



PUBG Continental Series  
Europe #7

Official Rulebook and Regulations

The content of this rulebook  
is subject to change in  
accordance with the terms  
herein and intended for the  
recipients only

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# I. Introduction

## 1. Acceptance of the Rules

The PUBG Continental Series (hereinafter Tournament or PCS) is an official competition with its own rules and regulations.

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

The PUBG Continental Series Rulebook ("Rulebook") should be read and interpreted in conjunction with the Standard and Universal PUBG Esports Ruleset ("[S.U.P.E.R](#)"). S.U.P.E.R will supersede any conflict in rules or interpretations between the Rulebook and S.U.P.E.R.

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. Tournament participants

A Tournament official participant is a team or a player that is participating in a PCS competition. The teams and registered members are accountable for all penalties or rule violations registered members have made during the tournament.

One participant cannot be a part of more than one organization at the same time if the other is not recognized by the tournament organizer or allowed by the Head Admin of the Tournament.

## 3. Regional distribution

For the Tournament, the EMEA Region is divided into two subregions with its own competition phases.

List of subregions (hereinafter regions):

- Europe
- MEA

List of countries and their assigned regions see in [Annex A](#) of this document

## **4. Penalties**

### *a) Definition and rights*

Penalties are imposed on the team members and/or team representatives for any violation of the rules within the tournament length. They may be classified as caution, minor or major penalty points, disqualification from the match or the tournament. Participants will be informed about punishment by email or discord registered in the team profile and will be given time to appeal the decision. Communication regarding appeals should be between the slot owner or their assigned communication manager and the Head Admin of the tournament.

The tournament organizer has the right to enforce disqualification, and public statements about the decision will be made in the case of a rule violation.

### *b) Caution*

Caution penalties are given to the teams for minor violations such as not providing required information from the organizer, missing the media activities, failing to obey clothing restrictions during participation throughout the entire tournament. Repeated caution will result in the Warning penalty.

### *c) Warning penalty*

Warning penalty points may be given for incidents such as violation of rules of conduct or abusive language, repeated "Caution penalties", Unsound behavior (Openly threatening, blackmailing, humiliating others through chat). Every Warning penalty will result in 2 Total points deducted from the rankings of the team.

### *d) Disqualification*

Direct disqualification will happen only with the most severe rule violations such as, but not limited to, cheating, match-fixing, repeated failure to show up for the match, public image damage for the tournament organizer, violent behaviour, sexual, racial, religious or other harassment, faking the player by using someone's account and so on.

The disqualified participants could be banned from participating in any StarLadder events for a period up to 2 years depending on the level of violation.

Notwithstanding anything to the contrary contained herein or in the TPA, a Participating Team shall not be punished (including, without limitation, under this section of the rulebook) for reasons beyond the Participating Team's reasonable control (including, without limitation, server issues on KRAFTON, INC. or StarLadder side, such as but not limited to internet connection issues that were not reasonably foreseeable and preventable, etc.).

## **5. Official matches**

The term "Official matches" refers to matches that take place under the banner of PCS for any stage of the tournament.

## 6. Broadcast and the rights

Broadcast refers to official live showing of any match during the tournament on any platform the organizer decides to do so, in any of the tournament stages.

Tournament organizer has the rights to allow official broadcasts for any person or partners they deem necessary.

Teams cannot refuse to play in a match officially broadcasted by the organizer or partners.

## 7. Data rights

Every participant allows the use of personal data by the tournament organizer. Specific rules on providing and using team data are to be found in section ['6. f\) Personal Data rights'](#)

## 8. Tournament organizer

The PCS is organized by StarLadder and partners. StarLadder is operated by StarLadder Limited.

### Administration list

Name	Role	Contacts
Heorhi "yurkaaSL" Kashkin	Referee	h.hladkykh@starladder.tv
Yuri "Krum" Petrukhnov	Match Admin	y.petrukhnov@starladder.tv
Heorhii "MMW" Hladkykh	Players Communication	h.hladkykh@starladder.tv
Alexander "non1ck" Isaevsky	Head Admin	a.isaevsky@starladder.tv

## II. General

### 1. Rules and Regulations changes

StarLadder 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. StarLadder also reserves the right to make decisions on cases not covered by the current rulebook to prevent any breaching of fair competition and sportsmanship.

### 2. 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 StarLadder 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 PUBG'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:

- PUBG 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.

### **3. General responsibilities, agreements**

PCS administration takes responsibility on hosting all the stages of the tournament and providing information on time via the official communication channels of tournament organizer and the official site of the competition: [pubgesports.eu](http://pubgesports.eu)

The tournament organizer is not responsible for any information provided on 3rd party websites or resources.

The tournament organizer is not responsible for any agreements between individuals or teams, which can conflict with PCS rulebook and regulations, and will not allow them to take place.

### **4. 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 PCS are owned by StarLadder Limited 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.

Notwithstanding anything to the contrary contained herein or in the TPA, Participating Team may use KRAFTON, INC. and StarLadder Tournament-related content to perform hereunder, to promote the Tournaments, to create and use marketing materials in connection with the Participating Team's participating in the Tournaments, and in short video highlights of the Tournaments (no longer than thirty [30] seconds) for exploitation on the Participating Team's and Participating Team members' social channels; provided that Participating Team agrees to comply with all reasonable instructions from PUBG and StarLadder in connection with its use of such Tournament-related content.

## **5. Communication**

Communication between the tournament organizer and team representatives is specified in the rules. The official communication resources are email and the official tournament discord server, attached to the tournament page, if any other are not previously specified by the organizer in the email sent to players and team representatives.

### *a) Communication with the tournament organizer*

Any communication with tournament organizer by email or other means are considered confidential and cannot be publicly shared. All emails sent to the organizer or by the organizer are recognized as official messages and cannot be shared to third parties. The tournament organizer has the right to not to react to messages which were sent by an unofficial source of communication.

### *b) Communication with players*

Communication with players will be limited to the team official communication representative through the email and discord registered in the team profile.

## **6. Participation conditions**

The following conditions must be met in order to participate in the PCS.

### *a) Age restrictions*

All participants of PCS must be at least 18 years of age by their first game day.

### *b) Regional Limitations*

Teams and players are limited to participating only in one region.

### *c) Home region*

A player's home region is the region with the country that they hold a valid passport/ID from (meaning they are a citizen of this country), according to the regional distribution (see [Annex A](#)). If the player holds passports from more than one region - they will be counted as representative of the region that they participated in during the first match of the tournament. This decision will be final during the whole tournament.



