



NEW STATE MOBILE MASHUP
Tournament Rulebook

KRAFTON

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1. Introduction

The NEW STATE MOBILE MASHUP (“Competition”) is a four (4) week long NEW STATE MOBILE competition in North America. Over the course of a three (3) week long qualifier structure, a combination of invited teams and top teams from influencer tournaments and open qualifiers will advance to a sixteen (16) team Grand Final stage. The NEW STATE MOBILE MASHUP will award a total of \$250,000 in prizeing over the course of the competition.

A. Influencer Tournaments

The NEW STATE MOBILE MASHUP includes a total of three (3) Influencer Tournaments. Each tournament features an open, single-elimination bracket that takes place in a single day and awards a \$5,000 prize pool to the top teams.

Each Influencer Tournament will qualify one (1) team (the winner) to the Grand Final. If the winning team happens to be a team that has already qualified, the next highest placing team will qualify. A total of three (3) teams will qualify to the Grand Final from the Influencer Tournaments.

B. Open Qualifiers

The NEW STATE MOBILE MASHUP includes a total of three (3) Open Qualifiers. Each tournament features an open, single-elimination bracket that takes place over the course of three (3) days and awards a \$10,000 prize pool to the top teams.

Each Open Qualifier will qualify three (3) teams (the top 3 highest placing teams) to the Grand Final. If one or more of these teams happens to be a team that has already qualified, the next highest placing team(s) will qualify. A total of nine (9) teams will advance to the Grand Final from the Open Qualifiers.

C. Grand Final

The NEW STATE MOBILE MASHUP culminates in a three (3) day long Grand Final stage. Sixteen (16) total teams will compete for their share of a \$200,000 prize pool. The Grand Final features a three (3) day long competition. Sixteen (16) teams will be divided into two (2) groups of eight (8). Following a series of Matches, the top four (4) teams from each group will come together in the final Round to compete for the NEW STATE MOBILE MASHUP Championship title.

2. Rulebook

A. Introduction to the Tournament Rulebook

This NEW STATE MOBILE MASHUP Tournament Rulebook (“Rules”) applies to all Teams, Players, and Team Staff Members (including coaches and managers) (“Participants”) who participate in the Competition. The NEW STATE MOBILE MASHUP is created by KRAFTON, Inc. and may be operated by KRAFTON, Inc. or any third-party designated by KRAFTON, Inc. to operate such Competition (“Administration”).

B. Tournament Platform Rules

All Participants must also abide by the tournament platform specific rules supplied by any tournament platform that is hosting the NEW STATE MOBILE MASHUP. This rulebook will supersede any conflict in rules or interpretations between rulesets.

C. Acceptance of the Rules

By participating in the Competition, Participants accept and agree to be bound by and comply with the Rules. Participants are a representation of the Competition and are subject to the Rules at all times not only during the duration of the Competition. Participants may be required to accept additional terms at any time in order to participate in the Competition.

D. Spirit of the Rules

This Tournament Rulebook is a living document that is intended to establish and reinforce a positive and competitive environment that is defined by sportsmanship and integrity.

E. Rule Changes

Administration reserves the right to amend, remove, or make changes to the Rules or to issue any rules or regulations that apply to each applicable Competition for any reason at any time. When material changes to the Rules are made, the Changelog section will be updated, and the updated Rules will be communicated directly to Competitors via the appropriate channels. Such communications may occur by way of example and not limitation, by releasing online postings, instructional videos, emails or texts that provide instructions and guidance to Participants. Administration reserves the right to make judgment on cases not specifically covered by this document to preserve the spirit of fair play and sportsmanship. Competitors are expected to understand and operate on the latest version of these rules.

F. Interpretations

In the event of any conflict between any Competition related rulebook, this Tournament Rulebook shall prevail except to the extent specifically stated otherwise. Any matters relating to the Competition that are not covered by these Rules or any additional rules or agreements regarding the Competition shall be subject to an interpretation made by the Administration and provided to the Participants from time to time in the form of an update to, or interpretation of, the Rules. Administration's determination thereof will be final and binding. Administration has the authority to take actions in the best interests of the Competition.

G. Terms

The following terms are used throughout this document. Their definitions can be found below.

- Administration - Administration refers to the Competition officials who are the ultimate authority on all matters relating to the Competition.

- Competition - Competition refers to the esports competition(s) for the Game.
- Game - Game refers to NEW STATE MOBILE.
- Lobby Host - Lobby Host refers to the individual who is responsible for creating and monitoring in-game Matches.
- Match - Match refers to a single instance of NEW STATE MOBILE where a winner is determined based on the scoring system as outlined in this document.
- Match Day - Match Day refers to the day that Matches are taking place.
- Referees - Referees are the first line of response for Participants before, during, and after the Competition for any clarifications on the Rules.
- Stage - Stage refers to a specific component within the Competition (i.e. Influencer Tournament, Open Qualifier, Grand Final).
- Tournament Platform - Tournament Platform refers to the platform in which a Competition Stage is behind hosted, in this case ESL Play.

