*If the total registrations does not exceed eighty (80) teams Round of 64 will be held on March 9 and March 10, 2022.***

## B. Regional Playoff

The PCS6 Americas NA Regional Playoff will consist of twenty-four (24) teams in groups of 8 (A, B & C) competing over three (3) days with six (6) matches per day. The dates and details are as follows:

PCS6 Americas NA Regional Playoff – Basic Information	
Event Name	PCS6 Americas NA Regional Playoff
Regional Playoff Dates	March 18-20, 2022
Competition Platform	GLL (NA)
Number of Teams	24
Team Roster Submission Deadline	March 16, 2022 at 11:59pm PT
Prize Money	\$25,000

## C. Last Chance Qualifier

The PCS6 Americas Last Chance Qualifier will consist of sixteen (16) teams competing over two (2) days with six (6) matches per day. The dates and details are as follows:

PCS6 Americas Last Chance Qualifier – Basic Information	
Event Name	PCS6 Americas Last Chance Qualifier
Event Dates	March 26-27, 2022
Competition Platform	GLL
Number of Teams	16
Prize Money	\$20,000

## D. General Information

PCS6 Americas – Social Media and Website Information	
Official Hashtag	#PCS6 #PCS6AM
YouTube	<a href="https://www.youtube.com/PUBGEsports">youtube.com/PUBGEsports</a>
Instagram	<a href="https://www.instagram.com/PUBGEsports">instagram.com/PUBGEsports</a>
Twitter	<a href="https://twitter.com/PUBGEsports">twitter.com/PUBGEsports</a>
Facebook	<a href="https://www.facebook.com/PUBGUSOfficial">facebook.com/PUBGUSOfficial</a>
Twitch	<a href="https://www.twitch.tv/PUBG_Battlegrounds">twitch.tv/PUBG_Battlegrounds</a>
TikTok	<a href="https://www.tiktok.com/@pubg.esports.official">tiktok.com/@pubg.esports.official</a>
Website	<a href="https://na.pubgesports.com">na.pubgesports.com</a>

## 6. Qualification

The PCS6 Americas Open Qualifier consists of a maximum of one-hundred and sixty (160) teams, competing in up to four (4) Rounds of competition over eight (8) days. If the number of registrations exceeds eighty (80) teams, the first two (2) Rounds will both consist of one (1) day of six (6) matches each, and the final two (2) Rounds will each consist of two (2) days of six (6) matches per day. If the number of registrations does not exceed eighty (80) teams, each Round will consist of two (2) days of six (6) matches per day. The top eight (8) teams at the end of the final round in each sub-regional PCS6 Americas Open Qualifier, as determined by the Point Rule scoring system found in SUPER, will qualify for their respective PCS6 Americas Regional Playoff.

In each sub-region, the PCS6 Americas Regional Playoffs consists of twenty-four (24) teams, divided into three (3) groups (Groups A, B & C) of eight (8) teams based on their placement in ESL PUBG Masters Americas 2022 Phase 1 and the final round of their respective sub-regional Open Qualifier. The PCS6 Regional Playoffs are each held over three (3) days of six (6) matches per day, with the top six (6) teams from each sub-region, as determined by the Point Rule scoring system, qualifying for the PCS6 Americas Grand Final. The next best eight (8) teams from each Regional Playoff will qualify for the PCS6 Americas Last Chance Qualifier.

The PCS6 Americas Last Chance Qualifier consists of sixteen (16) teams competing in two (2) days of six (6) matches per day for a total of twelve (12) matches. The top four (4) teams, as determined by the Point Rule scoring system, qualify for the PCS6 Americas Grand Final.

## 7. Group Draw

The twenty-four (24) teams in each of the sub-regional Regional Playoffs will be seeded into Group A, Group B, or Group C. In each sub-region, their seed will be determined by their placement in the respective ESL PUBG Masters Americas 2022 Phase 1 Regional Playoffs, the ESL PUBG Masters Americas 2022 Phase 1 Grand Final, and the final round of each sub-regional PCS6 Americas Open Qualifier.