For the team, the home region is determined by the majority of the players registered in the roster. If the team has the same number of region representatives in the roster (2+2), they can choose what region they are going to play for, and will no longer be able to participate in another regional qualification.

Qualifiers and invites for PCS are based on the majority of the lineup registered to a country or region. A team is only allowed to take part in the qualifiers for their respective home region which is determined by the teams' players' citizenship.

*d) Native roster policy*

A minimum of two players from the lineup present in the team match must have their home country in the region they are registered as participants.

Example: 2 out of 4 players in a team need to be from the Europe countries if the team is registered to the Europe qualifiers.

If two players are from one region and the other two players are from another region, the team can choose which region to represent by registering to the respective regional qualifier. Example: 2 players in a team are from Europe countries, and 2 players in the same team are from MEA countries. The team can choose to register for either Europe or MEA qualifier and this will determine the team's region at the tournament.

*e) Eligibility confirmation*

The tournament organizer reserves the right to ask any player, who is playing in the Tournament, at any stage of the tournament, to prove the regional participation eligibility and reserve the right to not allow players to continue participating in the tournament without the valid documents provided to the organizer.

*f) 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:

- for organisation, 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 StarLadder (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 StarLadder 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 StarLadder 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 PUBG 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:

- (a) 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;
- (b) the commercialization, marketing, advertising, and promotion of the Team Name, the Game and any esports program that features the Game; and
- (c) 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, PUBG will have no duty to exploit the license rights granted herein.

As between the parties, PUBG (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, PUBG (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 PUBG 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 PUBG or StarLadder for use in connection with the TPA or this rulebook. Notwithstanding anything to the contrary contained herein or in the TPA, PUBG and StarLadder may solely use the Participating Team IP

(i) during the Term, for the the broadcasting, streaming, advertising, promotion and commercial exploitation of the Tournaments, and

(ii) 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 PCS phase, unless the TPA is terminated earlier in accordance with the terms therein.

## **7. Players details and nicknames**

By request, players are required to send to the organizer all required information including but not limited to: full name, contact details, date of birth, address, email, phone number and photo.

The player’s nickname must meet the standards of morality and ethics, and must not contain any discriminating overtones, policies, or racial intolerance.

- Players are not allowed to use sponsors in their nicknames, advertise bookmakers, gambling resources or other sites. The tournament organizer may request to change the game nickname in case it contradicts the rules and regulations of the tournament.
- Players must use an appropriate and acceptable in-game name, and are responsible for changing their in-game name if the Tournament organizer will require such a change.

### *a) During the Open Qualifiers*

During the open qualification phase players use their own personal accounts.

### *b) During the Playoffs*

During the Playoffs of the tournament teams will be provided with special guidelines, which they will need to follow up with.

Team tag to be between 2~4 characters in capital letter and/or number.

Player nicknames are subject to approval by the administration. Administration reserves the right to deny the use of a player nickname and require a player nickname change for any

reason. Player nicknames must adhere to the following rules. Using alternative spelling to avoid compliance with the following rules is strictly prohibited.

- Players' nicknames may use any combination of uppercase and lowercase letters (A-Z), digits (0-9), underscores (\_), or hyphens (-). Players' nicknames may not include spaces. Players' nicknames may not exceed 12 characters.
- Players' nicknames may not include a sponsor name.
- Players' nicknames may not include any product name or description.
- Players' nicknames may not include any words that are purely commercial.
- Players' nicknames may not contain vulgarities or obscenities in any way.
- Player's nicknames must comply with the Code of Conduct.

The full nickname of the players should be less than 16 symbols.

## **8. Game accounts**

Each player needs to submit their GameID on the qualification platform or with the provided by organizer personal data collection method and cannot change the account until the end of the tournament, without official approval of the Administration.

A player who was previously banned by KRAFTON, INC. and/or StarLadder and whose ban-period has not expired on any of their accounts is not eligible to take part in the tournament. A banned player couldn't be registered as a coach of any team until the ban period has not expired.

The player understands that the organizer has the right to check any of their accounts and confirm that the player is eligible to take part in the tournament.

## **9. Team accounts**

### *a) Standards*

For the open qualification, the teams must create and submit a profile on the [starladder.com](https://starladder.com) platform.

For further stages, team representatives will be asked to provide all team data to the organizer, such as, but not limited to, team logo, team contacts, team information etc.

### *b) Team names*

The team name may not have any extensions or sponsorship additions.

The team name may only be used for one participating team and must be submitted before the roster deadline. If an organization has more than 1 roster, they have to determine which roster will represent them before the roster deadline.

### *c) Changes in Team accounts*

Any changes in Team accounts must be approved beforehand by StarLadder. In case of late notification before the actual start of the games, the organizer has the right to deny any change in the Team account.

## **10. Slot holder**

### *a) Definition*

The PCS 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 PCS 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 PCS 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.

*f) Withdrawal of a slot*

StarLadder 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.

## **11. Teams sponsors**

Team sponsors who can be identified as racist, pornographic, related to illegal drugs, adult/mature or non-ethical resources are not allowed to be presented on StarLadder events. Teams are not allowed to use sponsor's as part of the team name.

## **12. Roster changes and deadlines**

*a) Roster lock periods*

During the tournament period roster lock dates will be applied.

Teams playing open qualification:

- All team rosters participating in the open qualification will be locked from the start of the regional open qualification and until the end of PCS tournament season;
- MEA Qualifier start: 15.08, 19:00 Turkish time;
- Europe Qualifier: 18.08, 19:00 CEST time.

Teams invited to the Playoffs:

- All team rosters invited in the Playoffs will be locked from the start of the regional open qualification and until the end of PCS tournament season;
- MEA Qualifier start: 15.08, 19:00 Turkish time;
- Europe Qualifier: 18.08, 19:00 CEST time.
- All team rosters that earned slots in the Playoffs from Wildcard tournaments will be locked from the start of this Wildcard tournament.

*b) Roster changes*

Roster changes are allowed only during transfer periods before Roster Lock applies.

