



**PCS 3**

PUBG Continental Series  
Europe #3

Official Rulebook and Regulations

The content of this rulebook  
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accordance with the terms  
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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 ("[SUPER](#)"). SUPER will supersede any conflict in rules or interpretations between the Rulebook and SUPER.

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

To confirm the consent, upon proceed to the Group Stage, 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 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 main referee of the Tournament.

## 3. Regional distribution

For the Tournament, the World Map was divided into three main subregions with its own competition phases.

List of regions and subregions:

- Europe West
- Europe East
- MEA

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

## 4. Penalties

### *a) Definition and rights*

Penalties are given to the team members and 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 and will be given time to appeal on the decision.

Communication regarding appeals should be between the slot owner or his assigned communication manager and the main referee of the tournament.

The tournament organizer has the rights on 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 the minor violations such as not providing required team data from the organizer, missing the media activities, failing to obey clothing restrictions during participation in any duration of the tournament. Repeated caution will result in the Warning penalty.

#### *c) Warning penalty*

Warning penalty points are given for incidents such as violation of rules of conduct or abusive language, repeated "Caution penalties", Unsound behaviour (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 crucial rule violations such as 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 will be banned from participating in any StarLadder events for a period up to 2 year depending on the degree 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 PUBG Corp. or StarLadder side, 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 have the rights to allow official broadcasts for any person or partners they want.

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 can be seen in the 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
Aleksandr "Ch1cagO"	Referee	o.kharchenko@starladder.tv
Yuri "Zmey" Petrukhnov	Match Admin	y.petrukhnov@starladder.tv
Alyona "phobos" Siankevich	Players Communication	a.siankevich@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 save the sport 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) unless:

- PUBG pre-approves such disclosure in writing,
- Such Confidential Information is already public at the signing of this Agreement, or
- 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 the StarLadder Limited and PUBG Corp. 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 his personal data can be used in tournament promotion with advertising purposes, including but is 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 his consent on his personal data processing during the Tournament.

Notwithstanding anything to the contrary contained herein or in the TPA, Participating Team may use PUBG Corp. 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 tournament organizer and team representatives specified in the rules. The official communication resource is email and official tournament discord server, attached to the tournament page, if any other is 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 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 on 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 over 18 years old by the start date of online Open Qualifiers.

*b) Regional Limitations*

Teams and players are limited to participate only in one region during the qualifications.

*c) Home region*

A player's home region is the region with country he holds a valid passport from, according to the regional distribution (see [Annex A](#)). If the player holds passports from more than one region - he will be counted as representative of the region he participated 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 amount of region representatives in the roster (2+2), they can choose what region they are going to play, 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, region or subregion. A team is only allowed to take part in the qualifiers for their respective home region which will be decided by the team's nationality.

*d) Native roster policy*

Minimum two players from the lineup present in the team match must have 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 West countries if the team is registered to the Europe West 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 West countries, and 2 players in the same team are from Europe East countries. The team can choose to register for either Europe West or Europe East qualifier and this will decide the team's nationality at the tournament.



*e) Eligibility confirmation*

The tournament organizer reserves the right to ask any player, who is playing in regional qualification, on any stage of the tournament, to prove the regional participation eligibility and has 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 the Law of Germany, 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, 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) - my 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 which belong to the Organiser (sponsors, strategic partners, affiliates, agencies, licensors, licensees, successors and stewards, in connection with Tournament) around the world, located in countries, which give the guarantee 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 PUBG Corp. 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 right, title and interest, 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 the 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 the nickname, advertise bookmaker, 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.
- A Player must use an appropriate and acceptable in-game name, and are responsible for changing his or her in-game name if the Tournament organizer will require such a change.

### *a) During the open qualifier*

During the open qualification phase players are using their own personal accounts.

### *b) During the Group Stage*

During the Group Stage 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 nickname are subject to approval by administration. Administration reserves the right to deny the use of a player nickname and require a player nickname change for any reason.

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

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

The full nickname of the players should be below 16 letters. (It is possible to use up to 16 letters.)

## **8. Game accounts**

Each player needs to submit his GameID on the qualification platform or with the provided by organizer personal data collection way and cannot change the account until the end of the tournament.

A player who was previously banned by the PUBG Corp. or StarLadder and his ban-time not expired on any of his accounts is not eligible to take part in the tournament.

The player understands that the organizer has the right to check any of his accounts and confirm that player 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 [pubgesports.eu](http://pubgesports.eu) platform.

For the further stages, team representative 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 in the team names.

