



PUBG CONTINENTAL SERIES

PCS3 NA Group Stage & NA Challenger Series 3
Tournament Rules



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1. Introduction

Given the current COVID-19 situation across the globe, PUBG has recalibrated their global program to be conducted completely online. Instead of the offline PUBG Global Series, the PUBG Continental Series (“PCS”) will provide players and organizations a way to continue to participate in high-level online regional competitions while staying safe and healthy.

The program will include four (4) major regional events under the PCS brand held in May, June, August and October/November 2020 across four (4) regions with a total prize money of \$3,200,000. Those four (4) regions include Asia (consisting of Korea, Japan, China and Chinese Taipei), Asia Pacific (consisting of Southeast Asia and Oceania), Europe and North America.

Following the success of PUBG Continental Series 1 & 2 (PCS1 & PCS2), the next installment of the PCS will be the PCS3 NA Group Stage. The PCS3 NA is structured the same as the previous PCS events where teams in the PCS3 NA Group Stage will compete for a prize pool of \$50,000 and a place in the PCS3 NA Grand Final, which will have a prize pool of \$200,000. A semi-pro circuit will run alongside the PCS3 NA Group Stage called the NA Challenger Series 3. Similar to phase 1 and 2, the NA Challenger Series 3 will culminate with the NA Challenger Cup 3 which will pit the top Challenger Series teams against the bottom PCS3 NA Group Stage teams for a Promotional event. (Hereinafter, PCS3 NA Group Stage and NA Challenger Series 3 will jointly be referred to as “Competitions”.)

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”). Any interpretations, conflicts, or contradictions between the Competition Rules and SUPER, or any other policy related to a Competitions, may be clarified or determined in good faith by PUBG.

3. PCS NA Competition System

To qualify for the PCS3 NA Grand Final, teams must qualify through the PCS3 NA Group Stage. The PCS3 NA Group Stage, will be a twenty-four (24) team competition. The twenty-four (24) teams are divided into three (3) groups of eight (8) teams (A, B & C) and will compete for a prize pool of \$50,000 and a place in the PCS3 NA Grand Final. The PCS3 NA Grand Final will have a prize pool of \$200,000.

The PCS3 NA Group Stage will consist of three (3) weeks of play, each week consisting of three (3) days and five (5) matches each day, for a total of forty-five (45) matches and each team playing in thirty (30). The top sixteen (16) teams at the end of the three (3) weeks of play will qualify for the PCS3 NA Grand Final. The bottom eight (8) teams will face relegation in the NA Challenger Cup 3 against the top eight (8) teams from the NA Challenger Series 3.

The NA Challenger Series 3 will consist of a sixty-four (64) team open qualifiers, spread over three (3) 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 will move onto the NA Challenger Cup 3 to compete against the bottom eight (8) teams from the PCS3 NA Group Stage for a prize pool of \$15,000 and a chance to compete in future pro-tier competitions (details to be disclosed at a later time).

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 all Hosts. The Hosts will escalate any issues to the Host Lead or Overseer when the Host cannot resolve the issue alone. Before, during, between, or after matches, Participants may request clarification on rulings made by a 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. PCS3 NA Group Stage

A. Basic Information

The PCS3 NA Group Stage will consist of twenty-four (24) teams in groups of 8 (A, B & C) competing over nine (9) days with five (5) matches per day. The dates and details are as follows:

PCS3 NA Group Stage – Basic Information	
Event Name	PCS3 NA Group Stage
Week 1	October 2-4, 2020
Week 2	October 9-11, 2020
Week 3	October 16-18, 2020
PCS3 NA Grand Final	To be announced
Competition Platform	GLL
Number of Teams	24
Team Roster Submission Date	September 25, 2020 at 11:59pm PT
Prize Money	\$50,000

PCS3 NA Group Stage – Social Media and Website Information	
Official Hashtags	#PCS3 #PCS3NA
YouTube	youtube.com/pubgesports (Week 3 only)
Instagram	instagram.com/pubgesports
Twitter	twitter.com/pubgesports
Facebook	facebook.com/pubg (Week 3 only)
Twitch	twitch.tv/PUBG
TikTok	Tiktok.com/@pubg.esports.official (Week 3 only)

Website	na.pubgesports.com
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B. Qualification

A total of twenty-four (24) teams will be participating in the PSC3 NA Group Stage. Sixteen (16) teams qualified by making it to the PCS2 NA Grand Final. The remaining eight (8) spots were filled by the top eight (8) teams from the NA Challenger Cup 2 which was held from August 15-16, 2020.

