



PUBG EMEA CHAMPIONSHIP FALL

Official Rulebook and Regulations
(2024)

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1. Introduction

The PUBG EMEA Championship (hereinafter Tournament or PEC) is an official competition with its own rules and regulations.

The PEC official rulebook and guidelines provided to team representatives are valid throughout all activities during the tournament until the end.

Each participant or team representative upon registration in the tournament confirms that he/she has read, understood and accepted all rules and regulations stated in this document.

To confirm the consent, upon proceed to the Playoffs, the Team representative undertakes to sign and fill in the "Tournament Participation Agreement" (hereinafter referred to as "TPA") with the necessary team data, such as: players' full real names, nicknames, dates of birth, bank details, as well as to ensure that players agree to these rules and conditions of the "TPA".

2. Rules and Regulations changes

Clutch Group reserves the right to remove, modify or change the rules without further notice on any stage of the tournament to ensure the integrity of the tournament. Clutch Group also reserves the right to make decisions on cases not covered by the current rulebook to prevent any breaching of fair competition and sportsmanship.

3. SUPER and PEC: Fall 2024 Rulebook

The PEC 2024 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 Krafton.

The English version of this rulebook will supersede any conflict of rules or interpretations between the available translated versions

4. Competition System

To qualify for the PEC Playoffs 2024, teams must compete through fully open sub-regional qualifiers, with a maximum of five-hundred and twelve (512) teams in Europe ("EU") and a maximum of hundred and twenty-eight (128) teams in Middle-East and Africa ("MEA"), spread over multiple rounds in which the top teams of each lobby in each round will advance. **On the completion of the Round of 16, eight (8) teams will qualify from the PEC EU Open Qualifiers 2024 and five (5) teams will qualify from the PEC MEA Open Qualifiers 2024.** The remaining eleven (11) teams will be invited to the PEC: Fall Playoffs 2024.

5. References

Throughout this document you will find references that identify certain responsible parties (Hosts, 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, Host rulings are Finals. Upon completion of a match, the team can request further clarification from the Administration.
- Administration – The Administration refers to the Tournament officials, i.e. Clutch Group officials and/or Head Admin, who will be the ultimate authority on all matters related to the Competition.

6. Administration

Name	Role	Discord
Dennis "Dos" Olsson Sundell	Head Operator	dos89
Alexander "SeatloN" Nilsson	Player Communication	seatlon

The PEC is organized by Clutch Group and partners.

7. Basic Information

A. EU Open Qualifiers

The PEC EU Open Qualifiers 2024 will consist of a maximum of five-hundred and twelve (512) teams, competing in up to six (6) Rounds of competition over eight (8) days, each day containing six (6) matches. The dates and details are as follows:

PEC: Fall EU Open Qualifiers 2024 – Basic Information	
Round of 512 Dates*	September 10-11, 2024
Round of 256 Date	September 12, 2024
Round of 128 Date	September 13, 2024
Round of 64 Date	September 14, 2024
Round of 32 Date	September 15, 2024
Round of 16 Dates	September 16.-17, 2024
Competition Platform	Toornament
Number of Teams	Max. 512
Team Roster Submission Deadline	September 8th, 2024 at 18:00 CEST

***Round of 512 will be split into Round of 512a and Round of 512b, Round of 512a will be held on September 10, 2024 and Round of 512b will be held on September 11, 2024. Each team plays either Round of 512a or Round of 512b, not both days.**

B. MEA Open Qualifiers

The PEC MEA Open Qualifiers 2024 will consist of a maximum of hundred and twenty-eight (128) teams, competing in up to three (4) Rounds of competition over four (4) days, each day containing six (6) matches. The dates and details are as follows:

PEC: Fall MEA Open Qualifiers 2024 – Basic Information	
Round of 128 Date	September 13, 2024
Round of 64 Date	September 14, 2024
Round of 32 Date	September 15, 2024

Round of 16 Dates	September 16-17, 2024
Competition Platform	Toornament
Number of Teams	Max. 128
Team Roster Submission Deadline	September 11th, 2024 at 19:00 TRT

C. Playoffs and Grand Finals

PEC: Fall Playoffs and Grand Finals 2024 – Basic Information	
Group Stage	September 20-22, 2024
Last Chance	September 28-29, 2024
Grand Finals	October 4-6, 2024
Competition Platform	Toornament
Number of Teams	16-24*
Team Roster Submission Deadline	September 8th, 2024 at 18:00 CEST