A breakdown of the draw is as follows:

PCS6 Americas NA Regional Playoffs – Group Draw		
Group A	Group B	Group C
ESL #1	ESL #2	ESL #3
ESL #6	ESL #5	ESL #4
ESL #7	ESL #8	ESL #9
ESL #12	ESL #11	ESL #10
ESL #13	ESL #14	ESL #15
RO16 #2	RO16 #1	ESL #16

RO16 #3	RO16 #4	RO16 #5
RO16 #8	RO16 #7	RO16 #6

\*ESL #1-10 = ESL PUBG Masters Americas 2022 Phase 1 Grand Final – sub-regional placements.

\*ESL #11-16 = ESL PUBG Masters Americas 2022 Phase 1 Regional Playoffs – 11th through 16th

\*RO16 #1-6 = PCS6 Americas sub-regional Open Qualifier – Round of 16

## 8. Match Schedule

### A. Open Qualifier

Each day of the PCS6 Americas NA Open Qualifier will follow the same match schedule. Match start times may be adjusted depending on any accelerations or delays. The tentative match schedule is listed below. Note that matches will begin immediately after the conclusion of the previous match, so players / teams should immediately join the next lobby upon the completion of the previous match.

PCS6 Americas NA Open Qualifiers – Tentative Match Schedule	
Match	Estimated Start Time
Match 1	16:00
Match 2	16:45
Match 3	17:30
Match 4	18:15
Match 5	19:00
Match 6	19:45

*\*The times listed above are in PT*

### B. Regional Playoff

Each week, the group matchups and day of the week will rotate. The weekly schedule is set and will not be adjusted.

PCS6 Americas NA Regional Playoff - Weekly Matchup			
	Friday 18 March	Saturday 19 March	Sunday 20 March
<b>Group #1</b>	Group A	Group B	Group A
<b>Group #2</b>	Group B	Group C	Group C

Each day of the PCS6 Americas NA Regional Playoff will follow the same match schedule. Match start times may be adjusted depending on any accelerations or delays. The tentative match schedule is listed below. Note that matches will begin immediately after the conclusion of the previous match, so players / teams should immediately join the next lobby upon the completion of the previous match.



PCS6 Americas NA Regional Playoff – Tentative Match Schedule	
Match	Estimated Start Time
Match 1	15:30
Match 2	16:15
Match 3	17:00
Match 4	17:45
Match 5	18:30

*\*The times listed above are in PT*

### C. Last Chance Qualifier

Each day of the PCS6 Americas Last Chance Qualifier will follow the same match schedule. Match start times may be adjusted depending on any accelerations or delays. The tentative match schedule is listed below. Note that matches will begin immediately after the conclusion of the previous match, so players / teams should immediately join the next lobby upon the completion of the previous match

PCS6 Americas Last Chance Qualifier – Tentative Match Schedule	
Match	Estimated Start Time
Match 1	15:30
Match 2	16:15
Match 3	17:00
Match 4	17:45
Match 5	18:30
Match 6	19:15

*\*The times listed above are in PT*

## 9. Map Order

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

### A. Open Qualifier

Within each Round, the Map Order will stay the same for each Match Day.

PCS6 Americas NA Open Qualifier – Map Order						
Day	Match 1	Match 2	Match 3	Match 4	Match 5	Match 6
Match Day 1	Erangel	Erangel	Erangel	Miramar	Miramar	Miramar
Match Day 2	Miramar	Miramar	Miramar	Erangel	Erangel	Erangel

### B. Regional Playoff

PCS6 Americas NA Regional Playoff – Map Order
---

Day	Match 1	Match 2	Match 3	Match 4	Match 5	Match 6
Match Day 1	Erangel	Erangel	Erangel	Miramar	Miramar	Miramar
Match Day 2	Erangel	Erangel	Erangel	Miramar	Miramar	Miramar
Match Day 3	Erangel	Erangel	Erangel	Miramar	Miramar	Miramar

### C. Last Chance Qualifier

PCS6 Americas Last Chance Qualifier – Map Order						
Day	Match 1	Match 2	Match 3	Match 4	Match 5	Match 6
Match Day 1	Erangel	Erangel	Erangel	Miramar	Miramar	Miramar
Match Day 2	Miramar	Miramar	Miramar	Erangel	Erangel	Erangel

## 10. Prize Pool

### A. Regional Playoff

The PCS6 Americas NA Regional Playoff will have a total prize pool of \$25,000. The prize pool breakdown is shown on the following page.