C. Format

The PCS3 NA Group Stage will consist of twenty-four (24) teams, these teams will be divided into three (3) groups (A, B & C) of eight (8) teams based on their placement in the PCS2 NA Grand Final and NA Challenger Cup 2. The PCS3 NA Group Stage will be held over three (3) weeks, each week consisting of three (3) days with five (5) matches each day, for a total of forty-five (45) matches, each team playing thirty (30). The top sixteen (16) teams will be determined by the highest scoring teams over the forty-five (45) matches, using the scoring system outlined in SUPER.

D. Group Draw

All twenty-four (24) teams in the PCS3 NA Group Stage will be seeded into Group A, Group B, or Group C. Their seed will be determined by their placement in the PCS2 NA Grand Finals or the NA Challenger Cup 2.

A breakdown of the draw are as follows:

PCS3 NA Group Stage – Group Draw		
Group A	Group B	Group C
PCS #1	PCS #2	PCS #3
PCS #6	PCS #5	PCS #4
PCS #7	PCS #8	PCS #9
PCS #12	PCS #11	PCS #10
PCS #13	PCS #14	PCS #15
CC #2	CC #1	PCS #16
CC #3	CC #4	CC #5
CC #8	CC #7	CC #6

*PCS = PCS2 NA Grand Final
 *CC = NA Challenger Cup 2

E. Match Schedule

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

PCS3 NA Group Stage – Weekly Matchups									
	Week 1			Week 2			Week 3		
	Friday 2 October	Saturday 3 October	Sunday 4 October	Friday 9 October	Saturday 10 October	Sunday 11 October	Friday 16 October	Saturday 17 October	Sunday 18 October
Group #1	Group A	Group B	Group A	Group B	Group A	Group A	Group A	Group A	Group B
Group #2	Group B	Group C	Group C	Group C	Group C	Group B	Group C	Group B	Group C

Each day of the PCS3 NA Group Stage 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.

PCS3 NA Group Stage – 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

**The times listed above are in PT*

F. Map Order

The map order for each day of the PCS3 NA Group Stage is listed below. Within each Week, the Map Order will stay the same for each Match Day.

PCS3 NA Group Stage – Weekly Map Order					
	Match 1	Match 2	Match 3	Match 4	Match 5
Week 1	Erangel	Erangel	Erangel	Miramar	Miramar
Week 2	Miramar	Miramar	Miramar	Erangel	Erangel
Week 3	Erangel	Erangel	Erangel	Miramar	Miramar

G. Prize Pool

PCS3 NA Group Stage will have a total prize pool of \$50,000. The prize pool breakdown is shown on the following page.

PCS3 NA Group Stage – Prize Pool Breakdown	
Placement	Amount
1	\$5,000
2	\$4,000
3	\$4,000
4	\$4,000
5	\$3,000
6	\$3,000
7	\$3,000
8	\$3,000
9	\$2,500
10	\$2,500
11	\$2,500
12	\$2,500
13	\$2,000
14	\$2,000
15	\$2,000
16	\$2,000

In addition to the \$47,000 listed above there is a \$500 cash bonuses for the following achievements:

- \$500 each to the players with the high kills, assists, knocks, and damage
 - TB#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)
 - TB#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).
 - TB#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.
- \$500 to the team with the most chicken dinners
 - TB#1 - The team with the most placement points
 - TB#2 - The team with the highest kill chicken dinner
- \$500 will go to the tournament MVP who will be determined by popular vote. If votes are tied, the money will be split between winners.