* The group stage will consist of:

- 1-8 placed team in the Europe Qualifier. (8 teams)
- 1-5 placed team in the MEA Qualifier. (5 teams)
- 9 invited teams (9 teams)
- 2 wildcard teams from selected third party events (2 teams)

The PEC Fall Playoffs will consist of two stages, the PEC Group Stage and PEC Last Chance. The PEC Group Stage will be a combined twenty-four (24) team competition. The twenty-four (24) teams are divided into three (3) groups (A, B & C) of eight (8) teams. The PEC Last Chance will be a combined sixteen (16) team competition with the bottom sixteen (16) teams placed at the end of Group Stage. The PEC Group Stage 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 three (3) days of play, the top eight (8) teams will qualify directly to the PEC Grand Finals. The next sixteen (16) teams will advance to the PEC Last Chance.

The PEC Last Chance 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 eight (8) teams will qualify to the PEC Grand Finals.

If any invited team is unable to participate in the Playoffs, the team next in line from the Open Qualifiers will be selected to replace them.

D. General Information

PEC: Fall EMEA Qualifiers 2024 – Social Media and Website Information	
Official Hashtag	#PUBG #PUBGEsports
YouTube	youtube.com/PUBGEsports
Instagram	instagram.com/PUBGEsports
Twitter	twitter.com/PUBGEsports
Facebook	facebook.com/PUBG.battlegrounds.global
Twitch	twitch.tv/PUBG_Battlegrounds
TikTok	https://www.tiktok.com/@pubg.esports.official
Website	https://pubgesports.com/en

8. Match Schedule

A. EU Open Qualifiers

Each day of the PEC EU Open Qualifiers 2024 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.

PEC: Fall EU Open Qualifiers 2024 – – Tentative Match Schedule	
Match	Estimated Start Time*
Match 1	18:00
Match 2	18:40
Match 3	19:20
Match 4	20:00
Match 5	20:40
Match 6	21:20

*The times listed above are in CEST

B. MEA Open Qualifiers

Each day of the PEC MEA Open Qualifiers 2024 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.

PEC: Fall MEA Open Qualifiers 2024 – Tentative Match Schedule	
Match	Estimated Start Time*
Match 1	19:00
Match 2	19:40
Match 3	20:20
Match 4	21:00
Match 5	21:40
Match 6	22:20

*The times listed above are in TRT

C. EMEA Playoffs and Grand Finals

PEC: Fall Playoffs and Grand final 2024 times will be announced closer to the first playing day.

9. Map Order

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

A. Open Qualifiers

PEC: Fall EMEA Open Qualifiers Ro512-Ro32 2024 – Map Order						
Day	Match 1	Match 2	Match 3	Match 4	Match 5	Match 6
Match Day 1	Miramar	Miramar	Taego	Rondo	Erangel	Erangel

PEC: Fall EMEA Open Qualifiers Ro16 2024 – Map Order						
Day	Match 1	Match 2	Match 3	Match 4	Match 5	Match 6
Match Day 1	Erangel	Erangel	Taego	Rondo	Miramar	Miramar
Match Day 2	Miramar	Miramar	Taego	Rondo	Erangel	Erangel

B. Playoffs

PEC: Fall Group Stage 2024 – Map Order						
Day	Match 1	Match 2	Match 3	Match 4	Match 5	Match 6
All Match Days	Miramar	Miramar	Taego	Rondo	Erangel	Erangel

PEC: Fall Last Chance 2024 – Map Order						
Day	Match 1	Match 2	Match 3	Match 4	Match 5	Match 6
Match Day 1	Erangel	Erangel	Taego	Rondo	Miramar	Miramar
Match Day 2	Miramar	Miramar	Taego	Rondo	Erangel	Erangel

C. Grand Finals

PEC: Fall Grand Finals 2024 – Map Order						
Day	Match 1	Match 2	Match 3	Match 4	Match 5	Match 6
Match Day 1	Miramar	Miramar	Taego	Rondo	Erangel	Erangel
Match Day 2	Erangel	Erangel	Taego	Rondo	Miramar	Miramar
Match Day 3	Miramar	Miramar	Taego	Rondo	Erangel	Erangel

