



## **2020 MALAYSIA NATIONAL CHAMPIONSHIP “ONLINE EVENT RULES”**

### **1. General Pre-game Setup**

#### **1.1. Game Version**

The version of PUBG MOBILE used for Tournament Games will be determined by the Tournament Organizer.

#### **1.2. Player Name and Gamer Tag**

Players will use their own online accounts and Gamer Tags for Online Events. All the accounts used by the players will need to have their Game ID submitted to the Tournament Organizer during registration. Players are not allowed to change their IGN after registration submission without valid reason approved by the Organizer.

A player's gamer tag or in-game nickname (“Gamer Tag”) must consist of the player's Team name (or acronym or other word representative of the Team name) and player name in the format of “TEAMNAMEPLAYERNAME”. For example, a player named “Lucky” on team “All Stars” might have the Gamer Tag “ASLucky”. Gamer Tags will be selected at the time of registration and may not be changed at any time during the PMNC without the prior written approval of the PMNC Officials.

Examples of accepted Gamer Tag:

- A. ASLucky (Player “Lucky” from team “All Stars”)
- B. FormaStar (Player “Star” from team “Forma”)

A Gamer Tag may not include any word or phrase in any language that is offensive, toxic or hurtful. A Gamer Tag may not include all or part of a corporate name or make use of the trademarks or other intellectual property of Tencent Games, PUBG MOBILE or any third party without the prior written approval of the Tournament Organizer. In order to secure such approval, a player will be required to provide a license agreement, sponsorship agreement or other documentary evidence to the Tournament Organizer sufficient to demonstrate to the satisfaction of the Tournament Organizer that the player is properly licensed.

Examples of banned Gamer Tag:

- A. TencentAngel (intellectual property “Tencent”)
- B. Whore69 (offensive Gamer Tag)
- C. KillYourSelfPls (toxic and hurtful GamerTag)

The Gamer Tag shall not also include sponsors that are from a competitor brand to **Facebook**. Tournament Organizers will collect all the lists of sponsors from the Team.

Notwithstanding any approval that may be provided by the Tournament Organizer, the entire risk and responsibility for obtaining the right to use a corporate name or the intellectual property of a third party in or as part of a player’s name or Gamer Tag shall be with the player. PMNC Officials reserve the right to reject any Gamer Tag selected by a player and to require the player to select an alternate Gamer Tag that complies with these Competition Rules.

### **1.3. Communication**

After receiving a registration confirmation email from the Organizer, all participants are required to join the 2020 MALAYSIA NATIONAL CHAMPIONSHIP discord channel.

All the players in the Discord are to comply with the instructions given by the Organizer.

#### **1.4. Game Lobbies**

All Tournament Games for PMNC will be played in game lobbies hosted by the Tournament Organizer. Prior to a Tournament start time, Teams will be notified of official tournament accounts that will be used to host official Tournament Game lobbies through Discord.

#### **1.5. Start of a Game**

Once all players of each Team have entered the official Tournament Game lobby, a PMNC marshall will request confirmation from the Team Captains that each Team is ready to begin the game. Once each Team Captain confirms readiness, the PMNC Officials will instruct the host to start the game.

#### **1.6. Timeliness of Game Start**

It is expected that all Tournament Games will begin at the scheduled time. Any delay caused by issues arising out of a Team Member's inadequate preparation will be assessed by PMNC Officials.

**1.6.1. Check-In Period** - Check-In time for Tournament Games will start 1 hour before the indicated game time, and end 30 minutes prior to the start of the game.

**1.6.2. Late for Check-In** - Latecomers will be able to check-in after the indicated time period above, however this will result in disciplinary action: Minus 5 Team Points.

**1.6.3. Missing Check-In Period** - Check-in for latecomers will be closed 15 minutes prior to the start of the game. Latecomers who check-in after this period will be disqualified from the tournament.