PCS6 Americas NA Regional Playoff – Prize Pool Breakdown	
Placement	Amount
1	\$4,000
2	\$3,500
3	\$3,250
4	\$3,000
5	\$2,750
6	\$2,500
7	-
8	-
9	-
10	-
11	-
12	-
13	-
14	-
15	\$500
16	\$500
17	\$500
18	\$500
19	\$500

<b>20</b>	\$500
<b>21</b>	\$500
<b>22</b>	\$500
<b>23</b>	\$500
<b>24</b>	\$500

*\*No prize will be awarded to 7<sup>th</sup>-14<sup>th</sup> place in Regional Playoff as they will be awarded prizing in the LCO*

In addition to the \$24,000 awarded in the PCS6 NA Regional Playoff, there is an extra \$1000 in cash bonuses, for the following achievements:

- \$250 each to the players with the highest kills, assists, and damage
  - TieBreaker#1 - Highest individual match of the respective statistic, across all matches in that round (i.e. for High Kills, player with the highest individual kills for one match would win the money)
  - TieBreaker#2 - Highest score of the respective statistic of the most recent match (i.e. if both players are tied in kills and have the same highest kills in one match, then take the most recent match and whoever had the highest kills in that match would be the winner).
  - TieBreaker#3 - If there are ties post #2, keep going backwards in matches (from most recent to earliest) and the first difference, the award will go to the higher scorer.
- \$250 to the team with the most chicken dinners
  - TieBreaker#1 - The team with the most placement points
  - TieBreaker#2 - The team with the highest kill chicken dinner

## **B. Last Chance Qualifier**

The PCS6 Americas Last Chance Qualifier will have a total prize pool of \$20,000. The prize pool breakdown is as follows:

<b>PCS6 Americas Last Chance Qualifier – Prize Pool Breakdown</b>	
<b>Placement</b>	<b>Amount</b>
<b>1</b>	\$2,250
<b>2</b>	\$2,000
<b>3</b>	\$1,750
<b>4</b>	\$1,500
<b>5</b>	\$1,250
<b>6</b>	\$1,250
<b>7</b>	\$1,250
<b>8</b>	\$1,250
<b>9</b>	\$1,000
<b>10</b>	\$1,000
<b>11</b>	\$1,000
<b>12</b>	\$1,000
<b>13</b>	\$750
<b>14</b>	\$750
<b>15</b>	\$750

<b>16</b>	<b>\$750</b>
-----------	--------------

In addition to the \$19,500 awarded in the PCS6 Americas Last Chance Qualifier, there is an extra \$500 in cash bonuses for the following achievements:

- \$125 each to the players with the highest kills, assists, and damage
  - TieBreaker#1 - Highest individual match of the respective statistic, across all matches in that round (i.e. for High Kills, player with the highest individual kills for one match would win the money)
  - TieBreaker#2 - Highest score of the respective statistic of the most recent match (i.e. if both players are tied in kills and have the same highest kills in one match, then take the most recent match and whoever had the highest kills in that match would be the winner).
  - TieBreaker#3 - If there are ties post #2, keep going backwards in matches (from most recent to earliest) and the first difference, the award will go to the higher scorer.
- \$125 to the team with the most chicken dinners
  - TieBreaker#1 - The team with the most placement points
  - TieBreaker#2 - The team with the highest kill chicken dinner

## 11. PGC Qualification Points & Qualification Benefits

In addition to Prize Pool, teams will be competing for PGC Qualification Points (“Points”) which will determine the teams who will qualify for the PGC at the end of 2022. Teams will also receive auto qualification (only in the case of first place in PCS7 Americas) and preferential seeding for their placements in the Competition (hereinafter, combined, referred to as “Qualification Benefits”). Each of the four major Americas events – ESL PUBG Masters Americas 2022 Phase 1, ESL PUBG Masters Americas 2022 Phase 2, PCS6 and PCS7 Americas (for purposes of this section, referred to as “PGC Qualification Events”) will allot PGC points and various Qualification Benefits to the top 16 teams. The below table provides a breakdown of the overall PGC Qualification Point Distribution.