3. Competition System, Registration, Qualification, and Seeding

A. General Information

The NEW STATE MOBILE MASHUP is a four (4) week long NEW STATE MOBILE competition in North America. Over the course of a three (3) week long qualifier structure, a combination of invited teams and top teams from influencer tournaments and open qualifiers will advance to a sixteen (16) team Grand Final stage. The NEW STATE MOBILE MASHUP will award a total of \$250,000 in prizeing over the course of the competition.

All Matches in the Competition will feature eight (8) Teams of four (4) Players for a total of thirty-two (32) Players in a lobby. The lobby size may be adjusted slightly to accommodate the total number of registered Teams. All Matches in the Competition will feature the BR: Extreme mode on Troi in FPP.

Each Stage of the Competition will be hosted on ESL Play and have a unique registration page. Participants should pay close attention to the details on the ESL Play tournament pages to ensure registration and check-in is completed successfully. Failure to register and check-in completely and on time for each Stage will result in a removal from the Stage.

B. Influencer Tournaments

The NEW STATE MOBILE MASHUP includes a total of three (3) Influencer Tournaments. Each tournament features an open, single-elimination bracket that takes place in a single day and awards a \$5,000 prize pool to the top teams.

Each Influencer Tournament will qualify one (1) team (the winner) to the Grand Final. If the winning team happens to be a team that has already qualified, the next highest placing team will qualify. A total of three (3) teams will qualify to the Grand Final from the Influencer Tournaments.

Each Influencer Tournament will be randomly seeded. Matches in the first Round will be drawn randomly. Seeding in all subsequent Rounds will be balanced based on performance from the prior

Round. The exact number of Teams, Rounds, number of Matches per Round, and number of Teams who will advance to the next Round can be found on the ESL Play tournament platform.

Stage Name	NEW STATE MOBILE MASHUP Ft. Wynnsanity
Dates	Mar 10, 2022
Tournament Registration Link	LINK
Prizing	\$5,000
Number of Teams to Qualify for Grand Final	1

Stage Name	NEW STATE MOBILE MASHUP Ft. chocoTaco
Dates	Mar 17, 2022
Tournament Registration Link	LINK
Prizing	\$5,000
Number of Teams to Qualify for Grand Final	1

Stage Name	NEW STATE MOBILE MASHUP Ft. NoahfromYoutube
Dates	Mar 24, 2022
Tournament Registration Link	LINK
Prizing	\$5,000
Number of Teams to Qualify for Grand Final	1

C. Open Qualifiers

The NEW STATE MOBILE MASHUP includes a total of three (3) Open Qualifiers. Each tournament features an open, single-elimination bracket that takes place over the course of three (3) days and awards a \$10,000 prize pool to the top teams.

Each Open Qualifier will qualify three (3) teams (the top 3 highest placing teams) to the Grand Final. If one or more of these teams happens to be a team that has already qualified, the next highest placing team(s) will qualify. A total of nine (9) teams will advance to the Grand Final from the Open Qualifiers.

Each Open Qualifier will be randomly seeded. Matches in the first Round will be drawn randomly. Seeding in all subsequent Rounds will be balanced based on performance from the prior Round. The

exact number of Teams, Rounds, number of Matches per Round, and number of Teams who will advance to the next Round can be found on the ESL Play tournament platform.

Stage Name	NEW STATE MOBILE MASHUP Open Qualifier #1
Dates	Mar 11, 2022 - Mar 13, 2022
Tournament Registration Link	LINK
Prizing	\$10,000
Number of Teams to Qualify for Grand Final	3

Stage Name	NEW STATE MOBILE MASHUP Open Qualifier #2
Dates	Mar 18, 2022 - Mar 20, 2022
Tournament Registration Link	LINK
Prizing	\$10,000
Number of Teams to Qualify for Grand Final	3

Stage Name	NEW STATE MOBILE MASHUP Open Qualifier #3
Dates	Mar 25, 2022 - Mar 27, 2022
Tournament Registration Link	LINK
Prizing	\$10,000
Number of Teams to Qualify for Grand Final	3

D. Grand Final

The NEW STATE MOBILE MASHUP culminates in a three (3) day long Grand Final stage. Sixteen (16) total teams will compete for their share of a \$200,000 prize pool. An additional \$5,000 will be awarded to the Grand Final MVP. The Grand Final features a three (3) day long competition. Sixteen (16) teams will be divided into two (2) groups (Groups A & B) of eight (8) Teams based on their placements in the Influencer Tournaments, Open Qualifiers and Wildcard invites. Following a series of Matches, the top four (4) teams from each group will come together in the final Round to compete for the NEW STATE MOBILE MASHUP Championship title.

The sixteen (16) Grand Final teams will consist of the following:

- Top Team from each Influencer Tournament (3 Total Teams)
- Top three (3) Teams from each Open Qualifier (9 Total Teams)
- Four (4) Wildcard Teams to be invited and revealed at a later date

The Grand Final groups will be randomly drawn based on the following:

Group A	Group B
Influencer Tournament Top Team	Influencer Tournament Top Team
Influencer Tournament Top Team	Open Qualifier Top Team
Open Qualifier Top Team	Open Qualifier Top Team
Open Qualifier Second Team	Open Qualifier Second Team
Open Qualifier Second Team	Open Qualifier Third Team
Open Qualifier Third Team	Open Qualifier Third Team
Wildcard Team	Wildcard Team
Wildcard Team	Wildcard Team

The exact number of Matches per Round can be found on the ESL Play Tournament Platform. The top four (4) Teams from Group A and the top four (4) Teams from Group B will advance to the final Round.