## 2. In-Game Setup and Rules

### 2.1. General/Game Setup (Team Event)

- 2.1.1. Maps: Erangel, Miramar, Sanhok and Vikendi
- 2.1.2. Game Mode: TPP
- 2.1.3. Team Size: 4 player
- 2.1.4. Roster Size: 5 players (4 Starters and up to 1 Substitute)
- 2.1.5. Number of Teams per Tournament Game : 16
- 2.1.6. Tournament Server: Asia
- 2.1.7. Advanced Settings: Only applicable to any rooms that are manually created by Tournament Organizer. Advanced settings are set to default with exceptions lined out below.

	Vikendi	Sanhok	Erangel	Miramar
Weapon Settings	SMG x2	AR x2	AR x2	SR x2
First Aid	x2	x2	x2	x1
Vest	Lvl 3 x2	Lvl 3 x2	Default	Default
Helm	Default	Default	Default	Lvl3 x2
Playzone Shrink Speed	x1.1	x1.0	x1.1	x1.1

- 2.1.8. Flare Gun Usage: Not allowed.

The Tournament Organizer reserves the right to make changes to the required game or player settings at any time in their sole discretion prior to the start of any Tournament Game.

### 2.2. General/Game Setup (Solo Event)

- 2.2.1. Maps: Erangel, Miramar, Sanhok and Vikendi
- 2.2.2. Game Mode: TPP
- 2.2.3. Team Size: 1 player

2.2.4. Roster Size: 1 Player

2.2.5. Number of Teams per Tournament Game: 64

2.2.6. Tournament Server: Asia

2.2.7. Advanced Settings: Only applicable to any rooms that are manually created by Tournament Organizer. Advanced settings are set to default with exceptions lined out below.

	Vikendi	Sanhok	Erangel	Miramar
Weapon Settings	SMG x2	AR x2	AR x2	SR x2
First Aid	x2	x2	x2	x1
Vest	Lvl 3 x2	Lvl 3 x2	Default	Default
Helm	Default	Default	Default	Lvl3 x2
Playzone Shrink Speed	x1.1	x1.0	x1.1	x1.1

2.2.8. Flare Gun Usage: Not allowed.

The Tournament Organizer reserves the right to make changes to the required game or player settings at any time in their sole discretion prior to the start of any Tournament Game.

### 2.3. Tournament Devices

**Players are to use only iOS or Android phones for the tournament. Tablets or iPads are banned from usage. Trigger clickers, and smartphone settings that mimics the trigger functions (example: ROG Phone II Airtrigger, Nubia Red Magic 3 Air Trigger, and other phones with similar functions) are not allowed to be used.**

Handheld devices must use the settings specified by the Tournament Organizer prior to the Tournament. During a Tournament Game, players shall not make any adjustment to the framerate without permission from PMNC Officials.

## **2.4. Stoppage of Play**

**2.4.1. Pauses.** No pauses will be permitted during Tournament play for any reason.

**2.4.2. Remaking or Replaying Tournament Games.** PMNC Officials should be notified of any technical malfunction or other emergency immediately. Tournament Games shall be remake only pursuant to the request of the Tournament Organizer. The Tournament Organizer may remake a Tournament Game under the following circumstances:

- A.** Situation where the Tournament Organizer thinks that there is an unfair gaming environment.
- B.** Situation where the Tournament Organizer decides that the game cannot be continued normally due to a technical difficulty. This does not include a player's personal mistake, personal Internet connection problem, and carelessness.
- C.** Situation where the lobby settings is not following the tournament settings, as per clause 2.1 (Team Event) & 2.2 (Solo Event).
- D.** At least 5 players in the game or 2 players in one team were eliminated by force Especially: Non-human factors in the parachuting process. Players shall provide evidence to Marshall in charge within 5 minutes of the start of the start.
- E.** Situations where it is impossible to connect to the game due to a problem with game server, or host network service.

