



ESL PUBG Masters Europe

Rulebook v2.0

<b>ESL PUBG Masters Europe</b>	<b>1</b>
<b>1. Introduction to ESL PUBG Masters</b>	<b>4</b>
1.1 Rule Changes	4
1.2 Live Broadcast	4
1.2.1 Broadcasting Rights	4
1.2.2 Personal Broadcasts	4
1.3 Communication	5
1.4 Prize Money	5
1.5 PGC Qualification Points & Qualification Benefits	6
1.6 Format	8
<b>2. Player Eligibility</b>	<b>10</b>
2.1 Age	10
2.2 Player Aliases	10
2.3 In-Game Nicknames	10
2.4 Region Requirement	11
<b>3. Team Eligibility</b>	<b>13</b>
3.1 Team Tags	13
3.2 Team Names	13
3.3 Native Roster Requirements	13
3.4 Conflict of Interest	13
3.5 Slot holder	13
3.6 Multiple Team Ownership	14
3.7 Roster change	15
<b>4. Code of Conduct</b>	<b>16</b>
4.1 PUBG Terms of Service.	16
4.2 Best Ability	16
4.3 Collusion and Match-Fixing	16
4.4 Betting and Gambling	17
4.5 Bribery	17
4.6 Exploiting and Hacking	17
4.7 Cheating	17
4.8 Ringing	17
4.9 Intentional Disconnects	17
4.10 Profanity and Hate Speech	18
4.11 Disruptive and Abusive Behavior	18

4.12 Harassment and Sexual Harassment	18
4.13 Discrimination and Denigration	18
4.14 Criminal Activity	18
4.15 Confidentiality	19
4.16 Concluding the Competition	19
<b>5. Conduct Violations and Penalties</b>	<b>20</b>
5.1 Issuance of Penalties	20
5.2 Publication of Penalties	20
<b>6. In-Game Settings</b>	<b>21</b>
6.1 Basics	21
6.1.1 Game Settings	21
6.1.2 Maps	21
6.2 Erangel Settings	22
6.2.1 Erangel Settings: Blue Zone	22
6.2.2 Erangel Settings: Item Spawns	23
6.2.3 Erangel Vehicles	27
6.3 Miramar Settings	28
6.3.1 Miramar Settings: Blue Zone	28
6.3.2 Miramar Settings: Item Spawns	29
6.3.3 Miramar Vehicles	33
<b>7. Lobby and Match Procedure</b>	<b>34</b>
7.1 Punctuality	34
7.2 Absence Upon Match Start	34
7.3 Match Start	34
7.4 Match Results	34
7.5 Breaks Between Maps	34
7.6 Server Issues or Match Interruptions	35
7.7 Match Protest(s)	35
7.7.1 Protest Confidentiality	35
7.7.2 Deadline For Protest(s)	35
7.7.3 Filing Protest(s)	35
7.8 Emote Usage	35
<b>8. In-Game Scoring</b>	<b>36</b>
8.1 Placement distribution in the single match	36
8.2 Placement distribution in all tournament phases:	36
8.3 Placement distribution in the Grand Finals	36

# 1. Introduction to ESL PUBG Masters

The ESL PUBG Masters (“Tournament”) is an official competition with its own rules and regulations. This Ruleset applies to all Teams and Players (“Competitors”) in the Competition. By participating in a ESL PUBG Masters tournament you agree to accept the rules in this document.

The ESL PUBG Masters 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.

## 1.1 Rule Changes

Administration reserves the right to amend, remove, or make changes to these rules for any reason at any time. Any material changes to this document will be communicated directly to Competitors via the appropriate channels. Administration reserves the right to make judgement on cases not specifically covered by this document to preserve the spirit of fair play and sportsmanship. Competitors are always expected to understand and operate on the latest version of these rules.

## 1.2 Live Broadcast

All broadcasted tournament matches can be viewed at [https://www.twitch.tv/esl\\_pubg](https://www.twitch.tv/esl_pubg) and <https://www.twitch.tv/pubg>.

### 1.2.1 Broadcasting Rights

All broadcasting rights of ESL PUBG Masters tournaments are co-owned by ESL and KRAFTON INC.

### 1.2.2 Personal Broadcasts

Players or casters are not allowed to broadcast their own or any other matches belonging to ESL without prior approval from the tournament organizer. When permission to broadcast is granted the broadcaster must use 25 minutes of delay.

## 1.3 Communication

Communication between the tournament organizer and team representatives will be made by either email or an official tournament discord server. The discord server will be communicated out by email.

All communication with the tournament organizer is confidential and cannot be publicly shared

## 1.4 Prize Money

The ESL PUBG Masters: Summer Grand Finals will have a total prize pool of \$50,000. Prize pool breakdown is listed below.