PGC Qualification Point Distribution				
Placement	Masters 1	PCS6	Masters 2	PCS7
<b>1</b>	200	450	300	✓
<b>2</b>	120	270	180	330
<b>3</b>	95	215	145	265
<b>4</b>	80	180	120	220
<b>5</b>	65	145	95	175
<b>6</b>	50	105	70	130
<b>7</b>	40	90	60	110
<b>8</b>	30	75	50	90
<b>9</b>	25	55	35	65
<b>10</b>	25	55	35	65
<b>11</b>	20	40	30	50
<b>12</b>	20	40	30	50
<b>13</b>	10	25	15	30
<b>14</b>	10	25	15	30

15	5	15	10	20
16	5	15	10	20
	<b>800</b>	<b>1,800</b>	<b>1,200</b>	<b>✓ + 1650</b>

PGC Qualification Points – Rules to Note:

- PGC Qualification Points and any Qualification Benefits are assigned to the Team and in any case of a change of ownership, the Points will transfer to the new owner. For purposes of clarity, if a player leaves the team, the player **will not** take any Points along with them – all Points will remain with the Team so long as no Roster Rules are violated.
- Teams will forfeit their Points and any other Qualification Benefits if they violate any Roster Rules.
- If an entire Team receives a time-based or permanent ban from PUBG Esports that would encompass PGC they will forfeit all Points and Qualification Benefits. If their ban encompasses a PGC Qualification Events in which they would have received a Qualification Benefit, they will forfeit the Qualification Benefits for that PGC Qualification Event. However, the Team would retain their Points so long as the ban does not encompass PGC.
- In the case of a Player(s) ban:
  - If the Team is unable to field a full roster, and not in violation of the Roster Rules, the Team will retain all Points and Qualification Benefits.
  - If the Team is unable to field a full roster and/or is in violation of the Roster Rules, they will forfeit Qualification Benefits for that PGC Qualification Event.
  - If the Team is unable to field a full roster and/or in violation of the Roster Rules for PGC, they will forfeit all Points and Qualification Benefits.
- If a Team does not qualify or participate in a PGC Qualification Event, the Team would still maintain their Points, so long as all Roster Rules and Eligibility Rules are adhered to.

## 12. Roster Rules

### A. General Rules

- Each team will be required to register four (4) players. These four (4) players are considered their “Core Players”. Rosters will be locked at the end of Registration, Monday 7, March 2022 at 11:59pm PT.
  - Substitutes will only be allowed in emergency situations with the Administration's approval
- Upon direct invitation to the Regional Playoff:
  - Teams must submit their Roster by Wednesday March 16, 2022 at 11:59pm PT and allocate which players are the Core Players and which player is the 5th player\* which will be designated as the “Substitute Player”
- Upon qualification to the Regional Playoff from the Open Qualifiers:
  - Rosters will unlock and teams will have the option to add a Substitute Player.
  - Teams **cannot** change their Core Players who qualified to the Regional Playoff.
  - Rosters will lock for the Regional Playoff on Wednesday March 16, 2022 at 11:59pm PT.

- Teams must declare a Team Representative and complete the required Team Participation Agreement. Team Representative cannot be an individual associated in any way with another team. Team Representative **can be** a player of that respective team.
- Upon Qualification to the Grand Final:
  - A Team roster is locked and carried over from Regional Playoff, if:
    - There was a Substitute Player on the roster during the Regional Playoff, **and**
    - The Substitute Player played at least one match during the Regional Playoff.
  - A team roster is unlocked if the above qualifications are not met, and the team can add, remove, or change a Substitute Player. The Core Players cannot be removed or changed from the Team.
- The use of unapproved players or substitutes is strictly prohibited.