10. Roster Rules

- Each team will be required to register four (4) Players, these four (4) Players are considered their “Core Players”. Teams can also register one (1) optional "Coach" and one (1) optional “Manager”. The Coach acts as a substitute for its team. **Please note: no player and/or coach and/or manager additions and/or replacements will be allowed after the roster submission deadline.**
- Prior to the first Match of each day, Teams may decide to utilize their Coach as a “Substitute Player” for that day. Once the first Match of the day begins, Teams must play with the same roster for the remainder of that day.
- Each Team must designate one (1) individual as its representative when completing the registration process (“Team Representative”). The Team Representative will be responsible for all Team communications with Administration. Administration may rely upon any communications from the Team Representative as being made by all owners or Players of the Team. A Team may not change its Team Representative during a Competition without Administration’s prior written approval.
- The use of unapproved Players or Substitutes is strictly prohibited.

***Note:** A Coach cannot be a player who has participated for any other team in any region during that Competition Phase. The Competition Phase is the full period of the PEC competition duration, from September 10, 2024 to October 6, 2024.

Regardless of the situation, all Rosters must comply with the Player and Team Eligibility Requirements as mentioned in Section 2 and 3 of SUPER, respectively.

11. General Rules

A. Server Utilization

During the PEC Open Qualifiers 2024 the early Round matches will be played on the Live Server Client. From PEC Open Qualifiers 2024 Round of 16 onwards, matches will be played on the Esports Server designated by Administration. All players will be informed in advance for necessary downloads and installations.

The primary communication channel is via the official tournament [Discord Server](#).

B. Live broadcast

Any Tournament matches can be chosen to be broadcasted by the tournament organizer or partners. Live broadcasts will be organized on different platforms and will be distributed via different media sources.

a) Rights

All broadcasting rights of PEC are owned by Clutch Group and KRAFTON, INC. This includes but is not limited to: video streams (e.g. PoV streams), radio streams, live observing, replays, demos, or TV broadcasts.

b) Personal broadcasts

Players or casters are not allowed to broadcast their own or selected matches without prior approval of the tournament organizer.

c) Protection of the rights

The tournament organizer has the right to protect its own products created during or after the tournament from rebroadcast or unauthorized usage in post-production.

d) Agreement

Each participant or team member agrees that their personal data can be used in tournament promotion for advertising purposes, including but not limited to, in the official or affiliated partners broadcast. Players cannot refuse to take part in the broadcasted match and cannot choose in what manner or style

the broadcast is made, or withdraw their consent on their personal data processing during the Tournament.

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.
- Participants must have an active and eligible PUBG account. Players with a game ban of longer than seventy-two (72) hours, on any of their accounts, 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 Competition 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 Competition 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
 - 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) and a pro-player 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 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 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. Slot holder

a) Definition

The PEC slot will be owned by teams who meet the following criteria:

- have been invited directly;
- have qualified through regional qualifications.

b) Duration

Slots will be given to the owners only for the duration of a single PEC Tournament.

c) Team Slot

If players are contracted under a legal entity, who is acting as the team representative, then ownership of the slot is under control of this legal entity.

Legal entity that already has a slot in a tournament cannot sign a team/players who has started participating in this tournament. Participation is considered from the first match played in the tournament.

If players are not represented by any legal entity - the slot will be given to the actual team, where the team leader will be the designated contact person, in case the team didn't provide another person for this role (manager or player).

This person will be responsible for keeping the team in order, and holding all questions regarding team account submitting and maintenance, but in such a case the right to the license can only be sustained if 3 out of 4 players that actively played in the last stage(s) of the qualification stay in the team (temporary replacements are not taken into account). The contact person is a representative of the team who is responsible for all actions and commitments of the team.

d) Team ownership

Each organization and its legal entity can only acquire one slot per tournament (including its qualifiers).

Therefore it is not allowed for a squad to participate in a PEC tournament or qualifier if:

- Another squad of the same organization has been invited or qualified for the Tournament.
- Another squad of the same organization has been invited or qualified for the Tournament In any other region.
- Another squad of the same organization has signed up for the same qualifier.

Such squads or one of these squads can be disqualified without prior notification from any stage of the tournament.

The players and teams are required to affirm that they have no business entanglement (including, but not limited to, shared management, shared ownership of entities, licensing, and loans) with any other participating team or its players. If you have an agreement or business arrangement that you think may be of concern, then please reach out to the Tournament organizer team for further discussion.

e) Withdrawal of a slot

Clutch Group and KRAFTON, INC. reserves the right to withdraw or deny slot ownership from any participant if owners breach the guidelines and/or rulebook set out by the organizer.