H. Roster Rules

Each team may have up to five (5) players on the team roster for the complete PCS3 NA Group Stage (“Team Roster”). The Team Roster is due Friday, September 25, 2020 at 11:59 PM PT and is locked upon submission. A team will not be allowed to add a player beyond the Team Roster deadline. For purposes of clarity, if a team does not add a fifth by the deadline, they will forfeit their right to add a fifth player to

their roster. In any situation that one of their four players are not available, whether an emergency or not, they will not be eligible to add a substitute or fifth player beyond the deadline.

Each team must select four (4) players to be on the roster that will participate in that week’s matches (“Active Roster”). The Active Roster must be submitted by the Wednesday 11:59 PM PT of each week through the Google Form link that will be provided on the PCS Discord Channel by the Administration.

Upon submission, the Active Roster will be locked. Substitutions or roster changes may be allowed only in emergency circumstances per the sole discretion of the Administration and the substituted player must have been included in the Team Roster. The use of unapproved players or substitutes is strictly prohibited.

PCS3 NA Group Stage – Roster Submission Deadlines	
Team Roster	Friday, September 25, 2020 at 11:59 PM PT
Week 1 – Active Roster	Wednesday, September 30, 2020 at 11:59 PM PT
Week 2 – Active Roster	Wednesday, October 7, 2020 at 11:59 PM PT
Week 3 – Active Roster	Wednesday, October 14, 2020 at 11:59 PM PT

For a team to keep their earned spot in the PCS3 NA Group Stage, the team must fulfill certain roster requirements based on their roster from their qualifying event (e.g. PCS2 NA Grand Final or NA Challenger Cup 2).

- For teams who qualified through PCS2 NA Grand Final:
 - Must keep at least 50% of their roster from PCS2 NA Grand Final.
 - If the team had 5 members, they must keep at least three (3) out of five (5) players.
 - If the team only had 4 members and the team splits into two (2) teams of two (2) 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 (2) of the 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, so long as at least (2) of the players remain on the roster.
- For teams who qualified through the NA Challenger Cup 2:
 - Must keep at least 50% of their roster from NA Challenger Cup 2, i.e. team must keep at least 2 members.
 - If the team splits into two (2) teams of two (2) 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 (2) of the 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, so long as at least (2) of the players remain on the roster.

- *Note:* If any team has a question on this rule, please reach out to the Administration.

Regardless of the situation, all Rosters must comply with the Player and Team Eligibility Requirements as mentioned in Section 7A and 7B, respectively.

I. Server Utilization

All PCS3 NA Group Stage matches will be played on Esports Server designated by Administration. Same will be informed to players in advance for necessary downloads and installations.

All PCS3 NA Group Stage teams/players are required to be in the PCS 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.

J. 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
- 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.

6. NA Challenger Series 3

A. Basic Information

The NA Challenger Series 3 will consist of sixty-four (64) teams, competing across three rounds, with two (2) days per round and six (6) matches per day, for a total of twelve (12) matches per round. The dates and details are as follows:

NA Challenger Series 3 – Basic Information	
Event Name	NA Challenger Series 3
Round of 64 dates	September 30-October 1, 2020
Round of 32 dates	October 7-8, 2020
Round of 16 dates	October 14-15, 2020
NA Challenger Cup 2	October 24-25, 2020
Competition Platform	GLL
Number of Teams	64 teams
Registration Deadline	September 25, 2020 at 23:59 PT
Prize Money	N/A

NA Challenger Series 2 – Social Media and Website Information	
Official Hashtag	#NAChallengerSeries
Instagram	instagram.com/pubgesports
Twitter	twitter.com/pubgesports
Facebook	facebook.com/pubg
Twitch	Community Casted
Website	na.pubgesports.com

B. Qualification

A maximum of sixty-four (64) teams will be participating in the NA Challenger Series 3, an open qualifier.

C. Format

The NA Challenger Series 3 will consist of sixty-four (64) teams and be held across three (3) rounds, each round consisting of two (2) days and six (6) matches per day, for a total of twelve (12) matches per round. The top eight (8) teams will be determined by the highest scoring teams, using the SUPER scoring method, over the twelve (12) matches each round.