## B. Seeding/Slot Rules

- For a team to keep their earned spot in their respective PCS6 Americas Regional Playoff, the team must fulfill certain roster requirements based on their roster from their qualifying event.
  - Teams must maintain at least a minimum of 50% of their Core Players on their roster to keep their seed / slot for the next Americas event. These Core Players must remain as Core Players on the new roster and must make reasonable efforts to participate in matches when available. If the Administration has reasonable belief that the team is attempting to circumvent this rule by playing their Substitute Player over an available Core Player, the Administration reserves the right to find the team in violation of this rule and return the seed/slot back to the Administration.
  - A Substitute Player transitions to a Core Player when he/she has participated in at least 33% of the Regional Playoff or Grand Final Matches based on their most recently locked roster. This would mean the Team has 5 Core Players - the original four (4) Core Players plus the converted Substitute Player.
  - In the case where there **only** four (4) Core Players and the team splits into two (2) teams of two (2) Core Players each, then the following situation will apply:
    - If the team is owned by an Organization and/or Corporate Entity, then the Organization and/or Corporate Entity will keep the spot so long as at least two (2) of the Core Players remain on the roster.
    - If a team is Player-Owned, i.e. no individual or corporate entity owns the team, then the Team Representative will act as the “Owner” in this situation and the Team Representative will keep the spot, as long as at least (2) of the Core Players remain on the roster.
    - Organizations can and should protect themselves from losing their seed / slot through their contract with the Core Players, rather than through the Roster Rules. If the Core Players are signed to an Organization through the following event and the Core Players terminate their contracts, the slot will remain with the Organization. If the Organization terminates the contracts, leading them to violate the Roster Rules, their seed / slot will be returned to the Administration. The Administration reserves the right to allocate the seed/slot as they see fit.
  - In the case where there are five (5) Core Players, the team **must** keep three (3) out of five (5) Core Players to retain their seed / slot.
- If any team has a question on this rule, please reach out to the Administration.

**\*Note:** A Substitute Player cannot be a player who has participated for any other team in any region during that phase.

Regardless of the situation, all Rosters must comply with the Player and Team Eligibility Requirements as mentioned in Section 3 of SUPER, respectively.

## 13. General Rules

### A. Server Utilization

During the PCS6 Americas Open Qualifiers matches will be played on the Live Server, except in the final round. During the final round of the Open Qualifier, the PCS6 Americas Regional Playoffs and the PCS6 Americas Last Chance Qualifier, matches will be played on the Esports Server designated by Administration. All players will be informed in advance for necessary downloads and installations.

During the PCS6 Americas Regional Playoff and Last Chance Qualifier, **all** teams/players are required to be in the PUBG Americas Player Discord server, team text and voice channels have been provided. The Active Roster must all be present in their provided voice channel 5 minutes before game start, the teams coach may sit in their teams voice channel and monitor comms, coaches will be server muted prior to match start, streaming to the teams coach in any way is prohibited.

### B. Documentation

Teams are required to submit the below list of documentation. The Administration will reach out directly to the teams to provide the documentation and submission process.

- Team Participation and Logo License Agreement – this is a contractual agreement between the Team and PUBG. It must be completed and submitted prior to participation in the Regional Playoff.
- Player Participation Agreement
  - Must be completed by every team member – including the Coach
- Player Photos – to be submitted along with Player Participation Agreement
  - Mandatory head shot from bottom of your chest up, taken with a white or green screen background, with no texture. Arms can be crossed or at side. High quality camera and format (jpg or png only). Needs to be in team jersey, dark colored solid shirt or PUBG branded shirt. No headwear except for religious purposes.
  - Goofy photos of players and/or teams are welcome but not mandatory
  - Must be submitted by every team member – including the Coach

*Important Note on Team Participation and Logo License Agreement for Player-Owned Teams:*

If Team does not have a Parent Entity, i.e. if it is a Player-Owned Team, then the designated Team Representative will act as the default owner for purposes of the Rulebook. For clarity, in such a case, the Team Representative will be considered the “Owner” for all roster rules that reference an “Owner” in the Rulebook.