**2.4.3. Solutions for Extreme Cases.** Notwithstanding the foregoing, if there is an extreme situation, such as a critical bug affecting three or more players, the Tournament Organizer will make a judgement as to how to proceed based on the facts and circumstances existing at the time. There may be circumstances in which a Tournament must proceed, even if three or more players are facing extreme circumstances or critical bugs which might otherwise

justify a remake of a Tournament Game and even if the affected players are not at fault in any way. In making a determination to proceed with the Tournament or order the remake of a Tournament Game, PMNC Officials will use their best judgement and may consider, among other factors, the game progress time and whether the player making the report delayed in making such a report. Players that submit false or misleading reports will be subject to disqualification for cheating. If a player is unable to compete in a Tournament Game for any reason (even if the inability to compete is not due to any fault or wrongdoing by the player), and PMNC Officials decide not to remake the Tournament Game, competition should resume as normal, with the affected Team continuing to play without the affected player. If a player who has been disconnected or has otherwise experienced an extreme circumstance or critical bug is able to rejoin the game in progress, he or she shall be permitted to do so.

#### **2.4.4. Rules of No Restart, Score Scheme and Tie Breakers**

##### **2.4.4.1. Rules of No Restart.**

In the case of the event cannot be continued due to unforeseen circumstances, and the following conditions below are fulfilled, the Tournament Organizer will calculate the points according to the scheme stipulated in advance, and will not organize the resumption of the competition:

- A.** Erangel, Miramar and Sanhok: the competition enters the 7th stage;
- B.** Vikendi: the competition enters the 8th stage.

#### **2.4.4.2. Score Scheme.**

##### **A. Remaining Teams.**

1. Remaining teams obtain the survival points equally;
2. Kill points of the game;
3. 1 point per 1 surviving player in a team.

Points for that set = 1 + 2 + 3, with the final points rounded to an integer when it meets a decimal).

##### **B. Eliminated Teams.**

Points for that set = rank points from elimination + kill points

#### **2.4.4.3. Tie Breaker.**

When there are tied points between the teams, the following criteria in order will determine the winner.

1. Team with higher total kills
2. Team with higher final round total points
3. Team with higher rank in the final round
4. Team with higher rank in the final match in the last game of the final round

## **2.5. Streaming**

**All participating teams that are playing in the PMNC 2020 MALAYSIA NATIONAL CHAMPIONSHIP [National Finals Round] and [Playoffs Round] are expected to selfie stream privately, through TENCENT MEETING or DISCORD.** Final decisions on the streaming channels will be decided and shared with participants. The stream will need to have the audio in it. These streams have to be saved and the links are to be submitted to the Tournament Organizer prior to the start of the official Tournament Games. These streams may not be deleted without prior approval from the Tournament Organizer.



In the case that the condition causes the player to be not able to stream their face camera: Players may record instead, and upload the recording after the day ends.

### **3. Post-Game Process**

#### **3.1. Results**

For PMNC 2020 MALAYSIA NATIONAL CHAMPIONSHIP, Tournament Organizer will confirm and record all Tournament Game results and point allocations.

#### **3.2. Tech Notes**

Following each Tournament Game, any technical issues occurring regarding the player's own devices or/and Internet connection will be solely on the player's responsibility to solve. Tournament Organizer will only be assisting for issues that came from Organizer/third party issues, such as but not limited to:

- A.** PUBGM server undergoes maintenance, which is not a player's personal issue. Tournament Organizers will make a decision in the best interest of the tournament.
- B.** Discord server is unavailable to players due to technical issues on their side. Tournament Organizers will provide an alternative solution for communication as it is not a player's personal issue.

#### **3.3. Break Time**

In cases where breaks between Tournament Games are necessary or deemed to be desirable by the Tournament Organizer, Tournament Organizer will inform Teams of such break time and the next Tournament Game will start promptly at the conclusion of such break time.

## **4. Player Equipment & Apparel**

### **4.1. Player Equipment**

Players may participate in Online Events only on mobile phone handheld devices running the Android or the iOS operating systems. Players may not use peripheral devices of any kind without express approval of PMNC Officials (including adapters, controllers, Bluetooth keyboards, and mice). Players may not play on tablets, personal computers (PC), consoles, laptops, or any other non-handheld device. Players may not use an emulator to play on a PC or other device that is not a handheld device.

### **4.2. Apparel and Accessories**

As further described in Section 4 of the General Terms, Team Members shall, during all public-facing Tournaments (including Online Events that are streamed to the public and all Media Events), wear official Team uniforms (including jerseys, jackets, hats and pants). In addition, Team Members are not allowed, during all public-facing Tournaments (including Online Events that are streamed to the public and all Media Events), to wear watches, gloves, and other accessories without prior written approval from the Tournament Organizer.