- Teams are allowed to change any amount of the players before Roster Lock applies;

In the case if during the tournament any of the players experienced technical, medical or other unpredictable issues, participants are allowed to ask for a short-term replacement:

- Short-term replacement, in a case of an absence that occurs due to a proven short-term issue such as illness or other of a player or more and therefore they can't play in full condition the team may invoke this rule to replace their incapacitated player(s) for matches of the day;
- For Open Qualifiers short-term replacement may be asked at least 2 hours before the first games of the day start.
- The replacement will have to be taken from the EMEA region;
- The team and team's representative are responsible for all actions made by approved by Administration temporary replacement.

- The replacement cannot be a player who has participated for any other team in any region during the tournament.
- The replacement will have to abide by the native roster ruling.
- Short-term replacement could be approved to become a permanent player of the team only by decision of the administration, in case of long-range medical problems of the replaced player.
- Teams are not able to add short-term replacements or change players without official approval of the Administration.

### **13. Match start**

#### *a) Punctuality*

Each team is required to be presented on the server/room/communication channel at least 15 minutes prior to the start of the match according to the schedule provided by the organizer. If the team is late for the scheduled time, they could receive penalty points.

#### *b) Not showing up*

Team which didn't show up for the match before the scheduled start won't receive any compensation.

#### *c) Match procedure*

The match will start on the scheduled time. Only the match admin can request a match start delay due to unforeseen issues or broadcast activities.

Ten minutes before the start of the match, on your match page will be listed the name and password of the lobby. Match page could be found in your profile.

- Each team will have 10 minutes to join the lobby. After 10 minutes, the game will start automatically and each player who was not able to join on time will miss this game without any compensation.
- Each player should turn on the "replay record" option in their client. In the case of the suspended tournament, the organizer can ask to provide a replay from a player or even the whole team. Players should save all replays at least 2 weeks after finishing each game.

#### *d) Match results*

Results of the match are considered confirmed by all parties if there is no protest submitted right after finishing.

### **14. Match protests**

#### *a) Definition*

A protest needs to be filed during a match for things like incorrect server settings, ineligible players on the server or other related issues. After the match, protests will be reviewed by the administration as soon as possible. A protest is the official communication between the parties and the admin. Team representatives are not allowed to share any of the dialogue,



decisions, people involved in the protests review, etc, without the permission of the organizer.

*b) Deadline for protest*

Protest can be submitted after the match within 10 minutes after it finishes. If the team protests about the result after the deadline, the organizer has the right to not to react to the protest.

*c) Filing the protest*

The protest must contain detailed information about why the protest was created. A protest may be declined if proper documentation is not presented. A simple „they are cheaters“ will not apply and will be denied by the organizer.

*d) Communication during the protest*

Communication from the team is only allowed to be made by one representative chosen by the players (team manager or team captain). Teams must confirm that they will act like professionals and will not abuse opponents or referees during dialogues between all parties.

*e) Decision on the protest*

Decisions on the protests are final and cannot be arbitrated.

## **15. Media activities**

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 main stage of the PCS event every team might choose one player for the aftermatch interviews. Interview is in English and with the use of the camera (web camera or smartphone camera).

## **16. Conflict of interests**

All participants agree and confirm that they don't have any conflict of interest before the start of the first match of the tournament for them. In case a participant is not sure how to consider certain situations he should contact the tournament organizer beforehand and receive confirmation of his eligibility to take part in the tournament.

# **III. Tournament qualification process**

## **1. Online qualifier**

All matches of the tournament will be played online.

*a) MEA regional qualification*

Open qualification dates:

- Registration starts: 28.07;
- Registration ends: 13.08, 19:00 Turkish time;
- Check-in starts: 11.08, 19:00 Turkish time;
- Check-in ends: 13.08, 19:00 Turkish time;
- Each Phase will be played in 2-days format and have 10 games in each (5 games per day).

#### Tournament Schedule

##### Phase #1 (All confirmed teams) -

- 15.08 - 16.08, 19:00 Turkish time.
- BO10. 5 Matches per day.
- Matches are starting 15 minutes after the previous finishes. 32 best teams from the overall table from this phase pass to Phase #2.

##### Phase #2 (32 teams) -

- 22.08 - 23.08, 19:00 Turkish time.
- BO10. 5 Matches per day.
- Matches are starting 15 minutes after the previous finishes.
- 7 best teams from the overall table from the last phase of the open qualification will qualify to the Playoffs.

#### *b) Europe regional qualification*

##### Open qualification dates:

- Registration starts: 28.07;
- Registration ends: 16.08, 19:00 CEST time;
- Check-in starts: 14.08, 19:00 CEST time;
- Check-in ends: 16.08, 19:00 CEST time;
- Each Phase will be played in 2-days format and have 10 games in each (5 games per day).

#### Tournament Schedule

##### Phase #1 (All confirmed teams) -

- 18.08 - 19.08, 19:00 CEST time.
- BO10. 5 Matches per day.
- Matches are starting 15 minutes after the previous finishes. 96 best teams from the overall table from this phase pass to Phase #2.

##### Phase #2 (96 teams) -

- 20.08 - 21.08, 19:00 CEST time.
- BO10. 5 Matches per day.
- Matches are starting 15 minutes after the previous finishes. 32 best teams from the overall table from this phase pass to Phase #3.

##### Phase #3 (32 teams) -

- 22.08 - 23.08, 19:00 CEST time.
- BO10. 5 Matches per day.

- Matches are starting 15 minutes after the previous finishes. 12 best teams from the overall table from the last phase of the open qualification will qualify to the Playoffs.

## **2. PCS Playoffs**

Teams are qualified to each region's PCS Playoffs by the following results:

- Teams are directly invited to the Playoffs;
- Teams qualified from this region's Open Qualifiers.

PCS Playoffs will be divided into 3 stages:

- Group Stage
- Elimination Stage
- Last Chance Stage

All matches of the tournament will be played online.

### *a) Group Stage*

Group Stage dates:

- 01.09 - 04.09, 18:00 CEST time.
- 2 lobbies of 16 teams.
- 6 games per day (24 in total).
- Matches start 5 minutes after the previous finishes.
- 4 best teams from each lobby will qualify for the PCS7 Grand Finals.
- Remaining teams proceed to the Elimination Stage.

### *b) Elimination Stage*

Elimination Stage dates:

- 08.09 - 10.09, 18:00 CEST time.
- 3 groups of 8 teams.
- 6 games per day (18 in total).
- Matches start 5 minutes after the previous finishes.
- 6 best teams from the Elimination Stage will qualify for the PCS7 Grand Finals.
- Bottom 2 teams eliminated from the Tournament and
- Remaining teams proceed to the Last Chance Stage.