Stage Name	NEW STATE MOBILE MASHUP - Grand Final
Dates	Apr 1, 2022 - Apr 3, 2022
Tournament Platform Link	TBD
Prizing	\$205,000

4. Player Eligibility

All Participants must adhere to the following eligibility requirements to be eligible to participate in the Competition.

A. Age

No Participant is eligible to participate before having lived sixteen (16) full years. For purposes of clarity, Participants must be at least sixteen (16) years of age before being eligible to participate in any Match related to the Competition.

B. Player Aliases

Player Aliases are subject to approval by the 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 twelve (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 be selected at the time of registration and may not be changed during the Competition.

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 or name of any company that does not own the Team.
- Player Aliases may not include any product or service name or description.
- Player Aliases may not violate privacy, publicity, intellectual property, or other rights of a third party.
- Player Aliases may not include any words that are purely commercial.
- Player Aliases may not contain vulgarities or obscenities in any way.
- Player Aliases may not include all or part of the name KRAFTON or NEW STATE MOBILE or make use of any trademarks or other intellectual property of KRAFTON, Inc. without the prior written approval of KRAFTON, Inc.
- Player Aliases must comply with the Code of Conduct.

C. 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 twelve (12) characters.

D. Game Account

All Participants must own an active NEW STATE MOBILE Game Account in good standing. Any Team who registers to compete with a Player who has a current In-Game ban or suspension will be disqualified from the Competition even if the Player registered to compete with an alternate account.

E. Multiple Teams

Participants may not be registered to more than one (1) Team for any given stage. Upon qualification to the Grand Final, Team rosters will be locked. Participants who have qualified for the Grand Final will only be allowed to participate in subsequent events for prize money only with the exact same qualified roster. If a Participant who has previously qualified for the Grand Final registers to compete on a different Team than the one which previously qualified, that Participant and the previously qualified team will forfeit their Grand Final qualification and will need to requalify through subsequent events. All forfeited Grand Final spots will be filled by the top non-qualified teams from the last Open Qualifier.

F. Conflict of Interest

Players may not be employees or contractors of the Administration.

5. Team Eligibility

All Teams must adhere to the following eligibility requirements to be eligible to participate in the Competition.

A. Team Names and Team Tags

Team Names and Team Tags are subject to approval by Administration. Team Names and Team Tags will be selected at the time of registration and may not be changed during any Competition without the prior written approval of the Administration. Administration reserves the right to deny the use of a Team Name and/or Team Tag and require a change for any reason. In addition:

- Team Names and/or Team Tags may not include the name of any company that does not own the Team.
- Team Names and/or Team Tags may not include any product or service name or description.
- Team Names and/or Team Tags may not violate privacy, publicity, intellectual property, or other rights of a third party.
- Team Names and/or Team Tags may not include any words that are purely commercial.
- Team Names and/or Team Tags may not contain vulgarities or obscenities in any way.
- Team Names and/or Team Tags may not include all or part of the name KRAFTON or NEW STATE MOBILE or make use of any trademarks or other intellectual property of KRAFTON, Inc. without the prior written approval of KRAFTON, Inc.
- Team Names and/or Team Tags must comply with the Code of Conduct.
- Team Tags must be two (2) to four (4) characters.
- Team Tags may only include uppercase and lowercase letters (a-Z) and digits (0-9).
- Team Tags may not use spaces, underscores (_), or hyphens (-).

If there are two or more teams that request to use the same Team Name or Team Tag, priority will be given to the Team who first participated (based on participation date) in the NEW STATE MOBILE MASHUP. Administration reserves the right to overrule these Team Name and Team Tag Rules if deemed necessary per the sole discretion of the Administration.

In the case where a Team Name or Team Tag closely represents an established entity's IP, the Administration reserves the right to force one or more of the Teams to change their Team tag.

B. Conflict of Interest

Team Staff Members (including coaches and managers) may not be employees or contractors of the Administration.

C. 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 Competition.

- An individual, entity or group cannot directly or indirectly own or operate more than one team.
- An individual, entity or group cannot directly or indirectly participate in the financing, operation, marketing, or management of more than one team.
- No two teams can operate under the same brand or team name or variations of the same brand or team name.
- No two individuals, entities or groups that own, operate, control, or have an interest in two different teams 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.

D. Sponsorships

To preserve the integrity of Competition and the reputation of Administration, neither a Team nor any Player shall enter into any sponsorship, endorsement, advertising or similar agreement or relationship to promote drugs and drug paraphernalia, tobacco products, cannabis products, gambling or casinos, alcohol, pornography, any business that promotes the use of in-game hacks, cheats, exploits, skins gambling, or in-game currency farming, any product or service prohibited by applicable law, any competitor of KRAFTON, Inc. or its affiliates, any games that are not published by KRAFTON, Inc. or its affiliates, and any esports leagues, tournaments or events, other than the Competition, or any business or person offering any of the foregoing. A list of prohibited product or service categories may be updated from time to time. Notwithstanding the foregoing, if requested by the Administration, during Competition, Participants must use items featuring the official Competition sponsors in any events that are part of the Competition, for example in Matches using the hardware of the official hardware sponsor of the Competition.