### **4.3. In Game Apparel**

After a player leaves the in-game lobby, his or her character must remain fully clothed in the game for the remainder of the match. **[Only Applicable during selfie streaming/recording]** Clothing exchanges for cosmetic purposes or comic effects are not permitted inside the game.

**All players are limited to only wearing black colored costumes in the Tournament matches.**

## 5. Substitutions and other Roster Changes

A Substitute may replace a Starter only between games during Tournament play. During Online Events, a Team can swap the players for an unlimited amount of times, but they must inform the Organizer at the latest within 10 minutes after the current game ends (in the case of the first game of the day, it must be informed during the check in time).

Due to the recent force majeure affecting the LAN event, the Organizer will allow stand-in (temporary player) to be used in the Online Event until the situation within the Team is resolved, of which the Team can then use the original roster submitted by them. A maximum of 1 player changes can be made to the roster. **Any roster changes request must be submitted to the Organizer 48 hours before their first match.** The Organizer reserves the right to approve or deny any request to add or remove a player from a Team's roster based upon the eligibility of the player(s) involved and such request's compliance with these Competition Rules and the Registration Rules.

The Organizer also reserves the right to notify the participants in any upcoming Tournament of the details of any roster change request that has been submitted by a Team to PMNC Officials if such roster change has not been publicly announced.

## 6. Code of Conduct

### 6.1. General Conduct

All Teams and Team Members are expected to abide by the Code of Conduct as outlined in the **PUBG 2020 Malaysia National Championship Handbook**.

**6.1.1. High Standards for Professionals.** All Teams and Team Members must at all times observe the highest standards of personal integrity and good sportsmanship.

**6.1.2. Competitive Integrity.** All Teams and Team Members are expected to compete to the best of their skill and ability at all times in any Tournament Game.

**6.1.3. Sanctions.** A violation of these Competition Rules will result in sanctions at the discretion of the Tournament Organizer, as discussed in greater detail below. All decisions made by the Tournament Organizer and PMNC Officials in regard to violations of these Competition Rules are final and binding.

### 6.2. Prohibited Conduct

Set forth below is a non-exclusive list of examples of prohibited conduct.

**6.2.1. Collusion.** Any form of collusion by any Team Members is prohibited. Examples of collusion are:

**A.** Any agreement among two or more players or other Team Members not to play to a reasonable standard of competition in a Tournament Game in order to provide any opposing Team or player with certain advantages or benefits.

**B.** Pre-arranging to Seasons prize money and/or any other form of compensation.

**C.** Deliberately losing a Tournament Game for compensation, or for any other reason, or attempting to induce another player to do so.

**6.2.2. Cheating.** Cheating is prohibited. Any modification of the PUBG MOBILE game client by any player, Team or other

Team Member is prohibited. The use of any kind of cheating device or cheat program, or any similar cheating method such as signaling devices, hand signals, talcum powder and cell phone screen protectors, etc., shall be deemed cheating. Cheating offenses will result in sanctions as mentioned in clause 6.5.2.

- 6.2.3. Exploiting.** Intentionally using any in-game bug to seek an advantage is exploiting and is prohibited. Exploiting includes acts such as making use of any game function that, at Tournament Organizer's sole determination, is not functioning as intended and violates the design purpose of PUBG MOBILE. Exploiting offenses will result in sanctions as mentioned in clause 6.5.2.
- 6.2.4. Ringing.** Playing under another player's account or Gamer Tag, or soliciting or inducing someone else to play under another player's account or Gamer Tag, is prohibited. Ringing offenses will result in sanctions as mentioned in clause 6.5.2.
- 6.2.5. Vulgar or Hateful Speech.** A Team Member may not, during a LAN Event, Online Event, media interview or in any communication relating to the PMNC 2020 Malaysia National Championship or PUBG MOBILE, using any language that is offensive, insulting, libelous, slanderous, defamatory, obscene, discriminatory, threatening, foul or vulgar. A Team Member may not post, transmit, disseminate any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events or in any streaming of PUBG MOBILE. This rule applies to speech in English and all other languages. In addition, Team Members may not encourage members of the public to engage in any activities that are prohibited by this rule.