F. Confidentiality

All dialogues between the tournament organizer representatives and players or team representatives, by any communication channels, are deemed strictly confidential. The publication of such material is prohibited without written confirmation from the PEC Head Admin.

Each Participating Team shall treat the information contained within and/or in connection with participation in the Tournament (including related communications including payment percentages or amounts) as KRAFTON's confidential information ("Confidential Information"), and will not disclose such Confidential Information to any third party (including by means of social media such as Twitter, Facebook, Discord, or similar media or public forums) unless:

- KRAFTON pre-approves such disclosure in writing,
- Such Confidential Information is already public at the signing of this Agreement,

- Each Participating Team is required to disclose such Confidential Information pursuant to a state authority body's order.

G. Media obligations

During the event, teams are obligated to provide at least one person for the after-match interview requested via browser or other resource with use of the camera, which will be provided to the team representative.

The participants will receive the media schedule beforehand to be informed about the nature, duration and times of any activities.

Missing or canceling obligated activities that were confirmed beforehand by the team may result in penalty points for the team.

Teams or their representatives are obligated to join remotely for any media activities scheduled by the organizer. Each team will be notified prior to any media activities scheduled for them during the tournament.

During the playoffs and grand finals of the PEC event every team is required to nominate one player for the aftermatch interview. The Interview is conducted in English and with the use of a camera (web camera or smartphone camera).

H. Countries

This is the list of all eligible countries within the respective tournament region required to participate in PEC: Fall EMEA Open Qualifiers 2024:

Europe (EU)				
Albania	Andorra	Armenia	Austria	Azerbaijan
Belarus	Belgium	Bosnia and Herzegovina	Bulgaria	Croatia
Cyprus	Czech Republic	Denmark	Estonia	Finland
France	Germany	Greece	Georgia	Hungary
Iceland	Ireland	Italy	Kazakhstan	Kyrgyzstan
Latvia	Liechtenstein	Lithuania	Luxembourg	Malta
Moldova	Mongolia	Monaco	Montenegro	Netherlands
North Macedonia	Norway	Poland	Portugal	Romania
Russian Federation	San Marino	Serbia	Slovakia	Slovenia
Spain	Sweden	Switzerland	Tajikistan	Turkmenistan
UK of GB and Northern Ireland	Ukraine	Uzbekistan	Vatican	

Middle-East and Africa (MEA)				
Angola	Afghanistan	Algeria	Bahrain	Benin
Botswana	Burkina Faso	Burundi	Cabo Verde	Cameroon
Central African Republic	Chad	Comoros	Congo	Côte D'Ivoire
Democratic Republic of the Congo	Djibouti	Egypt	Equatorial Guinea	Eritrea
Eswatini (Swaziland)	Ethiopia	Gabon	Ghana	Guinea
Guinea Bissau	Iran	Iraq	Israel	Jordan
Kenya	Kuwait	Lebanon	Lesotho	Liberia
Libya	Madagascar	Malawi	Mali	Mauritius
Morocco	Mozambique	Namibia	Niger	Nigeria
Oman	Pakistan	Qatar	Rwanda	Sao Tome and Principe
Saudi Arabia	Senegal	Seychelles	Somalia	South Africa
South Sudan	Syria	Sudan	Tanzania	Togo
Tunisia	Türkiye	UAE	Uganda	Yemen
Zambia	Zimbabwe			

I. 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.

J. Violations of Rules & Regulations / Punishments

Participants who fail to abide by these official rules or Code of Conduct in SUPER 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.

K. Platform Rules

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

12. Pre-Match

A. Hardware, Software and Internet Connections

When a team is preparing to play in the tournament, they should be prepared to begin the match immediately. All hardware, software and Internet issues should be solved by the player prior to match

start. If any technical issues arise, matches will not be restarted or delayed (exceptions apply - please read below).

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 match start. Hosts will not wait for players to adjust settings or hardware before starting matches.

B. Punctuality

It is the teams' responsibility to ensure they are ready in 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.

C. Voice servers

The organizer can request access to the team server for voice communication during the matches. The organizer has the right to be present in this channel for monitoring purposes and allowed to record the voice channel communication for the media purposes. The organizer may require your team to join a voice channel for communication monitoring purposes on the PEC Fall official Discord.