### *c) Last Chance Stage*

- 11.09, 18:00 CEST time.
- 6 games.
- Matches start 5 minutes after the previous finishes.
- 2 best teams from the Last Chance Stage will qualify for the PCS7 Grand Finals.
- Remaining teams eliminated from the Tournament.

## **3. PCS Grand Finals**

Teams qualified for the PCS Grand Finals by following results:

- 4 best teams from each lobby (8 in total) from PCS Playoffs Group Stage.

- 6 best teams from PCS Playoffs Elimination Stage.
- 2 best teams from PCS Playoffs Last Chance Stage.

Grand Finals will be played during 2 weeks (end of September to Mid-October)

#### **4. Participant replacement**

In the situation that the organizer requires replacement on any stage of the tournament, slot will be transferred to the tournament organizer reserve, and will be given to the same region of the replaced participant.

In case of two or more teams have tied results, the tie will be solved by the organizer at their discretion according to other criteria such as better results in the qualifier groups, etc.

## **IV. Tournament structure**

### **1. Tournament stages**

The tournament is divided into 3 stages.

#### *a) Online open qualifications*

- Teams requirements:

All the open qualifications will be played online.

Each participant is required to be registered on the [starladder.com](http://starladder.com) tournament page, create the team profile and register in the appropriate regional qualifier. In the period specified on the tournament page teams will be required to check-in. Teams who did not press the "check-in" button during the period will not appear in the tournament bracket and would not be able to participate in the tournament.

- Open Qualifiers format:

#### Terminology

- Phase - Open Qualifiers will be divided into 2 or 3 phases. Each phase will consist of 10 rounds. A number of teams proceed to the next phase after the last round finishes in the current phase.
- Round - Name of the start of a certain number of matches at the same time.

**Each phase will have an overall standings table with all participating teams.**

Each phase will have 10 rounds with a determined amount of parallel matches in each round (depending on the number of participants in this Phase). Each match will have 15/16 teams included.

For each round's matches teams will be seeded in a balanced way. Each match will have teams from different parts of the overall standings table. Teams will play with different

opponents in each match. Information about each match's lobby name and password for teams will be on the website.

The main purpose for teams is to get more Total Points, to be higher in the overall standings table, than the other teams. After the last round is played, all teams' results will be counted in the overall standings table and places will be determined according to the [S.U.P.E.R Point Rule](#).

Europe Open Qualifiers will be played in 3 phases:

Phase #1:

After 10th Round will be played - 96 best teams from the overall table proceed to Phase #2.

Phase #2:

After 10th Round will be played - 32 best teams from the overall table proceed to Phase #3.

Phase #3:

After 10th Round will be played - 12 best teams from the overall table proceed to the Playoffs.

MEA Open Qualifiers will be played in 2 phases:

Phase #1:

After 10th Round will be played - 32 best teams from the overall table proceed to Phase #2.

Phase #2:

After 10th Round will be played - 7 best teams from the overall table proceed to the Playoffs.

Teams' earned points will reset after each Phase.

*b) Playoffs*

All Playoffs' matches will be played online.

Playoffs will be played in 3 stages:

Group Stage:

The 32 qualified or invited teams will be divided into 2 groups with the 16 teams each.

For the seeding process in this Stage, all teams will be ranked by their performance, where directly invited teams will have a higher seed based on their placements in PCS6, followed by the winners of the wildcard tournaments and after the teams that qualified from the Open Qualifiers, whose places in the Open Qualifiers will also be matter.

Group Stage will be played during 4 days. Each group will play 12 matches (6 matches per day).

Top 4 of each group will directly qualify for the PCS Grand Finals.

Remaining 24 teams (Bottom 12 of each group) proceed to the Elimination Stage.

#### Elimination Stage:

24 teams will be divided into 3 groups by 8 teams each.

For the seeding process in this Stage, all teams will be ranked by their placement in Group Stage, e.g. teams placed 5th in their groups will have a higher seed.

Elimination Stage will be played during 3 days. Groups will be combined each day (AB, AC, BC).

Top 6 teams from the overall table will qualify for the PCS Grand Finals.

Bottom 2 teams from the overall table will be eliminated from the Tournament. These teams get 31st-32nd places in the Playoffs respectively placement in this Stage and will receive the prize money described in Annex C [2\) PCS7 Playoffs prize pool distribution](#).

Rest 16 teams proceed to the Last Chance Stage.

#### Last Chance Stage

Last Chance Stage will be played in one day.

16 teams will play 6 matches.

Top 2 of Last Chance Stage will qualify for the PCS Grand Finals.

The Remaining 14 teams will be eliminated from the Tournament. These teams get 17th-30th places in Playoffs respectively placement in this Stage and will receive the prize money described in Annex C [2\) PCS7 Playoffs prize pool distribution](#).

#### *c) PCS Grand Finals*

PCS Grand Finals will be played online.

The 16 qualified teams will play a Best of 30 (6 days with 5 games per day) series during the 2 weeks.

## **V. Online stage rules**

### **1. Platform**

Online matches will be played on the [starladder.com](http://starladder.com) platform. All teams will need to submit the roster for online qualifiers on the platform.

## **VI. Tournament Stage rules**

### **1. Punctuality**

Each player is required to be presented in a specified discord server on the time provided by the organizer in special tournament guides, sent to the team. Being late may result in penalty points awarded to the team. In case of force majeure situation, players need to notify the organizer about any possible delay.

### **2. 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 on this channel for monitoring purposes and allowed to record the voice channel communication for the media purposes.

### **3. 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.

#### *a) Missing or canceling of media obligations*

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

## **VII. Rule violations**

### **1. Behaviour**

Each player, participant, team representatives, staff and visitors agree to behave in a respectful manner to any person during the event. They are required to comply with the rules of decent behavior, as not to make statements deemed offensive based on race, sexual orientation, gender, political affiliation, citizenship, religion, etc. This is solely decided at the discretion of the tournament administration.

It is prohibited to use vulgar, obscene expressions, threats to other participants or the administration of the tournament, to mention political figures or political situations, military symbols or symbols prohibited by international law.

These rules apply to messages in public, social networks or any other text and video interviews related to the tournament.

Participants and teams understand that the organizer will need to react to any report and violators may be penalized with the possibility of disqualification from the tournament.