### **6.3. Unprofessional Behavior**

All Teams and Team Members are expected to abide by the Code of Conduct and refrain from unprofessional behavior as outlined in the **PUBG 2020 Malaysia National Championship Handbook**. All the non-exhaustive list of unprofessional behaviors referred there are prohibited.

### **6.4. Prohibition of drugs and illicit substances**

#### **6.4.1. Doping**

**6.4.1.1 Refusal to be tested.** If a participant refuses to be tested, The Tournament Organizer will consider it as confirmation of usage of illicit substances. Players will be dealt with as per Malaysia's law regarding drugs and illicit substances.

**6.4.1.2 List of Drugs and Prohibited Substances.** For the full list of prohibited substances and methods, participants can refer to the list created by the World Anti-Doping Agency (WADA).

**6.4.1.3 Prescription Drugs.** If a participant has a valid prescription for a substance on the WADA list, they must send proof to the Tournament Organizer before the start of the tournament. They may still have to undergo doping tests, however positive results for prescribed drugs will be ignored.

**6.4.1.4 Doping Category.** Minor doping cases will be punished with warnings and possible penalty points. Severe cases (for example: use of drugs containing performance-enhancing agents, such as Adderall) will be punished with penalty points, and/or team disqualification. Severe cases may also result in a player ban. Cases of repeated doping by the same player will result in a more

severe punishment for the player/team, possibly resulting in a lifetime ban. If a player has been found guilty of a severe doping case after 24 hours after the last match of the tournament, the player will still be banned, however tournament results will not be changed. Minor cases after 24 hours after the last match of the tournament will not be punished.

**6.4.1.5 Alcohol or other psychoactive drugs.** Regardless of if the tournament is held online or offline, it is prohibited to compete under the influence of alcohol or other psychoactive drugs. Playing under the influence of alcohol or other psychoactive drugs will result in severe penalties. Moderate consumption of alcohol outside of tournament hours for participants is permitted as long as participants abide by the local laws.

## **6.5. Disciplinary Action and Sanctions**

**6.5.1. Investigations by the Tournament Organizer.** The Tournament Organizer will have the right to monitor compliance with these Competition Rules and the Registration Rules and investigate possible breaches. By agreeing to these Competition Rules, each Team Member agrees to cooperate with the Tournament Organizer in any internal or external investigation that the Tournament Organizer conducts relating to a suspected violation of these Competition Rules, the Registration Rules or applicable law. Team Members have a duty to tell the truth in connection with any investigation conducted by or for the Tournament Organizer and have a further duty not to obstruct any such investigation, mislead investigators or withhold evidence.

**6.5.2. Sanctions.** If the Tournament Organizer determines that a Team Member or a Team has committed a violations of

these Competition Rules or the Registration Rules, the Tournament Organizer may, in its reasonable discretion, issue any or all of the following disciplinary actions:

- A. game score forfeiture(s);
- B. prize pool forfeiture(s); and/or
- C. disqualified from the tournament.

**6.5.3. Repeated Infractions.** Repeated infractions are subject to escalating penalties, up to, and including, disqualification from participation in the **PUBG 2020 Malaysia National Championship**.

**6.5.4. Blacklisted Players.** The following players are not permitted to take part in PMNC:

- A. Players who cheated in other PUBG Mobile tournaments, as mentioned in clause 6.2.2.
- B. Players who took part in PMPL Season 1, but did not complete their allocated matches, and withdrew halfway from the tournament for various reasons.
- C. Players who were caught ringing during the qualifiers of PMPL Season 1, as mentioned in clause 6.2.4.

**6.5.5. Final Determinations.** Unless expressly stated otherwise, offenses and infringements of these Competition Rules and the Registration Rule are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable. The Tournament Organizer's determination as to the appropriate disciplinary action (or combination of disciplinary actions) will be final and binding.