13. 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 (exceptions apply - please read below). A match has officially started once 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 15% of 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.
- There's a mistake in the server settings. In this rematch all teams will participate.

- All players disconnected simultaneously from the server, except 1 team. This rule only applies if 3 or more teams were alive at the moment of disconnection. In this rematch only players who were alive at the moment of disconnection will participate. In case there were 16 or less alive players, the rematch will be played with these players with blue zone settings starting from Phase 4. The first zone will be visible when the plane takes off*

*Only for Playoffs and Grand Finals

The above can be overruled by the lobby host if they see 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.

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 game ban of longer than seventy-two (72) hours, on any of their accounts, 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.

14. Post-Match:

A. Result

Official results will be posted on the website and tournament 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 14B.

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 the Administration within one (1) hour of the completion of the match day in which the dispute pertains. The statement, at its minimum, must explain the Disputing Party's dispute and basic details of the situation.

2. Based on the situation, the Administration will determine if the dispute is clearly addressed by the Rules. If so, the dispute will be addressed accordingly. If not, the Administration will take necessary steps to establish a fair and judicious ruling on the manner.
3. The ruling on the dispute must be decided prior to the following match day, or before the Finals 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.

D. Tiebreakers

a) Open Qualifiers

For Open Qualifiers, we adhere to the S.U.P.E.R rules which can be found in this [Link](#).

b) Playoffs Group Stage

For the Playoffs Group Stage, the tiebreakers are the following

Accumulated point

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

c) Playoffs Last Chance + Grand Final

For Playoffs Last Chance and Grand Final we adhere to the S.U.P.E.R rules which can be found in this [Link](#).

15. 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 KRAFTON, 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 KRAFTON 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, 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 the 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 Krafton 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. Krafton 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 Krafton;
- communicating with such individuals to answer their questions about the Competition; and
- communicating with prize winners and arranging delivery of their prizes.

Krafton may conduct the foregoing activities through third parties. In addition, Krafton 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 Krafton or such third parties as provided herein. Krafton complies with applicable laws that meet internationally accepted standards.

Annex A

Prize pool and payment procedure

A) Payment procedure

All prize payments will be done within 90 days after the Tournament finishes depending on that Participants provide prize money payout information described below.

Participants shall be eligible to receive prize money based on their final placement in the Tournament, provided Participants further satisfy all of the following conditions (“Payment Conditions”) within three (3) months from the date of conclusion of the Tournament:

1. Participants shall provide tournament organizer an executed Tournament Participation Agreement (“TPA”) in form required by tournament organizer;
2. Participants shall provide the tournament organizer (Clutch Group) an invoice for the prize winnings. Note: An account should be maintained at a financial institution that is not subject to any regulatory restrictions or sanctions imposed by any applicable jurisdiction, including, but not limited to, the following: the European Union or its member countries, Ukraine, the United States of America, and the Republic of Korea.
3. If Participants are unavailable to invoice their prize winnings, Clutch Group will work with Participants to find a solution for prize money payment. Note: Participants' account should be maintained at a financial institution that is not subject to any regulatory restrictions or sanctions imposed by any applicable jurisdiction, including, but not limited to, the following: the European Union or its member countries, Ukraine, the United States of America, and the Republic of Korea.

If Participants, which are otherwise eligible to receive prize money based on their final placement in the Tournament, fail to satisfy or do not fulfill these Payment Conditions (to the satisfaction of tournament organizer and Krafton, Inc.) during the period specified above, including that the Payment Conditions are satisfied at the time of payment, the payment will be made with G-Coin in lieu of the prize money, the in-game currency for the Game, issued by Krafton, Inc.

In this case, the tournament organizer will contact a representative of each Participating Team to clarify the necessary details for the delivery of G-Coins.

Note:

The amount of G-Coins awarded will be equal to the amount of G-Coins that Participants would have been able to purchase with the prize money on the day of delivery of the G-Coins.

G-Coins will be awarded directly to the individual players rostered on each Participant eligible to receive prize money.

The conversion of prize money to G-Coins will be based upon the exchange rate from USD to G-Coins and the full price cost of G-Coins on the day the G-Coins are deposited into the Game account for each individual player rostered on a Participant eligible to receive prize money, as determined by Krafton, Inc.