6. Roster Rules

A. Team Representative

Each Team must designate one individual as its representative when completing the registration process (“Team Representative”). By default, the Team Representative will be the member of the team who creates the Team on the Tournament Platform and registers the Team for the Competition. The Team Representative will be responsible for all Team communications with Administration. Administration may rely upon any communications from the Team Representative as being made by all members of the Team. A Team may not change its Team Representative without written approval from the Administration.

B. Citizenship and Residency

At least fifty-percent (50%) of a Team Roster must be legal citizens or permanent residents of the following countries:

- United States
- Canada
- Mexico
- Puerto Rico

For the purpose of clarity, a Team Roster of four (4) must include at least two (2) Players who are legal citizens or permanent residents of the countries listed above. Team Rosters of five (5) must include at least three (3) Players who are legal citizens or permanent residents of the countries listed above.

For the purpose of this section, legal citizenship and/or permanent residency are defined per the laws of each corresponding country.

C. Substitutes and Roster Changes

- Teams must register four (4) Players in order to be eligible to participate. These four (4) Players are considered the "Core Players".
- Additionally, each team will have the option to add one (1) optional "Substitute Player".
- Rosters will be locked at the end of each Competition Stage Registration period.
- Teams who do not qualify for the Grand Final are free to make any changes prior to the start of subsequent Competition Stages.
- Upon qualification to the Grand Final:
 - A team roster is locked and carried over from the Qualifying Stage, if:
 - There was a Substitute Player on the roster during said Qualifying Stage, and
 - The Substitute Player played at least one (1) Match during said Qualifying Stage.
 - A team roster is unlocked if the above criteria is not met, and the team can add, remove, or change a Substitute Player.
 - Teams cannot change their Core Players who qualified to the Grand Final.
 - Rosters will lock for the Grand Final 48 hours prior to the start of the first Match.
- A Substitute Player cannot be a Player who is already on a qualified Team roster.
- A Substitute Player converts to a Core Player when they have participated in at least 20% of the current Competition Stage's Matches. This would mean the Team has 5 Core Players for said Competition Stage - the original four (4) Core Players plus the converted Substitute Player.
 - For the purpose of clarity, a Substitute Player will lose "Core Player" status for subsequent Competition Stages unless the Player participates in 20% of the Matches in the subsequent Competition Stages.
- The use of unapproved Players or Substitutes is strictly prohibited.

7. Match Schedule

The detailed Match schedule can be found on the Tournament Platform. Matches will be played in an accelerated manner. For the purposes of clarity, Matches will never be intentionally delayed in order to correspond with the prescribed Match schedule.

8. Prizing

Each Stage of the Competition will award prize money per the below. Administration will contact Participants who have won prize money directly to organize prize money payouts. Participants will be required to provide necessary banking information and sign related agreements in order to collect prize money. Prize money will be distributed evenly to each Core Player on the Team.

Refer to the Roster Rules section to better understand the definition of a Core Player.

Final Placement	Influencer Tournaments	Open Qualifiers	Grand Final
1st	\$2,000	\$3,000	\$50,000
2nd	\$1,500	\$2,000	\$30,000
3rd	\$1,000	\$1,500	\$24,000
4th	\$500	\$1,000	\$20,000
5th	-	\$750	\$16,000
6th	-	\$750	\$12,000
7th	-	\$500	\$10,000
8th	-	\$500	\$8,000
9th	-	-	\$6,000
10th	-	-	\$6,000
11th	-	-	\$4,000
12th	-	-	\$4,000
13th	-	-	\$3,000
14th	-	-	\$3,000
15th	-	-	\$2,000
16th	-	-	\$2,000
Total	\$5,000	\$10,000	\$200,000

**An additional \$5,000 bonus will be awarded to the overall NEW STATE MOBILE MASHUP MVP.*

9. General Rules

A. Server Utilization

All Matches in the Competition will be hosted on the Americas servers.

B. Documentation

Teams are required to submit the below list of documentation. The Administration will reach out directly to the teams to provide the documentation and submission process.

- Team Participation and Logo License Agreement – This is a contractual agreement between the Team and Krafton, Inc. It must be completed and submitted upon request.
- Player Participation Agreement - This is a contractual agreement between a Player and KRAFTON, Inc. It must be completed and submitted upon request.
- Player Photos – to be submitted along with Player Participation Agreement
 - Mandatory head shot from bottom of your chest up, taken with a white or green screen background, with no texture. Arms can be crossed or at the side. High quality camera and format (jpg or png only). Needs to be in a team jersey, dark colored solid shirt or NEW STATE MOBILE branded shirt. No headwear except for religious purposes.
 - Goofy photos of Players and/or Teams are welcome but not mandatory
 - Must be submitted by every team member.