The team name may only be used for one participating team and be submitted before the roster deadline. If an organization has more than 1 roster, they have to determine, which roster will represent them before 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 with legal entity, who is acting as the team representative, ownership of the slot is under control of this legal entity.

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 and slot owner for this team.

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 of the players that actively played in the last stage(s) of the qualification stay on the team. The slot owner or representative 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 can be disqualified without prior notification from any stage of the tournament.

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

### *e) Transfer of a slot*

The Legal entity has the right to transfer the slot to other legal entity or to the players from the roster in case of withdrawal from the tournament.

- In case if the slot is given to the other legal entity - both parties should provide legal documents of this operation.
- In case of legal entity withdrawing from the tournament and the slot is given to the team roster - players need to keep 3 out of the 4 players, who were assigned to the team main roster during the registration.

Players without organization can sign with the Legal entity, but in this case they are transferring ownership of the slot to this Legal entity.

All transfers are required to be finished by the roster lock periods.

*f) Withdrawal of a slot*

StarLadder and PUBG Corp. reserves the right to withdraw or deny slot ownership from any participant if owners breached within 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: 29.09 19:00 Turkish time;
- Europe East Qualifier: 29.09 19:00 Moscow time;
- Europe West Qualifier: 29.09 19:00 CEST time.

Teams invited to the closed qualification:

- All team rosters invited in the closed qualification will be locked from the start of the regional closed qualification and until the end of PCS tournament season;
- MEA Closed Qualifier: 07.10 19:00 Turkish time;
- Europe East Closed Qualifier: 07.10 19:00 Moscow time;
- Europe West Closed Qualifier: 07.10 19:00 CEST time.

Invited to the PCS teams

- Roster lock for the PCS participants will be applied on 07.10 19:00 CEST time.

*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 or medical 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) during the duration of this period;

- The replacement will have to be taken from the EMEA region and it will have to be hired during the time period with a freelancer contract;
- The replacement will have to abide by the native roster ruling.

If the short term replacement will play more than 30% of the matches of the team, changed members of the team will be marked as inactive, and the replacement will be irrevocable and will act as permanent player of the roster.

#### *c) Requirements*

Before the team decides to add a player to the roster, StarLadder needs to be informed on communication channels with the following information:

- Nickname
- Full name
- Link of site-profile
- Link on game-profile

StarLadder has the right to deny the addition if a player does not meet the requirements for a Player addition.

### 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 will receive penalty points.

#### *b) Not showing up*

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

#### *c) Match procedure*

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

Ten minutes before the start of the match, on your bracket page will be listed name and password of the lobby.

- 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. Teams who were not able to join on time will receive 0 points for this map.
- Each player should turn on "replay record" option in his client. In the case of the suspended tournament, the organizer can ask to provide 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 on english and with using 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 on 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: 14.09;
- Registration ends: 27.09, 19:00 Turkish time;
- Check-in starts: 26.09, 19:00 Turkish time;
- Check-in ends: 27.09, 19:00 Turkish time;
- Rounds are starting day by day and have 6 games in each.

Tournament Schedule

Round #1 (256 teams) - 29.09, 19:00 Turkish time. BO6. Matches are starting 10 minutes after the previous finishes.

Round #2 (128 teams) - 30.09, 19:00 Turkish time. BO6. Matches are starting 10 minutes after the previous finishes.

Round #3 (64 teams) - 01.10, 19:00 Turkish time. BO6. Matches are starting 10 minutes after the previous finishes.

Round #4 (32 teams) - 05.10 - 06.10, 19:00 Turkish time. BO12 (6 games per day). Matches are starting 10 minutes after the previous finishes.

- 7 best teams from each group from the last round of the open qualification will qualify to the closed qualifier.

Closed Qualification dates:

- Final - 07.10 - 08.10, 19:00 Turkish time. 6 games per day (12 in total). Matches are starting 10 minutes after the previous finishes.
- 3 best teams from the Closed Qualification will qualify for the PCS #3 Group stage.

##### *b) Europe East regional qualification*

Open qualification dates:

- Registration starts: 14.09;
- Registration ends: 27.09, 19:00 Moscow time;
- Check-in starts: 26.09, 19:00 Moscow time;
- Check-in ends: 27.09, 19:00 Moscow time;
- Rounds are starting day by day and have 6 games in each.

Tournament Schedule

Round #1 (256 teams) - 29.09, 19:00 Moscow time. BO6. Matches are starting 10 minutes after the previous finishes.

Round #2 (128 teams) - 30.09, 19:00 Moscow time. BO6. Matches are starting 10 minutes after the previous finishes.