## C. Player Eligibility

To participate in the Competition, the players must adhere to the following eligibility guidelines:

- Participants must be 18 years old, defined as having lived 18 full years, by the date of their first match.
- Participant must have an active and eligible PUBG account. Players with a game ban of longer than seventy-two (72) hours are not considered active or eligible. However, the Administration reserves the right to review the situations on a case by case basis and decide accordingly. For example, any game bans, regardless of length, associated with cheating allegations, will render the player inactive and ineligible to participate.
- Player aliases and in-game nicknames are subject to approval by the Administration and must adhere to the code of conduct within SUPER. To call out a few specifics, player aliases and in-game nicknames cannot:
  - Have a resemblance or are identical to any brand or trademark that they personally don't own
  - That is protected by third-party rights and player does not have written permission to use
  - That is trying to imitate a real person other than themselves
  - Discriminatory names, including but not limited to any language regarding ethnicity, nationality, race, gender, religion, and/or sexual orientation
- Participants may not compete in more than one region and/or team per Phase. For the avoidance of doubt, once a participant registers for any regional competition, that participant may not register or compete in any other competition for a different region and/or team for the same Phase.

## D. Team Eligibility

To participate in the Competition, the teams must adhere to the following eligibility guidelines:

- Team names and team logos are subject to approval by the Administration and must adhere to the code of conduct within SUPER. To call out a few specifics, team names and team logos cannot:
  - Have a resemblance or are identical to any brand or trademark that they personally don't own
  - That is protected by third-party rights and the team does not have written permission to use
  - That is trying to imitate a real person other than themselves
  - Discriminatory names, including but not limited to any language regarding ethnicity, nationality, race, gender, religion, and/or sexual orientation
- Regional eligibility guidelines:
  - At least fifty percent (50%) of the roster must be legal citizens or permanent residents of countries within the Region of participation. For example, if you have a roster of four (4), then at least two (2) players must be legal citizens or permanent residents of the countries within the Region of participation. if the roster consists of five (5) players, then at least three (3) players must be legal citizens or permanent residents of the



Region. For the purpose of this section, legal citizenship and/or permanent residency are defined per the laws of each corresponding country.

- A team (and/or organization) is only allowed to play in one Region.
- 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 the Competitions.
  - An individual, entity or group cannot directly or indirectly own or operate more than one team globally.
  - An individual, entity or group cannot directly or indirectly participate in the financing, operation, marketing, or management of more than one team within the globally.
  - 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 within the globally.
  - No two individuals, entities or groups that own, operate, control, or have an interest in any team 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.

## E. Countries

This is the list of all eligible countries within the respective tournament region required to participate in PUBG Continental Series 6 Americas:

North America (NA)	
Canada	United States of America

Latin America (LATAM)				
Argentina	Belize	Bolivia	Brazil	Chile
Colombia	Costa Rica	Cuba	Dominican Republic	Ecuador
El Salvador	French Guiana	Guadeloupe	Guatemala	Guyana
Haiti	Honduras	Martinique	Mexico	Nicaragua
Panama	Paraguay	Peru	Puerto Rico	Saint Barthelemy
Saint Martin	Suriname	Uruguay	Venezuela	

## F. Toxic Behavior

The Administration will not accept any toxic behavior by or towards any participant prior to, during or after the Competition. This includes, but not limited to, the following:

- Profanity and hate speech - participants shall not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory, or otherwise offensive. Participants shall not incite hatred or discriminatory conduct.
- Disruptive and abusive behavior - participants shall not take any action or perform any gesture which is insulting, mocking, disruptive, or antagonistic. Participants are responsible for being

aware of the sensitivities of the cultures of the teams and other participants, with regards to avoiding any comments, actions or activities that may be reasonably constituted as insulting, mocking, disruptive, or antagonistic.

- Harassment and sexual harassment - participants shall not participate in any act of harassment. Harassment is defined as 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.
- Discrimination or denigration - participants shall not offend the dignity or integrity of a country, private 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.

All determinations of any toxic behavior are at the sole discretion of the Administration and/or its representatives, agents or employees.