Participants and each player on Participants' rosters further acknowledge and agree to:

1. Release tournament organizer and Krafton, Inc. of all claims related to its right to receive the prize money in the event Participants fail to satisfy or do not fulfill the Payment Conditions;
2. Indemnify tournament organizer and Krafton, Inc. for any damages, losses, liabilities, and expenses (including reasonable legal fees and costs) arising out of Participants' failure to satisfy the Payment Conditions;
3. Return any prizing if required by law; and
4. Bear the responsibility of handling all tax consequences relating to and arising from the Tournament.

B) PEC Grand Finals prize pool distribution

The PEC Grand Finals prize pool is distributed according to the final standings of the teams. The breakdown of prize money awarded is as follows:

- 1st place: \$12,000
- 2nd place: \$7,500
- 3rd place: \$6,000
- 4th place: \$5,000
- 5th place: \$4,000
- 6th place: \$3,200
- 7th place: \$2,500
- 8th place: \$2,000
- 9th place: \$1,500
- 10th place: \$1,200
- 11th place: \$1,100
- 12th place: \$1,000
- 13th place: \$900
- 14th place: \$800
- 15th place: \$700
- 16th place: \$600

Annex B

PUBG Global Championship 2024 (PGC 2024)

A. PGC 2024 Points & PGC qualifying event

PEC: Fall is one of three PGC qualifying events in EMEA. **PGC qualifying event** is the whole tournament (including its qualifiers) which awards PGC points after its end. **PEC: Fall** will award PGC points, based on the Grand Finals placements.

Placement	Points	Placement	Points
1	400	9	120
2	250	10	110
3	225	11	100
4	200	12	90
5	175	13	80
6	150	14	70
7	140	15	60
8	130	16	50

A total of 2350 points will be awarded at PEC: Fall Grand Finals. More detailed information about the PGC points for each PGC qualifying event can be found in this [link](#).

B. PGC 2024 Tiebreaker Rule

If there are two or more teams with the same amount of PGC points at the end of the competitive season, the tiebreaker will be the teams Grand Finals placements of the last competitive PGC qualifying event that awards PGC points.

For avoidance of doubt, this means if team A and team B have 250 PGC points, their respective placement in PEC: Fall Grand Finals will be used as the tie-breaker to determine their PGC 2024 rankings (if tied team A reached the Grand Finals and tied team B did not reach the Grand Finals, team A is granted the slot).

C. PGC 2024 Points holder

- a. If players are contracted under a legal entity, who is acting as the team representative, then ownership of PGC points is under control of this legal entity.
- b. If players are not represented by any legal entity, PGC points are under control of the roster, where the roster representative (or PoC) is the designated contact person for all PGC points matters. In this situation the right to PGC points can be sustained differently, depending on the current timeline:
 - i. Before or during the second to last PGC qualifying event, players need to keep 3 out of the 4 players who were assigned to the team main roster. E.g. if after the second PGC qualifying event the roster replaces more than one player, the team forfeits their PGC points.
 - ii. Before or during the last PGC qualifying event, players need to keep 4 out of the 4 players who were assigned to the team main roster. E.g. if after the last PGC qualifying event the roster replaces one or more players, the team forfeits their PGC points.

D. Transfer of PGC Points

- a. A legal entity has the right to transfer its PGC points to the players on its roster upon releasing the roster. This transfer must be confirmed immediately after the roster's release. Failure to do so will result in the legal entity retaining the points.
- b. When a legal entity releases its roster and transfers PGC points to the roster, the retention of these points by the players will depend on the timing of the release:
 - i. **Before or during the second-to-last PGC Qualifying Event:** The players must retain at least 3 out of the 4 players from the original main roster.
 - ii. **Before or during the last PGC Qualifying Event:** The players must retain all 4 players from the original main roster.
- c. Players without an organizational affiliation may sign with a legal entity, but by doing so, they transfer their accumulated PGC points to that entity. This transfer can only be finalized after the legal entity's first official match with the newly signed roster in the subsequent PGC Qualifying Event.

- d. If a legal entity already possesses PGC points, it will not combine points from multiple sources. Official confirmation of the transfer will result in the entity retaining only the higher of the two point totals.
- e. After the final PGC Qualifying Event, teams without an organization may only sign with a legal entity that did not participate in any previous PGC Qualifying Events in 2024. Additionally, legal entities may only sign the roster with PGC points that they previously released if they participated in PGC Qualifying Events during 2024.
- f. Any transfer of PGC points between the regions (EMEA, APAC, Americas, Asia) is strictly prohibited.