Round #3 (64 teams) - 01.10, 19:00 Moscow time. BO6. Matches are starting 10 minutes after the previous finishes.

Round #4 (32 teams) - 05.10 - 06.10, 19:00 Moscow time. BO12 (6 games per day). Matches are starting 10 minutes after the previous finishes.

- 7 best teams from each group from the last round of the open qualification will qualify to the closed qualifier. Additionally best by total points 8th place from one of the two groups will be promoted to the next round.

Closed Qualification dates:

- Final - 07.10 - 08.10, 19:00 Moscow time. 6 games per day (12 in total). Matches are starting 10 minutes after the previous finishes.
- 4 best teams from the Closed Qualification will qualify for the PCS #3 Group stage.

### *c) Europe West regional qualification*

Open qualification dates:

- Registration starts: 14.09;
- Registration ends: 27.09, 19:00 CEST time;
- Check-in starts: 26.09, 19:00 CEST time;
- Check-in ends: 27.09, 19:00 CEST time;
- Rounds are starting day by day and have 6 games in each.

Tournament Schedule

Round #1 (256 teams) - 29.09, 19:00 CEST time. BO6. Matches are starting 10 minutes after the previous finishes.

Round #2 (128 teams) - 30.09, 19:00 CEST time. BO6. Matches are starting 10 minutes after the previous finishes.

Round #3 (64 teams) - 01.10, 19:00 CEST time. BO6. Matches are starting 10 minutes after the previous finishes.

Round #4 (32 teams) - 05.10 - 06.10, 19:00 CEST time. BO12 (6 games per day). Matches are starting 10 minutes after the previous finishes.

- 7 best teams from each group from the last round of the open qualification will qualify to the closed qualifier. Additionally best by total points 8th place from one of the two groups will be promoted to the next round.

Closed Qualification dates:

- Final - 07.10 - 08.10, 19:00 CEST time. 6 games per day (12 in total). Matches are starting 10 minutes after the previous finishes.
- 5 best teams from the Closed Qualification will qualify for the PCS #3 Group stage.

## 2. PCS Groupstage

Teams qualified for the PCS Group Stage by following results:

- Teams are directly invited to the Group Stage;
- Teams are placed 1-5 in the PCS: Europe West closed qualification;
- Teams are placed 1-4 in the PCS: Europe East closed qualification;
- Teams are placed 1-3 in the PCS: MEA closed qualification;

### 3. 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 on his 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*

- Open qualifications

All the open qualifications will be played online.

Each participant is required to be registered on the [pubgesports.eu](http://pubgesports.eu) tournament page, create the team profile and register in the appropriate regional qualifier. In 24 hours before the start of the qualifier teams will be required to check-in on the tournament page. Teams who did not press "check-in" button during the period will not appear in the tournament bracket and would not be able to participate in the tournament.

#### *b) PCS Group Stage*

PCS Group Stage will be played online.

The 24 qualified or invited teams will be divided into 3 groups with the 8 teams each. After 6 days with 6 games per day all the 24 teams results will be counted in the one ranking group, and the best 16 will proceed to PCS Finals.

#### *c) PCS Finals*

PCS Finals will be played online.

The 16 qualified teams will play a Best of 24 (6 days with 4 games per day) series during the 6 days.

## V. Online stage rules

### 1. Platform

Online matches will be played on the [pubgesports.eu](http://pubgesports.eu) 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 will 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 an 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 using 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 will result in penalty points for the team.

## **VII. Rule violations**

### **1. Behaviour**

Each player and team representative, staff and visitors agree to behave in a respectful manner to any person during the event. They understand that the organizer will need to react on any report about harassment on gender, age, or any other insults, and will be punished 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 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 PUBG Corp. and StarLadder competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament direction.

## 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 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 actions, teams are allowed to post statements to social media.

## 8. Brand damage

In case if a team representative publicly aims on damage the reputation of StarLadder or any sponsors for the event, the organizer has the right to disqualify and ban all involved parties from future events and start court process to defend the brand's reputation.

## VIII. Game Specific rules

### 1. Game version

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

- For the open qualification will be used Live server of PUBG;
- For the Group Stage and Final will be used the Esports Server A of PUBG.

### 2. Maps

#### *a) Map pool*

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

- Erangel
- Miramar

#### *b) Map selection*

- Maps will be played in the following order for BO6 days:
  - 1) Miramar
  - 2) Miramar

- 3) Miramar
- 4) Erangel
- 5) Erangel
- 6) Erangel

### 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 can be called only by the match admin in case of an emergency situation, such as mistake in the server settings, server-side issue which caused drop of all the players, if 12 or more players didn't load on the island.