NA Challenger Series 3 - Advancement Details			
Round	Teams	Teams Advanced / Lobby	Total Advanced
Round of 64	64	Top 8	32 Teams
Round of 32	32	Top 8	16 Teams

Round of 16	16	Top 8	8 Teams
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Note: The Administration reserves to right to change the format based on the number of registered teams. This includes an increase in the number of teams per lobby if there is interest beyond 64 teams. Any changes will be communicated to the teams in advance.

D. Match Schedule

Each day of the Competition 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.

NA Challenger Series 3 – 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 PDT*

E. Map Order

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

NA Challenger Series 3 – 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

F. Roster Rules & Registration

The Competition will be open to the first 64 teams who register [here](#).

By registering on the above-mentioned site, the rosters are locked, and no substitutions are allowed. Registered teams agree to all the rules and regulations contained within this Rulebook and by the Standard & Universal PUBG Esports Ruleset (SUPER).

All Rosters must comply with the Player and Team Eligibility Requirements as mentioned in Section 7A and 7B, respectively.

G. Server Utilization

Ro64 and Ro32 will be on Live Server. Ro16 will be on Esports Server designated by Administration.

H. NA Challenger Cup 3

The NA Challenger Cup 2 will be played from October 24-25, 2020. The top eight (8) teams from the NA Challenger Series 3 will compete against the bottom eight (8) teams from the PCS3 NA Group Stage.

All NA Challenger Cup 3 teams/players are required to be in the PCS Player Discord server, team voice channels have been provided. Players must all be present in their provided voice channel 5 minutes before game start.

I. Prize Pool – NA Challenger Cup 3

NA Challenger Series 2 will qualify eight (8) teams to the NA Challenger Cup 3. While the NA Challenger Series 3 *does not have a separate prize pool*, the NA Challenger Cup 3 will have a total prize pool of \$15,000. The NA Challenger Cup 3 Prize Pool Breakdown is below.

NA Challenger Cup 3 – Prize Pool Breakdown			
Placement	Amount	Placement	Amount
1	\$1,500	9	\$500
2	\$1,500	10	\$500
3	\$1,500	11	\$500
4	\$1,500	12	\$500
5	\$1,000	13	\$500
6	\$1,000	14	\$500
7	\$1,000	15	\$500
8	\$1,000	16	\$500

- \$500 to the team with the most kills
 - TB#1 - Team with highest individual match of kills, across all matches in that round
 - TB#2 - Team with highest kills of the most recent match
 - TB#3 - If there are ties post TB#2, keep going backwards in matches (from most recent to earliest) and the first difference, the award will go to the team with highest kills.
- \$500 to the team with the most chicken dinners
 - TB#1 - Team with most placement points
 - TB#2 - Team with highest kills chicken dinner

7. General Rules

A. Player Eligibility

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

- No player shall be considered eligible to participate before his or her 18th birthday, defined as having lived 18 full years.
 - For PCS3 NA Group Stage – players must be 18 on or before October 2, 2020.

- For NA Challenger Series 3 – players must be 18 on or before September 30, 2020.
- No player can participate in both the PCS3 NA and NA Challenger Series 3.
- 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 do not 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

B. 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 do not 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.

C. Toxic Behavior

The Administration will not accept any toxic behavior by or towards any player 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.

D. 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.

E. Streaming

PUBG reserves exclusive rights for broadcasting and streaming for all its events. We do however allow people to personally stream their matches and games. If you decide to stream, we REQUIRE that you include “PUBG NA Challenger Series 3”, whichever competition is being streamed, in your streaming title and that you use a 10 min stream delay and sign up [here](#). Please note that you must use a 10-minute stream delay. Failure to sign up and follow all streaming policies may result in punishment.

F. Platform Rules

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

8. 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.

9. 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 does not 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 locate 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 are 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 and/or GLL the team will be disqualified from the tournament.

The Administration reserves the right to monitor any player 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.

10. Post-Match:

A. Results

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 10B.

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.

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, 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 of the PUBG Continental Series 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.