ESL PUBG Masters: Grand Final – Prize Pool Week 1		
Placement	Amount	% Prize Pool
1	\$5,000	40.0%
2	\$3,500	28.0%
3	\$1,750	14.0%
4	\$750	6.0%
5	\$500	4.0%
6	\$500	4.0%
7	\$250	2.0%
8	\$250	2.0%
<b>TOTAL</b>	<b>\$12,500</b>	<b>100.0%</b>

ESL PUBG Masters: Grand Final – Prize Pool Week 2		
Placement	Amount	% Prize Pool
1	\$7,000	40.0%
2	\$4,500	26.0%
3	\$2,500	14.0%
4	\$1,000	6.0%
5	\$750	4.0%
6	\$750	4.0%
7	\$500	3.0%
8	\$500	3.0%
<b>TOTAL</b>	<b>\$17,500</b>	<b>100.0%</b>

ESL PUBG Masters: Spring Grand Final – Prize Pool	
Overall winner	
Condition	Amount
Overall winner	\$10,000

ESL PUBG Masters: Spring Grand Final – Prize Pool	
Additional Prizes	
Condition	Amount
Most kills overall	\$2,500
Most kills in one match in the Grand Finals	\$2,500
Most chicken dinners on Erangel	\$1,250
Most chicken dinners on Miramar	\$1,250
Best stand-out team (voted by the talents committee)	\$2,500

Stats for the prize pool are only counted from the Main Event. Kills and chicken dinners in the phases leading up to the Grand Finals do not count towards the prize pool. In case of a tie in any additional prizes conditions, a tiebreaker system will be used as described in [8.2 Placement distribution in all tournament phases](#).

Prizes are not transferable. No substitution of Prizes for other goods and services is permitted, except ESL reserves the right to provide a substitute Prize of approximately equal value if the advertised prize is unavailable. All expenses not specified above, including, without limitation, all federal, state and local taxes, and international tariffs, are the sole responsibility of the individual Winner.

Receiving a prize is contingent upon compliance with these Official Rules; all prizes claimed in accordance with these Official Rules will be awarded. In the event that a potential winner is disqualified or the prize is forfeited for any reason, ESL will award the applicable prize, time permitting given the nature of the prize, to the next eligible runner-up Competitor. Only 3 alternate runner-up winners will be chosen, after which the tournament organiser retains the discretion to donate the applicable prize to a charity of ESL's choosing. Potential winners may be required to provide a shipping address to claim the prize. Allow up to 3 months for delivery of prizes.

## 1.5 PGC Qualification Points & Qualification Benefits

In addition to Prize Pool, teams will be competing for PGC Qualification Points (“Points”) which will determine the teams who will qualify for the PGC at the end of 2021. Teams will also receive auto qualification (only in the case of first place in PCS5 Europe) and preferential seeding for their placements in the Competition (hereinafter, combined, referred to as “Qualification Benefits”). Each of the four major European events – ESL PUBG Masters x 2, PCS4 and PCS5 Europe (for purposes of this section, referred to as “PGC Qualification Events”)

will allot PGC points and various Qualification Benefits to the top 16 teams. The below table provides a breakdown of the overall PGC Qualification Point Distribution

Placement	Masters 1	PCS4	Masters 2	PCS5
1	200	450	300	✓
2	120	270	180	330
3	95	215	145	265
4	80	180	120	220
5	65	145	95	175
6	50	105	70	130
7	40	90	60	110
8	30	75	50	90
9	25	55	35	65
10	25	55	35	65
11	20	40	30	50
12	20	40	30	50
13	10	25	15	30
14	10	25	15	30
15	5	15	10	20
16	5	15	10	20
	<b>800</b>	<b>1,800</b>	<b>1,200</b>	<b>✓ + 1650</b>

- PGC Qualification Points and any Qualification Benefits are assigned to the Team and in any case of a change of ownership, the Points will transfer to the new owner. For purposes of clarity, if a player leaves the team, the player **will not** take any Points along with them – all points will remain with the Team so long as no Roster Rules are violated.
- Teams will forfeit their Points and any other Qualification Benefits if they violate any Roster Rules.
- If an entire Team receives a time-based or permanent ban from PUBG Esports that would encompass PGC they will forfeit all Points and Qualification Benefits. If their ban encompasses a PGC Qualification Events in which they would have received a Qualification Benefit, they will forfeit the Qualification Benefits for that PGC Qualification

Event. However, the Team would retain their Points so long as the ban does not encompass PGC.

- In the case of a Player(s) ban:
  - If the Team is unable to field a full roster, and not in violation of the Roster Rules, the Team will retain all Points and Qualification Benefits.
  - If the Team is unable to field a full roster and/or is in violation of the Roster Rules, they will forfeit Qualification Benefits for that PGC Qualification Event.
  - 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 and Qualification Benefits.
- If a Team does not qualify or participate in a PGC Qualification Event, the Team would still maintain their Points, so long as all Roster Rules and Eligibility Rules are adhered to.