C. Hardware, Software, and Internet Connections

When a Team checks in, they should be prepared to begin the Match immediately. All hardware, software and Internet issues should be solved by the Team prior to check in. If any technical issues arise, Matches will not be restarted or delayed.

Players are responsible for downloading the necessary updates to the game client. Match start times will not be delayed due to any individual client or game issues. All Players should adjust settings and/or their hardware set up prior to checking in. Hosts will not wait for Players to adjust settings or hardware before starting Matches.

10. In-Game Settings

Every Match in the Competition will use the following In-Game Settings. Administration reserves the right to make changes to the 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 or update.

Setting	Option
Map	TROI (Extreme)
Game Mode	SQUAD
Perspective	FPP

RECRUIT	DISABLE
Play with Bots	DISABLE
CARE PACKAGE AT START	DISABLE

11. In-Game Scoring

Every Match in the Competition will award Match Points in accordance with the following scoring system.

A. Elimination Points

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

B. Placement Points

Placement Points are awarded to Teams based on their finishing position at the end of each Match. Teams will accumulate Placement Points in accordance with the following table.

Placement	Points
1	10
2	6
3	5
4	4
5	3
6	2
7	1
8	0

C. Match Points

Match Points are the sum of a Team's Elimination Points and Placement Points.

Elimination Points + Placement Points = Match Points

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

D. Total Points

Total Points are the sum of a Team's Match Points accumulated during a set period of time. During each Round of the Competition, Teams will be ranked on a leaderboard in descending order based on their Total Points.

E. Tie Breakers

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

1. Compare every tied Team's total Elimination Points across all Matches within the Round
2. Compare every tied Team's best performing Match within the Round based on Match Points
3. Compare every tied Team's best performing Match within the Round based on Elimination Points
4. Compare every tied Team's Elimination Points within the most recent Match both teams were present
5. Compare every tied Team's Placement Points in the most recent Match both teams were present

12. Before a Match

A. Check-In

It is the Teams' responsibility to ensure they check in by the required time. Timings and lobby information are subject to change, so it is every Participant's responsibility to update themselves on Discord servers before the Competition/Round/Match starts regarding any changes.

If a Team is missing from the lobby at the Match start time, the Match will be started without them. The first Match of the day will begin per the Match Schedule. Subsequent Matches will be conducted in an accelerated manner. For the purposes of clarity, Matches will never be intentionally delayed in order to correspond with the prescribed Match schedule. Upon the completion of a Match, Participants must enter the game lobby for subsequent Matches as quickly as possible. Referees will not delay the start of a Match for any Participants who fail to arrive in the Match lobby after five (5) minutes. Failure to return to the lobby in a timely manner may subject the Participant to penalties.

It is the responsibility of all Participants to read Discord for important messages regarding the lobby they are assigned to. This is especially important in the early part of each new Match if a server needs to be restarted for any reason.

B. Joining a Lobby

It is the Teams' responsibility to ensure they check the official ESL NEW STATE MOBILE Discord Server and the ESL Play Tournament Platform.

- Lobby names and Team slots will be posted in the Discord server prior to the Match start time.

- All Match details (including lobby passwords) can be found on the tournament's Match page.
 - These will appear shortly after Check-In has ended.

It is the responsibility of all Participants to read Discord for important messages regarding the lobby they are assigned to. This is especially important in the early part of each new Match if a server needs to be restarted for any reason.

13. During a Match

A. Official Match Start

A Match has officially begun once all players are in the correct team slots, the lobby host clicks start, and the in-game countdown timer begins.

B. Disconnections

Players are allowed to reconnect if they are disconnected from the Match. There will be no Match restarts for disconnections.

C. Server Crashes

If a server crashes during a Match, the Match will be restarted.

D. Scoreboard Screenshots

All Participants must capture a screenshot of the Match scoreboards to ensure accurate scores are reported and finalized. In the event of a dispute, Participants should be prepared to provide screenshots as evidence. All screenshots should be saved for fourteen (14) days following the completion of the Competition. The Administration reserves the right to request screenshots at any time during this period.

E. Bugs

In-Game bugs are treated as part of the Game. In the case of a bug negatively affecting a Participant, there will be no restart or remedy available to the Participant.

All problems and bugs encountered on any of the ESL Play tournament pages currently in use should be reported as soon as possible to a Referee.

F. Cheats

The use of cheats is forbidden during the Competition. The use of a cheat will result in bans and/or disqualifications. For purposes of clarity, a cheat is any program, software, code or hack that gives Participants a competitive advantage over their opponent.

Examples of cheats include:

- ESP
- Radar hacks
- Wallhacks
- Speedhacks
- Aimhacks
- Hitbox manipulation
- Teleportation
- The usage of a bug/bugs to gain an advantage versus your opponents
- Game file editing to remove or alter grass or other aspects from the game
- All 3rd party software or tools that are not allowed by the game publisher and that can give an unfair advantage to a Participant is considered cheating and is not allowed.

G. In-Game Skins

Administration reserves the right to request Participants to equip their in-game characters with specific items at their discretion. Such items will be provided to the Players in advance.