### 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) Using of in-game skins*

Each player during the Group Stage and Finals must only wear specific clothing during the games.

Clothing rules and regulations can be found [here](#):

### 6. Match procedure

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

Teams will have at least 10 minutes of a break between matches. Amount of time for the break can 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*

- In case of server disconnect at the start of the game or during the game, the match will be replayed fully.
- In case of server disconnect with 3 or fewer squads alive, each squad will be awarded with compensation points.
- Compensation points are the summary of average kills of the squad in last 3 games + average placement points left in the game ( $10+6+5=21/3=7$ ).
- In case of server disconnect with 4 or more squads alive, the game will be replayed fully.

- In case if a player disconnects from the game after the first 60 seconds of a match and cannot reconnect to the server, the team must continue playing with alive members until the end of the match.

*c) Using of bugs or game glitches*

Using of bugs or game glitches is prohibited. If a player discovers a new bug or glitch, he is obligated to immediately report it to head admin 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 certain bug or glitch is considered prohibited.

## 7. Emotions usage

The usage of in game emote during the matches is prohibited. This rule is applied to the time from taking the flight to the end of the matches.

## Annex A Regional distribution

PCS EMEA #3 is divided into three regions: Middle East and Africa (MEA), Europe West and Europe East.

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

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

1. Europe West				
Albania	Denmark	Italy	North Macedonia	Spain
Andorra	Estonia	Latvia	Norway	Sweden
Austria	Finland	Liechtenstein	Poland	Switzerland
Belgium	France	Lithuania	Portugal	UK of GB and Northern Ireland
Bosnia and Herzegovina	Germany	Luxembourg	Romania	Vatican
Bulgaria	Greece	Malta	San Marino	
Croatia	Hungary	Monaco	Serbia	
Cyprus	Iceland	Montenegro	Slovakia	
Czech Republic	Ireland	Netherlands	Slovenia	

2. Europe East			
Armenia	Georgia	Moldova	Turkmenistan
Azerbaijan	Kazakhstan	Russian Federation	Ukraine
Belarus	Kyrgyzstan	Tajikistan	Uzbekistan



3. 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 an admin of the tournament for clarification:

- Yehor "panda" Kolomiets (panda@starladder.tv)

## **1) Scoring**

- Placement points in the match
  - 1st place - 10 points
  - 2nd place - 6 points
  - 3rd place - 5 points
  - 4th place - 4 points
  - 5th place - 3 points
  - 6th place - 2 points
  - 7th place - 1 point
  - 8th place - 1 point
  - 9th place - 0 points
  - 10th place - 0 points
  - 11th place - 0 points
  - 12th place - 0 points
  - 13th place - 0 points
  - 14th place - 0 points
  - 15th place - 0 points
  - 16th place - 0 points
- Kill points

Each kill will earn 1 point for a team.

In case if two or more teams have the same amount of points, placement will be determined according to:

- Total Kill Points across all Matches
- Team's best performing Match based on Total Points
- Team's best performing Match based on Kill Points
- Team's Kill Points in the most recent Match
- Team's Placement Points in the most recent Match

## 2) Erangel settings

### a) Server settings

BASIC OPTIONS							
ENVIRONMENT							
BLUE ZONE							
CIRCLE SPEED							1x
	Delay(s)	Wait(s)	Move(s)	DPS	Shrink	Spread	Land Ratio
PHASE 1	90	180	270	0.6	0.4	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	150	3	0.6	0.56	1
PHASE 5	0	50	120	5	0.65	0.56	0
PHASE 6	0	50	120	8	0.65	0.56	0
PHASE 7	0	50	90	10	0.65	0.56	0
PHASE 8	0	50	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