All PGC points transfer operations need approval and confirmation by KRAFTON, INC.

E. PGC 2024 Points forfeit cases

- a) Teams will forfeit their PGC points if the roster rules are not followed.
- b) If all the team's players receive a permanent ban from PUBG Esports, they forfeit all the PGC Points. If the team's players receive a temporary ban from PUBG Esports that does not extend to the PGC event time window, they are allowed to keep their PGC points and participate in PGC.
- c) In case only one player of the team receives a permanent ban from PUBG Esports:
 - If the team is unable to field a full roster, and not in violation of the roster rules, the team will retain all points
 - If the team is unable to field a full roster and/or is in violation of the roster rules, they will forfeit all points
 - 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

Annex C

Personal data rights and team IP licenses

Each of the Teams who participate in the Tournament (collectively – “Participants”) hereby declares, agrees and consents that:

- Referred to IP rightsholder and Personal Data:
 - The Team and each of the participants give their written consent to collect, use, disclose and process their personal data in accordance with General Data Protection Regulations (GDPR), Regulations (EC) 2016/679), and other applicable international regulatory / local acts and directives in the field of personal data protection, which may include, but is not limited to: name, surname, pseudonym, sex, passport data, registration at the place of residence and actual address, citizenship, date and place of birth (day / month / year), qualification information, communication numbers, electronic identification data (IP address, hardware ID, telephone, email, logins, pseudonyms), images of persons in any forms, such as photos, videos, etc., biographical materials, voice and / or similarity, for the purposes outlined below:
 - or organization, broadcast, advertising and promotion of the “Tournament”, e.g. creation of Tournament Content and its distribution (broadcast) on television, satellite, on different platforms in the Internet, creation and placement of promotional and marketing materials for the promotion of goods and services to the Tournament Content) - full name, sex, place of residence, qualification information, nicknames, images, photos, videos, electronic identificational data (IP-addresses, e-mails, logins), communication numbers, biographical material;
 - for the organization of logistics and accommodation (buying tickets, hotel reservations, identifying me as the player of the squad) - participants full name, sex, passport data, date and place of birth (day/month/year), registered and actual address, citizenship, communication numbers;
 - for payment of Tournament prize money, according to the Tournament Rules (applicable for the Team’s Representative) participants (or) Team representative’s full name, bank details. Team and each of Team participants give their consent to transfer their personal data between entities that belong to the Organizer (sponsors, strategic partners, affiliates, agencies, licensors, licensees, successors and stewards, in connection with Tournament) around the world, located in countries, which ensure an adequate level of protection of personal data on their territories in order to ensure the realization of civil and economic and legal relations, settlements, tax accounting, for contractual relations and communication with state authorities, counterparties as well as for other purposes which do not contradict the applicable legislation and conform to the purposes of processing as specified above for each particular category of Team and participants personal data.

In connection with the Team appearance at and participation in the Tournament, the Team confirms, warrants, conveys and is obliged to provide that the Team and each of the players in the Team membership jointly and severally, give to Clutch Group (hereinafter referred to as Organizer) and its affiliates (collectively- Administration), a royalty-free, fully paid-up, perpetual, non-exclusive right and license, worldwide, in any and all manner and media now or hereafter devised, in each case for the sole purpose of promotion of the Tournament, to:

- i. filming, photographing, audio recording made by Clutch Group at the Tournament and during the Tournament Period: name, nickname, pseudonym, Team player separately as well as Squad of the Team, picture, biographical material, voice and/or likeness and to use the same in any manner or media now or hereafter known, in connection with the Tournament, and the advertising and promotion thereof, including, without limitation, in all forms of television, online, radio and other advertisements, promotions and publicity materials for the Tournament (collectively “Materials”);
- ii. broadcast, reproduce, distribute and exhibit such “Materials” and/or recordings of the Tournament and/or the Materials, in any manner whatsoever, by any and all means, media, devices, processes and technology now or hereafter known;
- iii. edit, modify, adapt, make derivative works from any of the Materials;
- iv. use and display Team player’s names, Team name (including all professional Team player’s names, Team names, Team player’s tags, Team players nicknames or aliases etc.), as well as image, likeness, biographical material, logos, and designs in connection with the exploitation of the Tournament, including the marketing and promotion thereof.