H. Communication and Match Support

All hardware, software, and internet/network issues are the sole responsibility of the Participants. Match support for the Competition is limited to the official ESL NEW STATE MOBILE Discord Server, Lobby Host, and ESL Play tournament page support tickets. The Discord staff, Lobby Hosts, and ESL Play tournament Referees are there to assist you in your questions related to the Competition, rulings, and other questions.

All Participants are expected to abide by the Code of Conduct and this Tournament Rulebook in all communications before, during, and after Matches.

14. After a Match

A. Results

Official Match results will be posted on the ESL Play Tournament Platform. Participants should raise any questions or concerns regarding Match results with Referees via official support channels.

B. Protests and Escalations

Participants who wish to contest a ruling from Referees, believe a rule has been violated, or believe the integrity of the Competition has been compromised in any way (“Disputing Party”) may make a request to open a dispute. A dispute must not delay an upcoming Match unless the dispute has the potential to impact the qualification or elimination for the upcoming Match, at the sole discretion of the Administration.

The procedure to open and resolve a dispute is as follows.

1. A written statement must be submitted via a support ticket on the Tournament Platform within one (1) hour of the completion of the Match day in which the dispute pertains. The statement, at its minimum, must explain the Disputing Party's case, basic details of the situation, and clear evidence to support the claim.
2. Based on the situation, the Administration will determine if the dispute is clearly addressed by the Rules. If so, the dispute will be addressed accordingly. If not, the Administration will take necessary steps to establish a fair and judicious ruling on the matter.
3. The ruling on the dispute must be decided prior to the following Match day or before the final rankings are calculated for that respective Round, whichever happens first.
4. At this point, the ruling will become final.

C. Breaks Between Matches

Matches will be conducted per the Match schedule in an accelerated manner. For the purposes of clarity, Matches will never be intentionally delayed in order to correspond with the prescribed Match schedule. Upon the completion of a Match, Participants must enter the game lobby for subsequent Matches as quickly as possible. Referees will not delay the start of a Match for any Participants who fail to arrive in the Match lobby after five (5) minutes. Failure to return to the lobby in a timely manner may subject the Participant to penalties.

15. Code of Conduct

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

A. NEW STATE MOBILE Terms of Service and Rules of Conduct

Participants shall comply with the NEW STATE MOBILE Terms of Service. The full Terms of Service can be found here: <https://newstate.pubg.com/en/policy/termsofservice>. Participants shall comply with the NEW STATE MOBILE Rules of Conduct. The full Rules of Conduct can be found here: <https://newstate.pubg.com/en/policy/rulesofconduct>. The Terms of Service, Rules of Conduct, and Competition Rules collectively are the "Rules", and violations of any of them may be deemed violations of each of them.

B. Best Ability

Participants 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.

C. Collusion, i.e. Teaming and Match-Fixing

Participants shall not participate in any act of collusion or Match-fixing. Collusion, also referred to as Teaming, is defined as any agreement between two or more Competitors to cheat, deceive, or disadvantage opposing Participants. 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 Participant to do so
- Deliberately losing for any reason or encouraging another Participant 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 Participants
- Cooperation of one or more Participants together during Competitions or practice Matches for any reason, including but not limited to, attempting to effect qualifications and/or final standings, trolling, etc.

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. The determination of whether a Participant's action can be considered Collusion, Teaming and/or Match-Fixing is at the sole discretion of the Administration, as is the appropriate punishment.

D. Betting and Gambling

Participants shall not participate in any act of betting or gambling related to NEW STATE MOBILE. 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 or other component of Competition or any other NEW STATE MOBILE competition. Participants must never place, attempt to place, or encourage the placement of bets on any Match. No Participants may benefit directly or indirectly from gambling on any result of any Matches or the Competition as a whole, or another NEW STATE MOBILE competition as a whole.

E. Bribery

Participants 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 judgment or conduct of a person. Participants must never offer or receive any form of compensation to or from another Participant or any other person to attempt to gain or give an unfair advantage in the Competition.

F. Exploiting and Hacking

Participants 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.

G. Cheating

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

H. Ringing

Participants shall not participate in any act of ringing. Ringing is defined as playing under another Competitor's account or any account that may be used to deceive the Administration in any way.

I. Intentional Disconnects

Participants shall not intentionally disconnect from a Match by any action (e.g., quitting the Match, turning off devices, disrupting internet connection, etc.). Any action from a Participant that causes a disconnect shall be deemed intentional regardless of the intent.

J. Profanity and Hate Speech

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

K. Disruptive and Abusive Behavior

Participants 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 Participants from any country. Participants are responsible for being aware of the sensitivities of the cultures of the hosting country, countries broadcast to, the Participants, 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 are at the sole discretion of the Administration.

L. Intentional Delaying of or Interfering with the Conduct of the Competition

Participants shall not intentionally delay or interfere with the conduct or operations of the Competition through any means, including

- Attempting to acquire Competition related information through unofficial or informal means.
- Interfering with the execution of a Match or the duties of Competition, including the Administration, Participants, etc.
- Any other acts that are considered to have delayed or interfered with a Match or the integrity of Competition.

The determination of whether a Participant's action can be considered in violation is at the sole discretion of the Administration, as is the appropriate punishment.

M. Harassment and Sexual Harassment

Participants shall not participate in any act of harassment. Harassment can include 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.