## **2. Single or continuing violations**

In case of a single violation, participants will be punished or get a warning according to the severity of the violation. If they continue to act unmannerly and disrespectful towards other people - they may be disqualified from the tournament.

## **3. Cheating**

### *a) Software*

Any software which is giving anyone advantage during the game, listed here but not limited to the ones below is prohibited:

- Sound modifier;
- Texture modifier;
- Aim assistance

## **4. Betting**

No players, team managers, staff or management of attending organizations may be involved in betting or gambling, or provide anyone with any information that may assist betting or gambling, either directly or indirectly, for any of the tournament matches or the tournament in general. Any betting or gambling against your own organizations matches will lead to an immediate disqualification of the organization and a ban from all KRAFTON, INC. and StarLadder competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament administration.

## **5. Results manipulation**

Offering bribes or forcing other teams to manipulate results of a match will cause disqualification for all parties of the deal and ban from all KRAFTON, INC. and StarLadder events in the future.

## **6. Match-fixing**

Asking or trying to manipulate the results of a match for betting purposes will be considered as match-fixing, and the involved parties will be disqualified.

## **7. Media behavior**

Teams and their representatives should try to solve any issues with the organizer before making any social media statements that could damage the brand or tarnish the reputation of the organizer. In case if it is not possible and the organizer refused to take any action, teams are allowed to post statements to social media.



## 8. Brand damage

In case if a team representative publicly aims to damage the reputation of StarLadder, Krafton, related companies and/or products, the organizer has the right to disqualify and ban all involved parties from future events and start a trial to defend the brand's reputation.

# VIII. Game Specific rules

## 1. Game version

During the tournament only the official version of the game will be used.

- For the Open Qualifications Live server of PUBG: BATTLEGROUNDS will be used;
- For the Playoffs and PCS Grand Finals the Esports Server A/B of PUBG will be used.

## 2. Maps

### *a) Map pool*

Following map pool will be used for the whole duration of the tournament.

- Erangel
- Miramar

### *b) Map selection for the Open Qualifiers:*

- Maps will be played in the following order for BO10 series:
  - 1) Erangel
  - 2) Erangel
  - 3) Erangel
  - 4) Miramar
  - 5) Miramar
  - 6) Miramar
  - 7) Miramar
  - 8) Miramar
  - 9) Erangel
  - 10) Erangel

### *c) Map selection for the Playoffs and Grand Finals:*

Map order and schedule will be specified for teams in the communication channel between teams and referees.

## 3. Match settings

Match settings may be changed during the tournament in case of loot percentage patch updates for the game's Live server build, however the number of items spawned will be identical throughout the tournament

List of settings see in [Annex B](#) of this document

#### **4. Rematch rules**

- Rematch in Open Qualifiers can be called only by the match admin in case of an emergency situation, such as a mistake in the server settings, server-side issue which caused the drop of all the players, if 12 or more players didn't load on the island.
- Rematch in Playoffs and PCS Grand Finals can be called only by the match admin in case of the following situations:
  - Mistake in the server settings.  
In this rematch all teams will participate.
  - 10 or more players disconnected simultaneously from the server or didn't load to the island.
  - All players disconnected simultaneously from the server.
  - 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.

#### **5. Player settings**

##### *a) Using of overlays or other features*

Players are prohibited to manipulate the computers with third-party software drivers for the GPU, audio card and other equipment.

It's restricted to use features of NVIDIA Overlays during the tournament.

Players are restricted to modify the client with third party files (such as custom messages, radar modifications, etc).

##### *b) Use of in-game skins*

Each player during the Grand Finals must only wear specific clothing during the games.

#### **6. Match procedure**

##### *a) Breaks during/after the match*

Teams will have at least 5 minutes of breaks between matches. The amount of time for the break may be adjusted for the broadcast needs. The exact times will be communicated by the tournament administration via discord server.

##### *b) Server issues or match interruptions*

During the Open Qualifiers:

- In case of server crash at the start of the match or during the match, the match will be replayed fully.
- In case if a player disconnects from the game after the start of a match and cannot reconnect to the server, the team must continue playing with alive members until the end of the match.

During the Playoffs and PCS Grand Finals:

- In case of server disconnect rematch will be played with players who were alive at the moment of the disconnect. More detailed about causes of rematch written in par. [4. Rematch rules.](#)

*c) Using of bugs or game glitches*

Using bugs or game glitches is prohibited. If a player discovers a new bug or glitch, he is obligated to immediately report it to the Referee before using it.

The usage of the following bugs is strictly forbidden. If any bug is used which is not listed here it is up to the referee's discretion whether or not a punishment will be given.

- Moving through clipped areas where the movement by the design of the map is not possible is strictly forbidden (any walls, ceilings, floors, etc).
- Watching through textures, which is not designed by the game;

We recommend checking with the tournament referees whether a certain bug or glitch is considered prohibited.

## Annex A

### Regional distribution

PCS7 EMEA is divided into two regions: Middle East and Africa (MEA) and Europe.

The Team is locked to play in the region based on the Team's home country ([see II.6.d Home Region](#)).

Below is the full list of the countries under each region:

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

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

If you're not sure or couldn't find your country in the list - please email to the Head Admin of the tournament for clarification:

- Alexander "non1ck" Isaevsky (a.isaevsky@starladder.tv)

### 1) S.U.P.E.R Point Rule

Every match in PCS7 tournament will award Points in accordance with the following scoring system.

#### 1. Kill Points

Kill Points are awarded to Teams based on the number of Kills the Team accumulates during each match. A Team will earn one (1) Kill Point per Kill.

#### 2. Placement Points

Placement Points are awarded to Teams based on their finishing position at the end of each match. Teams will accumulate Placement Points based on the following matrix.

Placement	Point
1	10
2	6
3	5
4	4
5	3
6	2
7	1
8	1
9-16	0

#### 3. Match Points

A Team's Match Points is the sum of their Kill Points and Placement Points.

$$\text{Kill Points} + \text{Placement Points} = \text{Match Points}$$

For example, a Team who accumulates 10 Kills and finishes the match in the 3rd position will earn 15 Match Points (10 + 5 = 15).

#### 4. Total Points

A Team's Total Points is the sum of all Match Points accumulated during a set period of time.

## 5. Tie Breaker

In the PCS7 tournament that two or more Teams have the same number of Total Points, the following rules shall be applied to break the tie.

### 1. Match point

- ① The ranking for a match is given based on the match point earned in the match (Placement Points + kill point).
- ② In the event of a tie after applying rule ①, a team that survived longer in the match will earn a higher ranking.