## 1.6 Format

### Open Qualifiers:

- A total of 15 teams pass to either Upper Bracket or Lower Bracket
- Sign ups limited to 512 teams
- Teams will be split into 2 parts of 256 teams. First 256 teams will play their matches on Day 1, next 256 teams will play on Day 2
- TOP4 from each lobby (on Day 1 & Day 2) advance to Day 3 of the Open Qualifiers
- Day 3 starts with 128 teams. TOP8 from each lobby advance to Day 4 of the Open Qualifiers
- Day 4 starts with 64 teams. Advancement to the Main Event is determined in the following way:
  - All teams from the 1st place from each lobby advance to the Upper Bracket
  - The best 3 teams from the 2nd place from each lobby advance to the Upper Bracket
  - The remaining 8 teams advance to Lower Bracket
- The first 3 days of the Open Qualifiers have 6 matches (BO6, MMMEEE). The 4th day has 8 matches (BO8, MMMMEEEE).

### Main Event

#### Upper Bracket:

- Spots in the Upper Bracket are filled by:
  - 1 team who is a winner of ESL PUBG Masters: Spring
  - 1 team who is a winner of ESL PUBG Open: Summer
  - 7 invited teams
  - 7 teams from the Open Qualifiers
- 1-day phase with 6 maps (BO6)
- TOP8 teams advance to the Grand Finals
- Remaining teams are moved to the Lower Bracket

#### Lower Bracket:

- Spots in the Lower Bracket are filled by:
  - 8 teams from the Open Qualifiers



- 8 teams from the Upper Bracket that didn't advance to the Grand Finals
- 2-days phase with 6 maps (BO6) per day (12 maps total)
- TOP8 teams advance to the Grand Finals

**Grand Finals:**

- Spots in the Grand Finals are filled by:
  - 8 teams from the Upper Bracket
  - 8 teams from the Lower Bracket
- 2-weekend series, each series consists of 2 days
- 1st weekend with 6 maps (BO6) per day (12 maps total)
- 2nd weekend with 6 maps (BO6) per day (12 maps total)
- Wins/kills from the 1st weekend are not carried over to the 2nd weekend
- The prize pool is separated for each week. The overall prize will be distributed according to the prize pool ranking earned by all teams during both weekends. To see the prize distribution, please check [1.4 Prize Money](#).

**During all phases of the tournament, Most Chicken (MC) is being used.** To check the full description of the system, please check the [8. In-Game Scoring](#).

## 2. Player Eligibility

### 2.1 Age

No Player shall be considered eligible to participate before his or her 18<sup>th</sup> birthday, defined as having lived 18 full years.

### 2.2 Player Aliases

Player Aliases are subject to approval by Administration. Administration reserves the right to deny the use of a Player Alias and require a change for any reason. Player Aliases may not exceed 12 characters. Player Aliases may use any combination of uppercase and lowercase letters (A-Z), digits (0-9), underscores (\_), or hyphens (-). Player Aliases may not include spaces.

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

- Player Aliases may not include a sponsor name.
- Player Aliases may not include any product name or description.
- Player Aliases may not include any words that are purely commercial.
- Player Aliases may not contain vulgarities or obscenities in any way.
- Player Aliases must comply with the Code of Conduct.

### 2.3 In-Game Nicknames

In-Game Nicknames are subject to approval by Administration. Administration reserves the right to deny the use of an In-Game Nickname and require a change for any reason including to ensure that the In-Game Nickname can comfortably fit within the boundaries of any in-game asset. In-Game Nicknames may not exceed 16 characters.

In-Game Nicknames must adhere to the following format:

*TAG\_PlayerAlias*

## 2.4 Region Requirement

All players must be located in one of the following countries:

<b>Europe</b>				
Albania	Andorra	Austria	Belgium	Bosnia and Herzegovina
Bulgaria	Croatia	Cyprus	Czech Republic	Denmark
Estonia	Finland	France	Germany	Greece
Hungary	Iceland	Ireland	Italy	Latvia
Liechtenstein	Lithuania	Luxembourg	Malta	Monaco
Montenegro	Netherlands	North Macedonia	Norway	Poland
Portugal	Romania	San Marino	Serbia	Slovakia
Slovenia	Spain	Sweden	Switzerland	UK of GB and Northern Ireland
Vatican	Armenia	Azerbaijan	Belarus	Georgia
Kazakhstan	Kyrgyzstan	Moldova	Russian Federation	Tajikistan
Turkmenistan	Ukraine	Uzbekistan		
<b>Middle East and Africa</b>				
Afghanistan	Algeria	Angola	Bahrain	Benin
Botswana	Burkina Faso	Burundi	Cabo Verde	Cameroon
Central African Republic	Chad	Comoros	Congo	Côte D'Ivoire
Democratic Republic of the Congo	Djibouti	Egypt	Equatorial Guinea	Eritrea
Eswatini (Swaziland)	Ethiopia	Gabon	Ghana	Guinea
Guinea Bissau	Iran	Iraq	Israel	Jordan
Kenya	Kuwait	Lebanon	Lesotho	Liberia