For the avoidance of doubt, the Team also hereby confirms, warrants, conveys and is obliged to provide that the rights granted herein include any and all necessary rights and licenses the Administration may need to effectuate the terms of the rights granted. Team hereby confirms and warrants that the Administration has the Team’s consent to use and incorporate any photographs, audio-only or audiovisual recordings in which the Team appears (including, without limitation, news, television and/or motion picture footage) and which are made by Clutch Group at the Tournament and during the Tournament Period, in any materials of the Tournament and/or in connection with the marketing, advertising and promotion thereof, as well as for historical documentation and/or archival purposes, including without limitation, on the Administration website as well as the Team’s consent and each of the players in the Team consent to hereby waive any right to any additional compensation therefor, including but not limited to, any excerpt and/or reuse fees and/or residual payments.

Team hereby confirms, warrants, conveys and is obliged to provide that the Team agrees to comply, and shall force its players and other personnel (e.g., players, managers, employees, contractors, etc.) to

comply with these rules and regulations of the Tournament, and to observe and comply with all written instructions of the Tournament and/or its designees regarding the Tournament and participation in the Tournament, including, without limitation, instructions regarding access to, and secure use of, any related facilities, hardware, software and equipment.

The team confirms, warrants, conveys and is obliged to provide that the Team acknowledges that, in order to maintain the integrity of the Tournament and to ensure mandatory attendance in the Tournament, the Administration may impose a fine, suspension, disqualification, or other disciplinary action, all as provided in the Regulations.

Notwithstanding aforementioned, all and any actions (directly or through representative) of the Participant(-s) according to and in connection with hereto, shall be treated as implied consent with all rules hereof until it is proven otherwise according to applicable legislation.

Not limited to the foregoing, Participating Team hereby grants to KRAFTON a worldwide, non-exclusive, perpetual, transferable, and irrevocable right and license (with the right to sublicense) to reproduce, modify, distribute, publicly display, publicly perform, create derivatives, commercially exploit, and otherwise use the Logo(s) in connection with:

- broadcast, rebroadcast, transmit or retransmit any competition of the Team Name in any languages, platforms and mediums of KRAFTON, INC. choosing, whether live or recorded, during the Term;
- the commercialization, marketing, advertising, and promotion of the Team Name, the Game and any esports program that features the Game; and
- the commercialization, marketing, advertising, and promotion of future PUBG esports competitions, whether or not Participating Team is participating.

If the approval or consent of any other person or entity is required in order to grant the rights and licenses set forth herein, Participating Team shall be solely responsible for obtaining such consent or approval at its sole cost and expense. For clarity, KRAFTON will have no duty to exploit the license rights granted herein.

As between the parties, KRAFTON (and its licensors, where applicable) shall exclusively own all right, title, and interest, including all related intellectual property rights, in and to the designs (excluding the Logos incorporated or used therein), Event Items, the Game, any esports program that features the Game and any suggestions, ideas, enhancement requests, feedback, recommendations or other information provided by Participating Team relating to the foregoing.

As between the parties, KRAFTON (and its licensors, where applicable) shall exclusively own all rights, titles, and interests, including all related intellectual property rights, in and to the broadcasts, feeds, content, designs, and any other audio and/or visual works created, made or produced by KRAFTON or in

collaboration with others, during and after the Term with regards to this Tournament and any future esports competitions.

“Participating Team IP” means Participating Team’s intellectual property which already exists as of the time of this Agreement or which is created independently of this Agreement and/or independently of Tournament/Tournament content (including, without limitation, the Materials, Participating Team’s name and logo, and Participating Team members’ gamertags) and which is provided by Participating Team to KRAFTON or Clutch Group for use in connection with the TPA or this rulebook. Notwithstanding anything to the contrary contained herein or in the TPA, KRAFTON and Clutch Group may solely use the Participating Team IP:

- during the Term, for the the broadcasting, streaming, advertising, promotion and commercial exploitation of the Tournaments, and
- after the Term to the extent that the Participating Team IP is incorporated and/or exploited in the applicable media during the Term, and for internal and historical purposes, provided that the Participant Team IP is not used to imply any form of direct endorsement of any party by the Participating Team or the Participating Team’s members in these circumstances.
- For the avoidance of doubt, the “Term” shall commence on the date of execution of the TPA and shall be valid until the end of the final PEC phase, unless the TPA is terminated earlier in accordance with the terms therein.