### 2. 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 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 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 will earn a higher ranking.

If one of the team's placement is determined by one of the rules, but ties between others are still in place, the teams in question will determine the placement by using the next available tiebreaker, while the team that determined the place takes its rank.

### Example:

*Team A, B, C have the same amount of Total Points.*

*Team A has 50 accumulated Placement Points across all matches, Team B & C - 45 accumulated Placement Points.*

*It means that placement of Team A is determined, it will be higher, and Team B continue to compare tiebreakers with Team C (higher match point in the last match, and so on).*

## 2) Erangel settings

### a) Server settings

Erangel Settings: Blue Zone							
	Delay	Wait	Move	DPS	Shrink	Spread	Land Ratio
Phase 1	90	240	270	0,6	0,35	0,5	0
Phase 2	0	90	120	0,8	0,55	0,56	0
Phase 3	0	60	120	1	0,6	0,56	0
Phase 4	0	60	120	3	0,6	0,56	1
Phase 5	0	60	120	5	0,65	0,56	0
Phase 6	0	60	120	8	0,65	0,56	0
Phase 7	0	60	90	10	0,65	0,56	0
Phase 8	0	60	60	14	0,7	0,56	1
Phase 9	0	10	160	18	0,001	10	0
Display EndCircle Location							OFF
End Circle Location Rate							0%
End Circle Location Town							1x
End Circle Location Field							1x
End Circle Location Mountain							1x
REDZONE		GAMEPLAY			PLAYER		
REDZONE	OFF	DBNO REVIVE		ON	PLAYER	64	
CARE PACKAGE FREQUENCY	1x	DBNO REVIVE TIME		10s			
MATCH SETTINGS		DAMAGE		1x	TEAM PLAYER	4	
MODE	NORMAL	FRIENDLY FIRE DAMAGE		1x			
SERVER REGION	EUROPE	OBSERVER					
MAP	ERANGEL	CONVERT DEAD PLAYER TO OBSERVER					ONLY HOST
WEATHER	SUNNY	PUBLIC SPECTATING					OFF
PERSPECTIVE	FPP	KILLER SPECTATING					OFF



b) Loot settings

Erangel Ruleset					
Adjustable Ratio & Adjustable Total Number	1,8	SMGs	2	- SpikeTrap	0
<b>Weapons</b>		- Bizon	1	- Sticky Bomb	0
Sniper Rifles	1,65	- Tommy Gun	1	- C4	0
- Kar98K	1	- UMP45	1	Melee Weapons	1,65
- Mosin Nagant	1	- Micro UZI	1	- Crowbar	1
- M24	1	- Vector	1	- Machete	1
DMRs	2,25	- MP5K	1	- Pan	1
- Mini14	1	Shotguns	1	- Sickle	1
- SKS	1	- S686	1	Crossbow	0
- VSS	1	- S12K	1	Flare Gun	0
- SLR	1	- S1897	1	Launcher	0
- QBU	1	- DBS	0,5	- Panzerfaust	0
Assault Rifles	1,3	Handguns	0,45	<b>Clothing</b>	
- AKM	1	- Deagle	1	Clothing	0
- G36C	1	- P18C	1	<b>Ammunitions</b>	
- M416	1	- P1911	1	Ammunitions	1
- M16A4	1	- P92	1	- 12 gauge	1
- Beryl M762	1	- R1895	1	- .45 ACP	1
- Mk47 Mutant	1	- R45	1	- 5.56mm	1
- SCAR-L	1	- Sawed Off	1	- 762mm	1
- QBZ	1	- Skorpion	1	- 9mm	1
Hunting Rifles	0	Throwables	1,4	- Bolt	0
- Win94	1	- Flash Bang	1,1	- Flare	0
LMGs	0,5	- Frag Grenade	0,7		
- DP-28	1	- Molotov cocktail	1,1		
- M249	1	- Smoke Grenade	1,1		

<b>ETC</b>		- Bulletloops(SG, Win94, Kar98K)	1	<b>Vehicle</b>	
Sight Attachments	1,1	- Cheekpad	1	- Buggy	1
- Dotsight	1	<b>Consumables</b>		- Dacia	1
- HoloSight	1	Heal Items	1,1	- Zima	1
- Scope2x	1	- Bandage	1	- Mirado	1
- Scope3x	1	- First aid	1	- Motorbike	1
- Scope4x	1	- Medkit	1	- Scooter	1
- Scope6x	1	Boost Items	1	- Motorbike w/ Sidecar	0
- Scope8x	1	- Energy Drink	1	- Tukshai	1
- Canted sight(RMR)	1	- Pain Killer	1	- Pickup	1
Magazine Attachments	0,55	- Adrenaline	1	- Rony	1
- SR Magazine	1	Gas Can	0,35	- UAZ	1
- AR Magazine	1	<b>Equipment</b>		- Esports Exclusive Vehicle	1
- SMG, Handguns Magazine	1	Backpack	0,65	<b>Aircraft</b>	
Muzzle Attachments	0,75	- Backpack(Lv. 1)	1	- Motor Glider	0
- SR Muzzle	1	- Backpack(Lv. 2)	1	<b>Watercraft</b>	
- AR Muzzle	1	- Backpack(Lv. 3)	1	- Boat	1
- SG Muzzle	1	Helmet	0,9	- Aquarail	1
- SMG, Handguns Muzzle	1	- Helmet(Lv. 1)	1		
Foregrip Attachments	1,3	- Helmet(Lv. 2)	1		
- Foregrips	1	- Helmet(Lv. 3)	1		
Stock Attachment	1,65	Armored Vest	0,9		
- Quiver(Crossbow)	0	- Armor(Lv. 1)	1		
- Composite(AR, Vector, MP5K)	1	- Armor(Lv. 2)	1		
- UZI stock	1	- Armor(Lv. 3)	1,05		