Libya	Madagascar	Malawi	Mali	Mauritius
Morocco	Mozambique	Namibia	Niger	Nigeria
Oman	Pakistan	Qatar	Rwanda	Sao Tome and Principe
Saudi Arabia	Senegal	Seychelles	Somalia	South Africa
South Sudan	Sudan	Syria	Tanzania	Togo
Tunisia	Turkey	UAE	Uganda	Yemen
Zambia	Zimbabwe			

## **3. Team Eligibility**

### **3.1 Team Tags**

Teams are required to specify a Team Tag to be used in their players' In-Game Nicknames. Team Tags are subject to approval by Administration. Administration reserves the right to deny the use of a Team Tag and require a change for any reason. Team Tags must be 2 to 4 characters. Team Tags may only include uppercase letters (A-Z) and digits (0-9). Team Tags may not use spaces, underscores (\_), or hyphens (-).

Team Tags for all Pro level Teams must be unique globally. Team Tags must adhere to the Code of Conduct.

### **3.2 Team Names**

Team names must adhere to the Code of Conduct. Administration reserves the right to deny the use of a Team Name and require a change for any reason.

### **3.3 Native Roster Requirements**

Each team roster must consist of at least fifty percent (50%) of players who are legal citizens or permanent residents from the region it registers to compete in. For the purpose of this section, legal citizenship and/or permanent residency are defined per the laws of each corresponding country. To provide further clarification, if the regional roster rules allow for four (4) members, then at least two (2) must be legal citizens or permanent residents. If the regional roster rules allow for five (5) members, then at least three (3) must be legal citizens or permanent residents.

### **3.4 Conflict of Interest**

Team owners, staff members, or representatives may not be employees of PUBG Corporation or ESL.

### **3.5 Slot holder**

The ESL PUBG Masters slot will be owned by teams who have been invited directly to the tournament or have qualified through qualifiers. Slots will be given to the owners only for the duration of a single ESL PUBG Masters Tournament.

If players are contracted with a 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.

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.

ESL 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.

### **3.6 Multiple Team Ownership**

To preserve the integrity of the Competition, the following rules apply to any individual, entity or group that owns, operates, controls, or has an interest in a team that is competing in an ESL competition.

1. An individual, entity or group cannot directly or indirectly own or operate more than one team globally.
2. An individual, entity or group cannot directly or indirectly participate in the financing, operation, marketing, or management of more than one team globally.
3. No two teams can operate under the same brand or team name or variations of the same brand or team name in more than one team globally.
4. No two individuals, entities or groups that own, operate, control, or have an interest in any team can enter into a business or financial relationship with a common interest that can directly or indirectly benefit both parties based on performance in the competition.

## 3.7 Roster change

During the tournament period all teams will be affected by the roster lock. All team rosters participating in the Qualifiers will be locked from the start of the Qualifiers till the end of the ESL PUBG Masters tournament. All team rosters invited to the Upper Bracket of the competition will be locked from the start of the Upper Bracket till the end of the ESL PUBG Masters tournament.

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 case 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.

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

## 4. Code of Conduct

Competitors must always abide by the following Code of Conduct throughout the entire Competition. By participating in the Competition, Competitors agree to abide by these rules and any instructions or decisions of Administration and conduct themselves in a positive and professional manner.

### 4.1 PUBG Terms of Service.

Competitors shall comply with the PUBG Terms of Service. The full PUBG Terms of Service can be found here: <https://www.pubg.com/terms-of-service/>

### 4.2 Best Ability

Competitors must always attempt to compete at their best ability and use their best effort during any Match and avoid any behavior that is inconsistent with principles of sportsmanship, honesty, integrity, and fair play.

### 4.3 Collusion and Match-Fixing

Competitors shall not participate in any act of collusion or match-fixing. Collusion is defined as any agreement between two or more Competitors to cheat, deceive, or disadvantage opposing Competitors. Collusion includes, but is not limited to the following:

- Agreeing to any ruleset outside of the official rules
- Worsening performance or losing a Match or encouraging another Competitor to do so
- Deliberately losing for any reason or encouraging another Competitor to do so
- Pre-arranging the splitting of prize money or any other form of compensation
- Sending or receiving any signals or messaging to opposing Competitors

Match-fixing is defined as offering, agreeing, conspiring, or influencing the outcome of any Match by means that are prohibited by law or these rules.