ADVANCED OPTIONS			
WEAPONS		AMMUNITIONS	
Sniper Rifles	1,65	Ammunitions	1
DMRs	2,25	- 12 gauge	1
Assault Rifles	1,3	- .45 ACP	1
Hunting Rifles	0	- 5.56mm	1
LMGs	0,5	- 762mm	1
SMGs	2	- 9mm	1
Shotguns	1	<b>ETC</b>	
- DBS	0,5	Sight Attachments	1,11
Handguns	0,45	Magazine Attachments	0,55
Throwables	1,4	Muzzle Attachments	0,75
- Flash Bang	1,1	Foregrip Attachments	1,3
- Frag Grenade	0,7	Stock Attachment	1,65
- Molotov Cocktail	1,1	- Quiver(Crossbow)	0
- Smoke Grenade	1,1	- Composite(AR, Vector, MP5K)	1
- SpikeTrap, C4, Sticky Bomb, Decoy Grenade	0	- UZI stock	1
Melee Weapons	1,65	- Bulletloops(SG, Win94, Kar98K)	1
- Crowbar	1	- Cheekpad	1
- Machete	1	<b>CONSUMABLES</b>	
- Pan	1	Heal Items	1,1
- Sickle	1	Boost Items	1
Crossbow	0	Gas Can	0,35
Flare Gun	0	<b>EQUIPMENT</b>	
<b>CLOTHING</b>			
Clothing	0	Backpack	0,65
<b>ITEM SPAWN TYPE</b>		Helmet	0,9
		Armored Vest	0,9
Adjustable Ratio & Adjustable Total Number	1.8	Armored Vest (Lv.3)	1,05

### 3) Miramar settings

#### a) Server settings

BASIC OPTIONS								
ENVIRONMENT								
BLUE ZONE								
CIRCLE SPEED							1x	
	Delay(s)	Wait(s)	Move(s)	DPS	Shrink	Spread	Land Ratio	
PHASE 1	90	180	270	0.6	0.4	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	150	3	0.6	0.56	1	
PHASE 5	0	50	120	5	0.65	0.56	0	
PHASE 6	0	50	120	8	0.65	0.56	0	
PHASE 7	0	50	90	10	0.65	0.56	0	
PHASE 8	0	50	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

ADVANCED OPTIONS					
WEAPONS		CLOTHING		CONSUMABLES	
Sniper Rifles	2,45	Clothing	0	Heal Items	1,1
DMRs	2,8	ETC		- Bandage	1
- Mini14	0,95	Sight Attachments	1	- First aid	1
- SKS	1,05	- Dotsight	1	- Medkit	1,05
- VSS	0,95	- Holosight	1	Boost Items	1,1
- SLR	0,95	- Scope2x	1,05	- Energy Drink	1
Assault Rifles	1,3	- Scope3x	1	- Pain Killer	1,05
- AKM	0,95	- Scope4x	1,05	- Adrenaline	1,05
- M416	1,05	- Scope6x	1	Gas Can	0,35
- M16A4	0,95	- Scope8x	1,15		
- Beryl M762	1,05	- Canted sight(RMR)	0,75		
- Mk47 Mutant	1	Magazine Attachments	1,2	Backpack	0,95
- SCAR-L	1,05	- SR Magazine	1,05	- Backpack(Lv. 1)	0,95
Hunting Rifles	0,65	- AR Magazine	1	- Backpack(Lv. 2)	1,05
LMGs	0,4	- SMG, Handguns Magazine	1	- Backpack(Lv. 3)	1,1
SMGs	0,85	Muzzle Attachments	0,75	Helmet	0,8
- Bizon	0	- SR Muzzle	1,05	- Helmet(Lv. 1)	0,95
- Tommy Gun	1	- AR Muzzle	1,05	- Helmet(Lv. 2)	1,05
- UMP45	1	- SG Muzzle	1	Armored Vest	0,8
- Micro UZI	0,95	- SMG, Handguns Muzzle	1	- Armor(Lv. 1)	0,95
- Vector	1,05	Foregrip Attachments	1,25	- Armor(Lv. 2)	1,05
- MP5K	0	Stock Attachment	1,1	- Armor(Lv. 3)	1,1
Shotguns	1	- Composite (AR, SMG)	1		
- DBS	0,4	- UZI stock	1		
Handguns	0,55	- Bulletloops(SG, Win94, Kar98K)	1		
Throwables	1,1	- Cheek Pad (DMR, SR)	1,05		
- Flash Bang	1,3				
- Frag Grenade	0,55	Adjustable Ratio & Adjustable Total Number	1,7		
- Molotov Cocktail	1,4				
- Smoke Grenade	1	Ammunitions	1		
- SpikeTrap	0	- 12 gauge	1		
Melee Weapons	1,85	-.45 ACP	1		
- Crowbar	1	- 5.56mm	1		
- Machete	1	- 762mm	1		
- Pan	1	- 9mm	1		
- Sickle	1	- Flare	0		

**1) PCS Europe #3 prize pool distribution**

- Prize pool distribution
  - 1st place - 50,000\$
  - 2nd place - 30,000\$
  - 3rd place - 20,000\$
  - 4th place - 10,000\$
  - 5th-8th place - 6,400\$
  - 9th-16th place - 4,850\$
  - 17th-24th place - 3,200\$