N. Discrimination and Denigration

Participants shall not offend the dignity or integrity of a country, 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.

O. Criminal Activity

Participants 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.

P. Confidentiality

Participants 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 written consent is strictly prohibited.

Q. Concluding the Competition

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

16. Conduct Violations and Penalties

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

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

A. Issuance of Penalties

Administration reserves the right to issue, without limitation of its authority, penalties at its sole discretion upon discovery of any Rule or Code of Conduct 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)

B. 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, Participants hereby waive any right to legal action against Administration, its Affiliates, or other Participants regarding the issuing and publishing of penalties. Administration's determination as to the appropriate penalties will be final and binding and by participating in the Competition each Participant waives any right to bring a claim in court for Administration's decision or any remedies thereof.

17. Broadcasts and Contents

A. Ownership of Broadcasts and Contents

KRAFTON, Inc. (or its licensors) shall exclusively own all right, title, and interest, including all related intellectual property rights, in and to the Game, any event program that features the Game, the Competition, all copyrightable materials or trademark rights related to the Competition, including without limitation any websites, marketing collateral, logos or trademarks, or any designs for any of the foregoing (excluding the unmodified trademarks of Team and Likeness of Competitors if incorporated or used therein), and any suggestions, ideas, enhancement requests, feedback, recommendations or other information provided by Team or Competitors relating to the foregoing. KRAFTON, Inc. (and its licensors, where applicable) shall exclusively own all right, title and interest, including all related intellectual property rights, in and to any broadcasts of the Competition.

B. Competitors' Likeness

By participating in the Competition, Participant grants KRAFTON, Inc., PUBG Santa Monica, Inc. and Administration the right to use such Participant's Likeness for publicity purposes, including without limitation, broadcast of the Competition, creation of other content from broadcasts or related to the Competition and NEW STATE MOBILE or from the Competition content (by way of example and not limitation, in highlights and editorial coverage) and for marketing the Competition, NEW STATE MOBILE, and NEW STATE MOBILE events ("Publicize"). Participant grants KRAFTON, Inc., PUBG Santa Monica, Inc. and Administration all necessary rights to use any name, in-game nickname, sobriquet, physical likeness (including but not limited to the voice, actions, likeness (actual or simulated), picture, photograph, silhouette, appearance), biographical information, game play statistics, and/or account ID of any Participant (collectively, "Likeness"), for Publicity purposes prior to, during, or after the completion of Competition, in any media, throughout the world, in perpetuity, in connection with Publicizing the Competition, without any compensation or prior approval unless specifically prohibited by any applicable law.

C. Broadcasts by Competitors

Participants must inform Administration of their desire to live broadcast the Competition and receive prior approval from Administration before being deemed eligible to live broadcast the Competition. All live broadcasts are required to use a twenty (20) minute minimum delay. Participants who live

broadcast without a minimum delay of twenty (20) minutes may be disqualified from the Competition and/or suspended from future Competitions.

18. Limitation of Liability

A. No Consequential Damages

To the maximum extent permitted by applicable law, neither KRAFTON, Inc., PUBG Santa Monica, Inc., Administration nor any of their respective affiliates, partners, sponsors, service providers, suppliers, officers, directors, managers, members, employees, representatives, agents or licensors (collectively, the "KRAFTON Parties"), shall be liable in any way for any loss of profits or any indirect, incidental, consequential, special, punitive, or exemplary damages, arising out of or in connection with the Rules, any Competitions, or the delay or inability to use or lack of functionality of the Game, even if a KRAFTON Party is at fault and even if a KRAFTON Party is aware of the possibility of such damages.

B. Cap on Liability

To the maximum extent permitted by applicable law, the aggregate liability of the KRAFTON Parties arising out of or in connection with the Rules, any Competitions, and NEW STATE MOBILE will be limited to a Team or Competitors' direct damages in an amount not to exceed US\$ 1,000. Multiple claims will not expand this limitation. These limitations and exclusions regarding damages apply even if any remedy fails to provide adequate compensation.

C. Limitation on Liability

KRAFTON Parties shall not be liable for: (i) internet, telephone system, telephone, mobile phone, or computer hardware, software, or other technical or computer malfunctions, lost connections, disconnections, delays or transmission errors; (ii) data corruption, theft, destruction, unauthorized access to or alteration of entry or other materials; (iii) any injuries, losses or damages of any kind, including death, caused by the prize or resulting from acceptance, possession, or use of a prize, or from participation in the Competition; or (iv) any printing, typographical, administrative, or technological errors in any materials associated with the Competition.