## **4.4 Betting and Gambling**

Competitors shall not participate in any act of betting or gambling. Betting is defined as the act of wagering money (cash, cash equivalent, credit of monetary value, or any other monetary instrument) on the outcome of a Match. Competitors must never place, attempt to place, or encourage the placement of bets on any Match of the Competition. No Competitor may benefit directly or indirectly from gambling on any result of the Competition.

## **4.5 Bribery**

Competitors shall not participate in any act of bribery. Bribery is defined as the act of offering compensation or anything else of value to influence the judgement or conduct of a person. Competitors must never offer or receive any form of compensation to or from another Competitor or any other person to attempt to gain or give an unfair advantage in the Competition.

## **4.6 Exploiting and Hacking**

Competitors shall not participate in any act of exploiting or hacking. Exploiting is defined as the use of an in-game bug or glitch in a manner not intended by the designers to seek an unfair advantage. Hacking is defined as any modification of hardware, software, game client, or internet connection.

## **4.7 Cheating**

Competitors shall not cheat by using any kind of device, program, or any other method or activity that may gain or give an unfair advantage.

## **4.8 Ringing**

Competitors shall not participate in any act of ringing. Ringing is defined as playing under another Competitor's account.

## **4.9 Intentional Disconnects**

Competitors shall not intentionally disconnect from a Match by any action (e.g. quitting the Match, turning off PC, unplugging ethernet cable, etc.). Any action from a Competitor that causes a disconnect shall be deemed intentional regardless of the intent.

## **4.10 Profanity and Hate Speech**

Competitors shall not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory, or otherwise offensive. Competitors shall not incite hatred or discriminatory conduct.

## **4.11 Disruptive and Abusive Behavior**

Competitors shall not take any action or perform any gesture which is insulting, mocking, disruptive, or antagonistic. A Competition may be conducted and broadcasted in any country and include Teams from any country in the world. Competitors are responsible for being aware of the sensitivities of the cultures of the hosting country, broadcasting countries, the participating Teams and Competitors, with regards to avoiding any comments, actions or activities that may be reasonably constituted as insulting, mocking, disruptive, or antagonistic. All determinations of any disruptive or abusive behavior is at the sole discretion of the Administration.

## **4.12 Harassment and Sexual Harassment**

Competitors shall not participate in any act of harassment. Harassment is defined as systematic, hostile, and repeated acts which are intended to isolate or ostracize a person and/or affect the dignity of a person. Unwelcome sexual advances of any kind are strictly prohibited.

## **4.13 Discrimination and Denigration**

Competitors shall not offend the dignity or integrity of a country, private person, or group of people through contemptuous or discriminatory words or actions based on race, ethnicity, national origin, social origin, gender, language, religion, political opinion, financial status, birth status, sexual orientation, or any other reason.

## **4.14 Criminal Activity**

Competitors shall not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

## **4.15 Confidentiality**

Competitors shall not disclose any confidential information by any method of communication including all social media channels. All communication with Administration is strictly confidential. The publication of such material without explicit consent is strictly prohibited.

## **4.16 Concluding the Competition**

Upon initiating participation in a Competition, Teams and Competitors shall continue to participate in the Competition to its conclusion. Teams and Competitors shall not refuse to participate in the Competition for any reason including, without limitation, disagreement with a decision by Administration, an accusation of competitive integrity of the Competition, or imperfect playing conditions.

## **5. Conduct Violations and Penalties**

Competitors who fail to abide by these official rules or Code of Conduct may be subject to penalties, fines, suspensions, or bans as deemed necessary and appropriate by Administration.

Administration reserves the right to investigate any instance in which a rule may be violated. Competitors shall not withhold information from Administration during an investigation. During an investigation, Competitors must adhere to the instructions of Administration and supply complete and accurate information. Competitors shall never create any obstruction to an investigation.

### **5.1 Issuance of Penalties**

Administration reserves the right to issue, without limitation of its authority, penalties at its sole discretion upon discovery of any conduct or rule violations in accordance with the severity of the infraction. Repeated infractions may result in more severe consequences. Penalties may include, but are not limited to the following:

- Verbal and/or written caution(s) and warning(s)
- Fine(s) and/or deduction(s) of prize money
- Forfeiture(s) of Match(es)
- Disqualification(s)
- Suspension(s) or Ban(s)

### **5.2 Publication of Penalties**

Administration reserves the right to publish any information regarding any violation of these official rules or Code of Conduct. By participating in the Competition, Teams and Competitors hereby waive any right to legal action against Administration, its Affiliates, or other Teams and Competitors regarding the issuing and publishing of penalties.

## 6. In-Game Settings

Every Match in the Competition will use Esports Mode with the Default Settings Preset. All settings shall remain default unless explicitly stated below. Administration reserves the right to make changes to In-Game Settings for any reason at any time. Administration may make temporary adjustments to In-Game Settings in order to help mitigate the impact of any in-game bug.