## **G. 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.

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:

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

The Administration reserves the right to publish any information regarding any violation of these official rules or the Code of Conduct in SUPER. By participating in the Competition, teams and participants hereby waive any right to legal action against PUBG, its Affiliates, or other teams and participants regarding the issuing and publishing of penalties.

## **H. Streaming**

PUBG reserves exclusive rights for broadcasting and streaming for this event. Players are not allowed to personally stream their matches and games without prior approval from PUBG. When permission to broadcast is granted, the broadcaster must use 25 minutes of delay.

## **I. Platform Rules**

All Participants must abide by the GLL platform Website and Game Accounts rules as specified on the GLL website. SUPER and Rulebook will supersede any conflict in rules or interpretations between the Platform Rules, Rulebook and/or SUPER.

## **14. Pre-Match**

### **A. Hardware, Software and Internet Connections**

When a team checks in, they should be prepared to begin the match immediately. All hardware, software and Internet issues should be solved by the player prior to check in. If any technical issues arise, matches will not be restarted or delayed.

Players are responsible for downloading the necessary game clients and updates to the servers/clients. Match start times will not be delayed due to any individual client or game issues.

All players should adjust settings and/or their hardware set up prior to checking in. Hosts will not wait for players to adjust settings or hardware before starting matches.

### **B. Check-In**

It is the teams' responsibility to ensure they check in by the required time. Timings and lobby information are subject to change, so it is every teams' and individual player's responsibility to update themselves on Discord servers before the Competition/round/match starts regarding any changes.

If a team is missing from the lobby at the match start time, the match will be started without them. All matches will be played as per the prescribed timings, so the teams must join the new game lobby and be prepared to start as soon as possible upon completion of the prior match.

It is the responsibility of each team captain to read discord for important messages regarding the lobby they are assigned to. This is especially important in the early part of each new game if a server needs to be restarted.

## **15. During a Match**

### **A. Disconnections**

A player is allowed to reconnect if they are disconnected. However, there will be no restarts for disconnections once the match has started. A match has officially started once all 64 players have entered the lobby, are aboard the plane and the flight path has started.

Once a match has begun, the match can only be restarted if:

- More than 10 players in the lobby did not make it into the game.

- If all players are marked as “#unknown”
- If the lobby host doesn’t make it into the game.

The above can be overruled by the lobby host if he/she sees fit.

## **B. Server Crash**

If a server crashes mid-match, the match will be restarted.

## **C. Replay and Match Materials**

All players must have the replay function enabled in-game for the Competition. All replays and screenshots from the matches need to be saved for 14 days from the date the tournament ended. The Administration has the right to request the replay or screenshot at any time within these 14 days.

To find your replays: press “Windows Key + R” and type “%localappdata%\TslGame\Saved\Demos”.

## **D. Bugs**

In-game bugs are treated as part of the game. In the case of a bug negatively affecting a player, there will be no restart or remedy available to the player.

All problems and bugs encountered on any of the GLL web pages currently in use should be reported as soon as possible to a Community mod or the bugs channel on the GLL Discord. This will allow GLL the best chance to assist you as a player with the issue.

## **E. 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
- The usage of a bug/bugs to gain an advantage versus your opponents
- Game file editing to remove grass or other aspects from the game
- All 3rd party software or tools that are not allowed by the game publisher and that can give an unfair advantage to a player or team is classed as cheating and is not allowed. Examples of software that are not allowed are ReShade, SweetFX, and VibranceGUI.

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

The Administration reserves the right to monitor any player as they deem fit during the Competition and players agree to be cooperative during any investigation or review into a player's activities. Uncooperative actions from a player may result in a guilty verdict in any allegation of cheating.

## **F. In Game Skins**

Administration reserves the right to request players to equip their in-game characters with specific items at their discretion. Such items will be provided to the players through the Esports Server and informed through Discord in advance.

## **G. Communication / Match Support**

As mentioned earlier, all hardware, software and internet/network issues are the sole responsibility of the player. Hence, match support for the Competition is limited to the discord and lobby host. The discord and lobby hosts are there to assist you in your questions related to the Competition, rulings and other participation questions.

In all your communications pre, during and after the matches, the toxic behavior rules are to be followed.