### 3) Miramar settings

#### a) Server settings

Miramar Settings: Blue Zone							
	Delay	Wait	Move	DPS	Shrink	Spread	Land Ratio
Phase 1	90	240	270	0,6	0,35	0,5	0
Phase 2	0	90	120	0,8	0,55	0,56	0
Phase 3	0	60	120	1	0,6	0,56	0
Phase 4	0	60	120	3	0,6	0,56	1
Phase 5	0	60	120	5	0,65	0,56	0
Phase 6	0	60	120	8	0,65	0,56	0
Phase 7	0	60	90	10	0,65	0,56	0
Phase 8	0	60	60	14	0,7	0,56	1
Phase 9	0	10	160	18	0,001	10	0
Display EndCircle Location							OFF
End Circle Location Rate							0%
End Circle Location Town							1x
End Circle Location Field							1x
End Circle Location Mountain							1x
REDZONE		GAMEPLAY			PLAYER		
REDZONE	OFF	DBNO REVIVE		ON	PLAYER	64	
CARE PACKAGE FREQUENCY	1x	DBNO REVIVE TIME		10s			
MATCH SETTINGS		DAMAGE		1x	TEAM PLAYER	4	
MODE	NORMAL	FRIENDLY FIRE DAMAGE		1x			
SERVER REGION	EUROPE	OBSERVER					
MAP	MIRAMAR	CONVERT DEAD PLAYER TO OBSERVER					ONLY HOST
WEATHER	SUNNY	PUBLIC SPECTATING					OFF
PERSPECTIVE	FPP	KILLER SPECTATING					OFF

b) Loot settings

Miramar Ruleset					
Adjustable Ratio & Adjustable Total Number	1,7	SMGs	0,85	- SpikeTrap	0
<b>Weapons</b>		- Bizon	0	- Sticky Bomb	0
Sniper Rifles	2,45	- Tommy Gun	1	- C4	0
- Kar98K	1	- UMP45	1	Melee Weapons	1,85
- Mosin Nagant	1	- Micro UZI	0,95	- Crowbar	1
- M24	1	- Vector	1,05	- Machete	1
DMRs	2,8	- MP5K	0	- Pan	1
- Mini14	0,95	Shotguns	1	- Sickle	1
- SKS	1,05	- S686	1	Crossbow	0
- VSS	0,95	- S12K	1	Flare Gun	0
- SLR	0,95	- S1897	1	Launcher	0
- QBU	1	- DBS	0,4	- Panzerfaust	0
Assault Rifles	1,3	Handguns	0,55	<b>Clothing</b>	
- AKM	0,95	- Deagle	1	Clothing	0
- G36C	1	- P18C	1	<b>Ammunitions</b>	
- M416	1,05	- P1911	1	Ammunitions	1
- M16A4	0,95	- P92	1	- 12 gauge	1
- Beryl M762	1,05	- R1895	1	- .45 ACP	1
- Mk47 Mutant	1	- R45	1	- 5.56mm	1
- SCAR-L	1,05	- Sawed Off	1	- 762mm	1
- QBZ	1	- Skorpion	1	- 9mm	1
Hunting Rifles	0,65	Throwables	1,1	- Bolt	0
- Win94	1	- Flash Bang	1,3	- Flare	0
LMGs	0,4	- Frag Grenade	0,55		
- DP-28	1	- Molotov cocktail	1,4		
- M249	1	- Smoke Grenade	1		

ETC		Consumables		Vehicle	
Sight Attachments	1	Heal Items	1,1	- Buggy	1
- Dotsight	1	- Bandage	1	- Dacia	1
- HoloSight	1	- First aid	1	- Zima	1
- Scope2x	1,05	- Medkit	1,05	- Mirado	1
- Scope3x	1	Boost Items	1,1	- Motorbike	1
- Scope4x	1,05	- Energy Drink	1	- Scooter	1
- Scope6x	1	- Pain Killer	1,05	- Motorbike w/ Sidecar	0
- Scope8x	1,15	- Adrenaline	1,05	- Tukshai	1
- Canted sight(RMR)	0,75	Gas Can	0,35	- Pickup	1
Magazine Attachments	1,2	<b>Equipment</b>		- Rony	1
- SR Magazine	1,05	Backpack	0,95	- UAZ	1
- AR Magazine	1	- Backpack(Lv. 1)	0,95	- Esports Exclusive Vehicle	1
- SMG, Handguns Magazine	1	- Backpack(Lv. 2)	1,05	<b>Aircraft</b>	
Muzzle Attachments	0,75	- Backpack(Lv. 3)	1,1	- Motor Glider	0
- SR Muzzle	1,05	Helmet	0,8	<b>Watercraft</b>	
- AR Muzzle	1,05	- Helmet(Lv. 1)	0,95	- Boat	1
- SG Muzzle	1	- Helmet(Lv. 2)	1,05	- Aquarail	1
- SMG, Handguns Muzzle	1	- Helmet(Lv. 3)	1		
Foregrip Attachments	1,25	Armored Vest	0,8		
- Foregrips	1	- Armor(Lv. 1)	0,95		
Stock Attachment	1,1	- Armor(Lv. 2)	1,05		
- Quiver(Crossbow)	0	- Armor(Lv. 3)	1,1		
- Composite(AR, Vector, MP5K)	1				
- UZI stock	1				
- Bulletloops(SG, Win94, Kar98K)	1				
- Cheekpad	1,05				

**Prize pool and payment procedure**

**1) Payment procedure**

All prize payments will be done within 90 days after the Tournament finished.

**2) PCS7 Playoffs prize pool distribution**

16 teams from the Playoffs will proceed to the PCS Grand Finals and will not get prize money from this stage of the Tournament.

The rest 16 eliminated teams will get prize money according to the placement in the Playoffs:

- 17th place (3rd place of Last Chance Stage) - 2,000\$
- 18th place (4th place of Last Chance Stage) - 1,750\$
- 19th place (5th place of Last Chance Stage) - 1,650\$
- 20th place (6th place of Last Chance Stage) - 1,500\$
- 21st place (7th place of Last Chance Stage) - 1,300\$
- 22nd place (8th place of Last Chance Stage) - 1,300\$
- 23rd place (9th place of Last Chance Stage) - 1,250\$
- 24th place (10th place of Last Chance Stage) - 1,250\$
- 25th place (11th place of Last Chance Stage) - 1,250\$
- 26th place (12th place of Last Chance Stage) - 1,250\$
- 27th place (13th place of Last Chance Stage) - 1,000\$
- 28th place (14th place of Last Chance Stage) - 1,000\$
- 29th place (15th place of Last Chance Stage) - 1,000\$
- 30th place (16th place of Last Chance Stage) - 1,000\$
- 31st place (23rd place of Elimination Stage) - 750\$
- 32nd place (24th place of Elimination Stage) - 750\$

### 3) PCS7 Grand Finals prize pool distribution

PCS7 Grand Finals prize pool consist of prize pool for teams' placement, crowdfunding and additional prize money bonus.