### 6.1 Basics

The official version of the game will be used throughout the tournament.

- The Live server of PUBG will be used for the Qualifier;
- The Esports server B of PUBG will be used for Upper Bracket, Lower Bracket,, Last Chance and Grand Finals.

#### 6.1.1 Game Settings

Match Settings: Game Settings	
Map	Erangel, Miramar
Perspective	FPP
Players	64
Team Players	4
Weather	Sunny

#### 6.1.2 Maps

- Bo4 Miramar > Miramar > Erangel > Erangel
- Bo6 Miramar > Miramar > Miramar > Erangel > Erangel > Erangel
- Bo8 Miramar > Miramar > Miramar > Miramar > Erangel > Erangel > Erangel > Erangel
- Bo12 Bo6 x2
- Bo18 Bo6 x3

## 6.2 Erangel Settings

### 6.2.1 Erangel Settings: Blue Zone

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		90	120	0.8	0.55	0.56	0
Phase 3		60	120	1	0.6	0.56	0
Phase 4		60	120	3	0.6	0.56	1
Phase 5		60	120	5	0.65	0.56	0
Phase 6		60	120	8	0.65	0.56	0
Phase 7		60	90	10	0.65	0.56	0
Phase 8		60	60	14	0.7	0.56	1
Phase 9		10	160	18	0.001	10	0

## 6.2.2 Erangel Settings: Item Spawns

<b>Erangel Ruleset</b>	
Adjustable Ratio & Adjustable Total Number	1.8
<b>Ammunitions</b>	
Ammunitions	1
- 12 gauge	1
- .45 ACP	1
- 5.56mm	1
- 762mm	1
- 9mm	1
- Bolt	0
- Flare	0
<b>Weapons</b>	
Sniper Rifles	1.65
- Kar98K	1
- Mosin Nagant	1
- M24	1
DMRs	2.25
- Mini14	1
- SKS	1
- VSS	1
- SLR	1
- QBU	1
Assault Rifles	1.3
- AKM	1
- G36C	1
- M416	1
- M16A4	1
- Beryl M762	1
- Mk47 Mutant	1
- SCAR-L	1
- QBZ	1
Hunting Rifles	0
- Win94	1
LMGs	0.5
- DP-28	1
- M249	1
SMGs	2

- Bizon	1
- Tommy Gun	1
- UMP45	1
- Micro UZI	1
- Vector	1
- MP5K	1
Shotguns	1
- S686	1
- S12K	1
- S1897	1
- DBS	0.5
Handguns	0.45
- Deagle	1
- P18C	1
- P1911	1
- P92	1
- R1895	1
- R45	1
- Sawed Off	1
- Skorpion	1
Throwables	1.4
- Flash Bang	1.1
- Frag Grenade	0.7
- Molotov Coctail	1.1
- Smoke Grenade	1.1
- SpikeTrap	0
-Sticky Bomb	0
- C4	0
Melee Weapons	1.65
- Crowbar	1
- Machete	1
- Pan	1
- Sickle	1
Crossbow	0
Flare Gun	0
Launcher	0
- Panzerfaust	0
<b>ETC</b>	
Sight Attachments	1.1
- Dotsight	1
- HoloSight	1



- Scope2x	1
- Scope3x	1
- Scope4x	1
- Scope6x	1
- Scope8x	1
- Canted sight(RMR)	1
Magazine Attachments	0.55
- SR Magazine	1
- AR Magazine	1
- SMG, Handguns Magazine	1
Muzzle Attachments	0.75
- SR Muzzle	1
- AR Muzzle	1
- SG Muzzle	1
- SMG, Handguns Muzzle	1
Foregrip Attachments	1.3
- Foregrips	1
Stock Attachment	1.65
- Quiver(Crossbow)	0
- Composite(AR, Vector, MP5K)	1
- UZI stock	1
- Bulletloops(SG, Win94, Kar98K)	1
- Cheekpad	1
<b>Consumables</b>	
Heal Items	1.1
- Bandage	1
- First aid	1
- Medkit	1
Boost Items	1
- Energy Drink	1
- Pain Killer	1
- Adrenaline	1
Gas Can	0.35
<b>Equipment</b>	
Backpack	0.65
- Backpack(Lv. 1)	1
- Backpack(Lv. 2)	1
- Backpack(Lv. 3)	1
Helmet	0.9
- Helmet(Lv. 1)	1
- Helmet(Lv. 2)	1

- Helmet(Lv. 3)	1
Armored Vest	0.9
- Armor(Lv. 1)	1
- Armor(Lv. 2)	1
- Armor(Lv. 3)	1.05
<b>Clothing</b>	
Clothing	0
<b>Vehicle</b>	
- Buggy	1
- Dacia	1
- Zima	1
- Mirado	1
- Motorbike	1
- Scooter	1
- Motorbike w/ Sidecar	0
- Tukshai	1
- Pickup	1
- Rony	1
- UAZ	1
- Esports Exclusive Vehicle	1
<b>Aircraft</b>	
- Motor Glider	0
<b>Watercraft</b>	
- Boat	1
- Aquarail	1

### 6.2.3 Erangel Vehicles



■ **Vehicles:**

In addition to the random vehicle spawns, fixed vehicle spawns have been added to Erangel.