# **16. Post-Match:**

## **A. Result**

Official results will be posted on the website and GLL platform as per regular procedures. Should teams have any questions or concerns regarding results, please raise the issue on Discord which will be followed up accordingly. Any further complaints can be filed following the "Protest/Escalations" procedure in Section 15B.

## **B. Protests / Escalations**

Participants who wish to contest a ruling from the Host, believe a rule has been violated, or believe tournament integrity has been jeopardized in any way ("Disputing Party") may make a request to 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 Host Lead or Overseer within one (1) hour of the completion of the match day in which the dispute pertains. The statement, at its minimum, must explain the Disputing Party's dispute and basic details of the situation.
2. Based on the situation, Administration will determine if the dispute is clearly addressed by the Rules. If so, the dispute will be addressed accordingly. If not, 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.

### **C. 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. Hosts 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.

## **17. Participation Agreement:**

By participating in the Competition, Participants hereby agree to be bound by and always comply with the Rules. By participating in the Competition, Participants may be exposed to certain information that is not known by the general public (“Confidential Information”). Confidential information shall include but not be limited to product features, designs, specifications, marketing plans, or Competition plans. Participants hereby agree never to disclose Confidential Information. Participants hereby irrevocably grant to PUBG Corporation, its parent, affiliates, successors, and anyone acting under the authority or permission of any of the foregoing, the world-wide, royalty free, perpetual right to use their names, quotes, biographical description, picture, likeness, voice, or video recording to be associated with the Competition.

Participant has been granted permission to participate in the Competition. In order to participate in the Competition, Participant agrees and acknowledges that: (i) Participant is under no obligation to participate in the Competition, and that the decision to participate in the Competition was made solely by Participant; (ii) participation in the Competition may entail known, unknown, anticipated, and unanticipated risks that could result in damage to Participant. Participant understands that such risks cannot be eliminated. Participant hereby releases and holds harmless from liability PUBG Corporation and their subsidiaries and associated companies, officers, officials, agents, and/or employees with respect to any and all losses, damages, costs, or losses or damages to property that may arise due to taking part in the Competition, regardless of whether such losses or damages arise from the negligence of the parties released from liability.

Participant agrees not to engage at any time in any form of conduct or make any posts, statements or representations, or direct any other person or entity to engage in any conduct or make any posts, statements or representations, that disrupt, disparage, criticize or otherwise impair the reputation or disrupts the business of PUBG, PUBG Continental Series, official PUBG esports events, its affiliates, parents and subsidiaries and their respective past and present officers, directors, stockholders, partners, members, agents and employees. Nothing contained in this clause shall preclude Participant from providing truthful testimony or statements pursuant to subpoena or other legal process or in response to inquiries from any government agency or entity. Participant agrees to cooperate with any and all investigations by the Administration regarding the potential violation of the Rules, including access to public social media content.

Participant agrees to adhere to the rulings made by the Administration and, in situations where rulings go against the Participant, the Participant agrees to play out their remaining matches and resolve all disputes upon the completion of the match day and/or Competition. Participant understands and agrees

that if they walk out or refuse to participate in the scheduled matches, they will be subject to punishments as laid out in SUPER, which include but are not limited to, fines, forfeiture of prize money, disqualifications and/or banning of Participant.

Participant agrees that PUBG will collect, store, process and otherwise use personal information of all Competition participants, including Players and other individuals associated with the Team with respect to the Competition. PUBG will use this personal data for the following purposes:

- recording, producing and broadcasting the Competition;
- operating the Competition;
- marketing and publicity of the Competition;
- managing the relationship between such individuals and PUBG;
- communicating with such individuals to answer their questions about the Competition; and
- communicating with prize winners and arranging delivery of their prizes.

PUBG may conduct the foregoing activities through third parties. In addition, PUBG may transfer personal information to third parties for purposes of carrying out, directly or indirectly, the foregoing activities as well. By participating in the Competition, Participants consent to their personal data being collected, stored, processed and otherwise used by PUBG or such third parties as provided herein. PUBG complies with applicable laws that meet internationally accepted standards.