- a) Teams will get prize money according to the PCS7 Grand Finals teams' ranking placement
  - 1st place - 60,000\$
  - 2nd place - 35,000\$
  - 3rd place - 27,000\$
  - 4th place - 22,000\$
  - 5th place - 18,000\$
  - 6th place - 14,000\$
  - 7th place - 10,000\$
  - 8th place - 8,000\$
  - 9th place - 6,000\$
  - 10th place - 6,000\$
  - 11th place - 5,000\$
  - 12th place - 5,000\$
  - 13th place - 4,000\$
  - 14th place - 4,000\$
  - 15th place - 3,000\$
  - 16th place - 3,000\$
  
- b) PCS7 Grand Finals crowdfunding prize pool consists of crowdfunding which will be collected during the tournament. The total amount of the collected crowdfunding prize pool will be divided into two equal parts (50/50%).
  - 1st part (50%) of the crowdfunding prize pool will be distributed according to the PCS7 Grand Finals teams' ranking placement.
    - 1st place - 29%
    - 2nd place - 20%
    - 3rd place - 14%
    - 4th place - 11%
    - 5th place - 9%
    - 6th place - 7%
    - 7th place - 6%
    - 8th place - 4%
  
  - 2nd part (50%) of crowdfunding will be divided evenly across all 16 teams.
  
- c) Additional \$20,000 prize money will be distributed as follows:
  - Kill Leader: \$5,000

This additional prize money will be given to the team with the player with the most kills during the Grand Finals. In case of multiple players with the same kills, most damage will be the tiebreaker.

- ALL-PCS team: \$10,000 (\$2,500 per player)

4 players will get \$2,500 each according the decision by a committee\*

- Insane Squad: \$5,000

1 chosen team will get additional \$5,000 according the decision by a committee\*

\*Voting committee composed of Casters/Talents



### 1) PGC2022 Points distribution

Based on PCS7 Grand Finals placements, teams will get PGC points according to the following table:

Placement	Points	Placement	Points
1	Qualifying to PGC	9	65
2	330	10	65
3	265	11	50
4	220	12	50
5	175	13	30
6	130	14	30
7	110	15	20
8	90	16	20

More detailed information about the PGC points for each PGC Qualifying Event can be checked by this [link](#)

**PGC Qualifying Event** - is the whole tournament (including its qualifiers) which awards PGC points after its end (G-Loot Season 5, PCS6, G-Loot Season 6, PCS7).

### 2) PGC2022 Tiebreaker rule

If there are two or more teams with the same amount of PGC points at the end of PCS7, the tie breaker is the PCS7 Grand Finals placements. For avoidance of doubt, this means if team A and team B have 250 PGC points, their respective placement in PCS7 will be used as the tie-breaker to determine their PGC2022 rankings.

If the tied teams didn't play together in the PCS7 Grand Finals, the tie breaker is the G-Loot Season 6 overall placements.

If the tied teams didn't play together in the previously mentioned tournaments, the tie breaker is the PCS6 Grand Finals placements.

If the tied teams didn't play together in the previously mentioned tournaments, the tie breaker is the G-Loot Season 5 Overall placements.

If the tie still didn't break after that, the team with the highest achieved PGC points in one single PGC Qualifying Event is placed higher.

If the tie still didn't break after that, the team that was placed highest in any of the PGC Qualifying Events is placed higher.

### **3) PGC2022 Regional requirement**

PGC2022 requires that at least one team per region (EU, MEA) is qualified for PGC2022. Should there be no teams qualified from a region, the highest placed team from that region replaces the last placed team from a region where there's already an additional qualified team.

### **4) PGC2022 Roster lock deadline**

Roster lock for teams qualified to PGC2022 is the same as for PCS7. Teams will not be able to change the roster for PGC2022 after the PCS7 tournament ends.

Teams are required to prepare all necessary documents for their players' international traveling before the PCS7 first week ends (e.g. passport and other documents required to leave the country).

Unprepared teams may have to forsake their PGC2022 slot. In the result of no attendance, Krafton will select the next in line according to PGC points until there is a team that can fulfill the travel requirements in good health.

\*Krafton & StarLadder strongly recommends all the teams who are qualified to Grand Finals to start their documentation process immediately.

### **5) PGC2022 Substitute players**

Teams who qualify for PGC2022 are able to add 1 substitute player for the PGC2022. Deadline for this will be announced later.

This player must not be part of another team that is playing in the PCS7 Grand Finals.

For avoidance of doubt, all substitute documentation for PGC 2022 is solely within teams responsibility to provide within the determined time and framework. Any documentation challenges may result in substitutes ineligibility to make it to PGC 2022 respectively.

### **6) PGC Points holder**

- 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.
- If players are not represented by any legal entity - PGC points are under control of the actual team, where the team leader is the designated contact person, in case

the team didn't provide another person for this role (manager or player). This person is 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 PGC points can only be sustained if 3 out of 4 of the players that actively played in the last stage(s) of the last PGC Qualifying Event stay on 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.

## **7) Transfer of PGC Points**

All PGC points transfer operations can be done only with confirmation by KRAFTON, INC.

5.1. The legal entity has the right to transfer their PGC points to the players from the roster in case of releasing this roster.

- In case of a legal entity releasing their roster and PGC points are given to this roster - players need to keep 3 out of the 4 players, who were assigned to the team main roster during the last PGC Qualifying Event. Confirmation of this transfer should be done right after the releasing the roster. Otherwise, the legal entity retains the points by themselves.

5.2. Players without organization can sign with the legal entity, but in this case they are transferring their collected PGC points to this legal entity. Such an operation can only be completed after the first official match of the legal entity with this signed roster in the next PGC Qualifying Event.

- If a legal entity already has PGC points, they will not combine the points accumulated from both ends. Official confirmation of this transfer will result in the org to retain the highest of the two scores for their PGC Points.

5.3. After the last PGC Qualifying Event teams without organization can sign only with a legal entity, which didn't take part in any of previous PGC Qualifying Events in 2022.

5.4. Any transfer of PGC points between the regions (EMEA, APAC, Americas, Asia) is not allowed.

## **8) PGC2022 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

***PGC2022 Rulebook will supersede any conflict in rules or interpretations between the PCS7 Rulebook and PGC2022 Rulebook.***