■ **Boats:**

Boats will only and always spawn at the Red dots.

## 6.3 Miramar Settings

### 6.3.1 Miramar Settings: Blue Zone

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		90	120	0.8	0.55	0.56	0
Phase 3		60	120	1	0.6	0.56	0
Phase 4		60	120	3	0.6	0.56	1
Phase 5		60	120	5	0.65	0.56	0
Phase 6		60	120	8	0.65	0.56	0
Phase 7		60	90	10	0.65	0.56	0
Phase 8		60	60	14	0.7	0.56	1
Phase 9		10	160	18	0.001	10	0

### 6.3.2 Miramar Settings: Item Spawns

Miramar Ruleset	
Adjustable Ratio & Adjustable Total Number	1.7
<b>Ammunitions</b>	
Ammunitions	1
- 12 gauge	1
- .45 ACP	1
- 5.56mm	1
- 762mm	1
- 9mm	1
- Bolt	0
- Flare	0
<b>Weapons</b>	
Sniper Rifles	2.45
- Kar98K	1
- Mosin Nagant	1
- M24	1
DMRs	2.8
- Mini14	0.95
- SKS	1.05
- VSS	0.95
- SLR	0.95
- QBU	1
Assault Rifles	1.3
- AKM	0.95
- G36C	1
- M416	1.05
- M16A4	0.95
- Beryl M762	1.05
- Mk47 Mutant	1
- SCAR-L	1.05
- QBZ	1
Hunting Rifles	0.65
- Win94	1
LMGs	0.4
- DP-28	1
- M249	1
SMGs	0.85

- Bizon	0
- Tommy Gun	1
- UMP45	1
- Micro UZI	0.95
- Vector	1.05
- MP5K	0
Shotguns	1
- S686	1
- S12K	1
- S1897	1
- DBS	0.4
Handguns	0.55
- Deagle	1
- P18C	1
- P1911	1
- P92	1
- R1895	1
- R45	1
- Sawed Off	1
- Skorpion	1
Throwables	1.1
- Flash Bang	1.3
- Frag Grenade	0.55
- Molotov Coctail	1.4
- Smoke Grenade	1
- SpikeTrap	0
- Sticky Bomb	0
- C4	0
Melee Weapons	1.85
- Crowbar	1
- Machete	1
- Pan	1
- Sickle	1
Crossbow	0
Flare Gun	0
Launcher	0
- Panzerfaust	0
<b>ETC</b>	
Sight Attachments	1
- Dotsight	1
- HoloSight	1

- Scope2x	1.05
- Scope3x	1
- Scope4x	1.05
- Scope6x	1
- Scope8x	1.15
- Canted sight(RMR)	0.75
Magazine Attachments	1.2
- SR Magazine	1.05
- AR Magazine	1
- SMG, Handguns Magazine	1
Muzzle Attachments	0.75
- SR Muzzle	1.05
- AR Muzzle	1.05
- SG Muzzle	1
- SMG, Handguns Muzzle	1
Foregrip Attachments	1.25
- Foregrips	1
Stock Attachment	1.1
- Quiver(Crossbow)	0
- Composite(AR, Vector, MP5K)	1
- UZI stock	1
- Bulletloops(SG, Win94, Kar98K)	1
- Cheekpad	1.05
<b>Consumables</b>	
Heal Items	1.1
- Bandage	1
- First aid	1
- Medkit	1.05
Boost Items	1.1
- Energy Drink	1
- Pain Killer	1.05
- Adrenaline	1.05
Gas Can	0.35
<b>Equipment</b>	
Backpack	0.95
- Backpack(Lv. 1)	0.95
- Backpack(Lv. 2)	1.05
- Backpack(Lv. 3)	1.1
Helmet	0.8
- Helmet(Lv. 1)	0.95
- Helmet(Lv. 2)	1.05

- Helmet(Lv. 3)	1
Armored Vest	0.8
- Armor(Lv. 1)	0.95
- Armor(Lv. 2)	1.05
- Armor(Lv. 3)	1.1
<b>Clothing</b>	
Clothing	0
<b>Vehicle</b>	
- Buggy	1
- Dacia	1
- Zima	1
- Mirado	1
- Motorbike	1
- Scooter	1
- Motorbike w/ Sidecar	0
- Tukshai	1
- Pickup	1
- Rony	1
- UAZ	1
- Esports Exclusive Vehicle	1
<b>Aircraft</b>	
- Motor Glider	0
<b>Watercraft</b>	
- Boat	1
- Aquarail	1



### 6.3.3 Miramar Vehicles



■ **Vehicles:**

In addition to the random vehicle spawns, fixed vehicle spawns have been added to Miramar.