D. Disclaimer of Warranties

KRAFTON PARTIES DO NOT GUARANTEE CONTINUOUS, ERROR-FREE, VIRUS-FREE, OR SECURE OPERATION OF OR ACCESS TO THE GAME. THE GAME AND THE COMPETITION ARE PROVIDED ON AN AS-IS BASIS, AND THE KRAFTON PARTIES DISCLAIM ANY AND ALL WARRANTIES, CONDITIONS, COMMON LAW DUTIES, AND REPRESENTATIONS (EXPRESS, IMPLIED, ORAL, AND WRITTEN), WITH RESPECT TO THE GAME AND THE COMPETITION AND ANY MATERIALS OR INFORMATION PROVIDED TO TEAM OR COMPETITORS IN CONNECTION WITH THE COMPETITION, OR ANY PART THEREOF, INCLUDING ANY AND ALL EXPRESS, IMPLIED, AND STATUTORY WARRANTIES AND CONDITIONS OF ANY KIND WHATSOEVER, INCLUDING THOSE OF TITLE, NONINFRINGEMENT, MERCHANTABILITY, FITNESS OR SUITABILITY FOR ANY PURPOSE (WHETHER OR NOT ANY KRAFTON PARTY KNOWS, HAS REASON TO KNOW, HAS BEEN ADVISED, OR IS IN FACT AWARE OF ANY SUCH PURPOSE), LACK OF NEGLIGENCE, AND LACK OF VIRUSES, WHETHER ALLEGED TO

ARISE UNDER LAW, BY REASON OF CUSTOM OR USAGE IN THE TRADE, OR COURSE OF DEALING.
THIS PARAGRAPH WILL APPLY TO THE MAXIMUM EXTENT PERMITTED BY LAW.

19. Changelog

Any material changes to this document will be listed in the changelog below and communicated directly to Competitors via the appropriate channels.

Version	Date Updated	Note
Version 1.0.0	March 1, 2022	Version 1.0.0 has been published.
Version 1.1.0	March 7, 2022	Changes made to Substitute Player rules Changes made to Player eligibility and country list
Version 1.2.0	March 9, 2022	Changes made to Player Disconnection rules

20. Participation Agreement

By participating in the Competition, Participants hereby agree to be bound by and always comply with the Rules. By participating in the Competition, Participants may be exposed to certain information that is not known by the general public (“Confidential Information”). Confidential information shall include but not be limited to product features, designs, specifications, marketing plans, or Competition plans. Participants hereby agree never to disclose Confidential Information. Participants hereby irrevocably grant to KRAFTON, Inc., its parent, affiliates, successors, and anyone acting under the authority or permission of any of the foregoing, the world-wide, royalty free, perpetual right to use their names, quotes, biographical description, picture, likeness, voice, or video recording to be associated with the Competition.

Participant has been granted permission to participate in the Competition. In order to participate in the Competition, Participant agrees and acknowledges that: (i) Participant is under no obligation to participate in the Competition, and that the decision to participate in the Competition was made solely by Participant; (ii) participation in the Competition may entail known, unknown, anticipated, and unanticipated risks that could result in damage to Participant. Participant understands that such risks cannot be eliminated. Participant hereby releases and holds harmless from liability KRAFTON, Inc. and their subsidiaries and associated companies, officers, officials, agents, and/or employees with respect to any and all losses, damages, costs, or losses or damages to property that may arise due to taking part in the Competition, regardless of whether such losses or damages arise from the negligence of the parties released from liability.

Participant agrees not to engage at any time in any form of conduct or make any posts, statements or representations, or direct any other person or entity to engage in any conduct or make any posts, statements or representations, that disrupt, disparage, criticize or otherwise impair the reputation or disrupts the business of KRAFTON, Inc., PUBG Santa Monica, Inc., NEW STATE MOBILE, NEW STATE MOBILE MASHUP, any related NEW STATE MOBILE events, its affiliates, parents and subsidiaries and their respective past and present officers, directors, stockholders, partners, members, agents and employees. Nothing contained in this clause shall preclude Participant from providing truthful testimony or statements pursuant to subpoena or other legal process or in response to inquiries from any government agency or entity. Participant agrees to cooperate with any and all investigations by the Administration regarding the potential violation of the Rules, including access to public social media content.

Participant agrees to adhere to the rulings made by the Administration and, in situations where rulings go against the Participant, the Participant agrees to play out their remaining Matches and resolve all disputes upon the completion of the Match day and/or Competition. Participant understands and agrees that if they walk out or refuse to participate in the scheduled Matches, they will be subject to punishments as laid out in these Rules, which include but are not limited to, fines, forfeiture of prize money, disqualifications and/or banning of Participant.

Participant agrees that KRAFTON, Inc., its parent, subsidiaries, affiliates, successors, and anyone acting under the authority or permission of any of the foregoing, will collect, store, process and otherwise use personal information of all Competition participants, including Players and other individuals associated with the Team with respect to the Competition. KRAFTON, Inc. will use this personal data for the following purposes:

- Recording, producing and broadcasting the Competition;
- Operating the Competition;
- Marketing and promotion of the Competition;
- Managing the relationship between such individuals and KRAFTON, Inc.;
- Communicating with such individuals to answer their questions about the Competition; and
- Communicating with prize winners to arrange delivery of their prizes.

KRAFTON, Inc. may conduct the foregoing activities through third parties. In addition, KRAFTON, Inc. may transfer personal information to third parties for purposes of carrying out, directly or indirectly, the foregoing activities as well. By participating in the Competition, Participants consent to their personal data being collected, stored, processed and otherwise used by KRAFTON, Inc. or such third parties as provided herein. KRAFTON, Inc. complies with applicable laws that meet internationally accepted standards.