- Models: Pick-up Truck or Mirado
- Skin: Esports

■ **Boats:**

Boats will only and always spawn at the Red dots.

- Model: PG-117
- Skin: None

## **7. Lobby and Match Procedure**

Before playing an official match in ESL PUBG Masters players are required to turn on the “replay record” option in their respective client. Players should save all replays at least two (2) weeks after finishing each game in case the tournament organizer requests to review it.

### **7.1 Punctuality**

At least one (1) member of each team is required to be present in the in-game lobby at least 10 minutes prior to the start of the match according to the announced schedule provided by the tournament organizer.

Latest 5 minutes prior to the start of a match all players in a team must be present in the lobby and in their correct lobby-slot.

### **7.2 Absence Upon Match Start**

A team that is absent when a match starts is subject to one (1) or more penalties unless a valid reason is informed to the tournament administration ahead of time. Administration decides if the reason is valid and not the team.

No points are given out to an absent team.

### **7.3 Match Start**

The match will start on the scheduled time. If there are unforeseen issues or broadcasting delays only the match admin may allow for a later match start.

### **7.4 Match Results**

The match results of a finished match are considered confirmed by all parties unless a protest is submitted right after the end of the match.

### **7.5 Breaks Between Maps**

All teams will have at least ten (10) minutes of break between maps. Start time may vary depending on how much time the broadcast needs. Exact start times will be communicated out by a tournament administrator as soon as possible after a map is finished on the tournament discord server.

Complaining and harassing the tournament administrator(s) about match start delays is prohibited.

## **7.6 Server Issues or Match Interruptions**

- A map will be replayed fully if a server disconnection occurs at the start of the game or during.
- If a server disconnects with three (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 the last three (3) games plus the average placement points left in the game.
- If a server disconnects with four (4) or more squads alive, the game will be replayed fully.
- If a player disconnects from the game after the first sixty (60) seconds of a game and is unable to reconnect to the server, the team must continue playing with the remaining members until the end of the map.

## **7.7 Match Protest(s)**

### **7.7.1 Protest Confidentiality**

A protest has to be filed during an ongoing match if the server settings are incorrect, ineligible players are present in the match or other related issues. After the match, protests will be reviewed by the tournament administrator(s) as soon as possible. All communication surrounding the protest and all involved parties are not to be shared outside of the people involved in the protest. With the permission from the tournament organizer the protest may be shared publicly or to other parties.

### **7.7.2 Deadline For Protest(s)**

A protest must be submitted within 10 minutes of a finished match. Communication must be done on discord and in a private message to a tournament administrator. If a protest is submitted too late the tournament organizer may ignore the protest.

### **7.7.3 Filing Protest(s)**

A protest must contain detailed information. If a protest lacks proper documentation it may be declined and not reviewed.

## **7.8 Emote Usage**

The usage of in-game emotes during the matches are prohibited.

## 8. In-Game Scoring

During all phases and matches of the ESL PUBG Masters competition, Most Chicken (MC) will be used to determine the placement.

### 8.1 Placement distribution in a single match

Placement in a single match will be determined by:

- 1st place - team winning the chicken dinner
- Other places are determined by the amount of kills in the match. The more kills team has the higher placement this team gets

### 8.2 Placement distribution in all tournament phases:

Placement in all tournament phases (Open Qualifiers, Upper & Lower Bracket, 1st & 2nd weekend of the Grand Finals) will be determined by:

- 1st place - team with the most chicken dinners wins
- Other places are determined by the number of chicken dinners wins and then number of kills in all matches of the specific tournament phase. The more chicken dinners a team has - the higher placement this team gets
  - In case two or more teams have the same number of chicken dinners, placement will be determined according to the number of kills in the specific tournament phase
  - In case two or more teams have the same number of chicken dinners and kills, placement will be determined by the performance in the previous match. Team who had better placement in the previous match will be higher in the ranking table

### 8.3 Placement distribution overall

Placement overall is determined in the following way:

- Final ranking placement is based on the prize pool earned during all Grand Finals weekends. The overall ESL PUBG Masters leaderboard does not include special bonuses specified in [1.4 Prize Money](#)
- In case two or more teams have the same amount of prize money earned during the Grand Finals, placement will be determined according to:
  - Team with more WWCD earned in all Grand Finals matches will be higher
  - If it results in a tie - team with more kills in all Grand Finals will be higher
  - If it also results in a tie - team with the higher team rank of the last Grand Finals weekend will be higher