

TERMS AND CONDITIONS ("PUBG MOBILE RULEBOOK")

ESL Mobile Open Europe & MENA Season 2 (the "Competition")

The Promoter of this tournament is ESL Gaming GmbH, of Schanzenstrasse 23,51063 Cologne Germany (the "Promoter" or "ESL").

1. General understanding of the Rulebook

The following rulebook is a guidance document which is valid for all stages of the tournament. ESL reserves the right to make amendments to the rulebook with or without prior notice to the players. ESL is the decision maker for all cases and disputes which may occur and are not written in this rulebook.

By participating in the tournament, each player acknowledges that he/she has read these official rules and agrees to be bound by them and by the decisions of ESL, which are final and binding on all matters pertaining to the tournament. The tournament is subject to these official rules and all applicable laws and regulations including without limitation compliance with all laws, regulations, and rules in connection with esports, payment of the prizes as specified above, childhood protection, taxation, and insurance.

2. Privacy

Player personal data will be collected, processed and stored for the online match participation, organization and prize delivery. The player's personal information will be stored until 15.03.2021 according to internal policies or procedures to answer to legal requirements. All players are informed that Tencent and ESL will collect their personal information as Data Controllers and regarding applicable privacy laws of each participating country.

For any request regarding your rights for your personal information please contact:
ESL at <https://account.eslgaming.com/privacy-policy>

Any personal data shared with third parties will be processed in line with their privacy policies.

3. Registration & Eligibility

- All players of a team must be residents of any of the following countries: Albania, Algeria, Andorra, Austria, Belarus, Belgium, Bosnia & Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Georgie, Hungary, Vatican City, Iceland, Ireland, Isle Of Man, Italy, Jersey, Latvia,

Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Norway, Poland, Portugal, Romania, Russian Federation, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingdom, Egypt, United Arab Emirates, Mauritania, Morocco, Tunisia, Libya, Sudan, Palestine, Lebanon, Syria Arabic Republic, Jordan, Israel, Iran, Iraq, Kuwait, Bahrain, Saudi Arabia, Yemen, Oman, Kazakhstan, Uzbekistan, Turkmenistan, Tajikistan, Kyrgyzstan.

- All players must be 16 years of age or older.
- Players must play using a phone or tablets. Emulators are not permitted.
- Players must not be an employee or under the employ of ESL, Tencent or other associated parties.
- Players must not have been an employee or under the employ of ESL, Tencent or other associated parties in the last 6 months.

4. Teams

- Teams must play with the roster they are registered to for the duration of each qualifier. Rosters cannot be changed during a cup, so please be sure to check account information carefully. Incorrect information will result in the score not being calculated and zero points will be awarded to the team for that match.
- Teams are allowed to do any roster changes before November 1.
- After a team qualifies to the Playoffs, their team will be locked and can only do one roster change by opening a support ticket.
- A player can only participate in one team in the Playoffs.

5. Communication & Support

All participants must adhere to the decisions and rules of the tournament organizers, admins, and referees. All decisions are final, except in cases where the option to appeal is clearly stated. Each participant can contact the tournament admins via support ticket or protest ticket on the ESL website or via email on eslmobileopenadmin@eslgaming.com

6. Player Conduct

Players are expected to conduct themselves professionally throughout the entirety of the tournament, including, but not limited to, inside and outside of the tournament, qualifiers, interviews, and the Finals. Warnings or penalties may be issued for any of the following:

- **Language:** In all languages, Players may not use obscene gestures, profanity and/or racist comments in game chat, lobby chat, or live interviews. This includes abbreviations and/or obscure references. League Administrators reserve the right to enforce this at their own discretion. These rules also apply for forums, emails, personal messages and Discord channels.
- **Behavior:** Persons are required to behave in a sportsmanlike manner towards other competitors, members of the League Administration team, media, and fans.
- **In-Game Presence:** Players involved in the tournament are required to follow all in game rules that are part of PUBG Content Creation – Teams are responsible for the assurance of the appropriateness of the content that they produce including, but not limited to: Social Media Presence, Videos, Streams, and Interviews. Disputes and Redress – Any general disputes a person may have with the current operation of the League should first be addressed by messaging a League Operator via Discord. Failure to follow proper procedure for disputes will result in denial of the dispute and the possibility of further penalties.
- **Illegal substances and PED-s:** Team members may not be under the influence or in possession of illegal substances or performance enhancing drugs (PED). In addition to the standard Code of Conduct penalties, any offending Players may be handed over to the authorities in accordance to the local laws and/or disqualified from participation. Alcohol – Team members that are intoxicated during any event may be disqualified at the discretion of the Tournament Organizer.
- **Cheating:** Any form of cheating will not be tolerated. If the Organizer determines that a Player is cheating, the Player or team will be immediately disqualified and removed from the tournament and may be restricted from participating in future events.
- **Software Exploitation:** Any intentional use of any bugs or exploits in the game may result in a forfeit of the Match and disqualification from the tournament. Bugs and exploits will be determined at the discretion of Tencent and/or the Tournament Organizer.
- **Collusion and Match Fixing:** Players are not allowed to intentionally alter the results of any Match. If the organizer determines that a Player or team is colluding or Match fixing, the Player or team will be immediately disqualified and removed from the tournament and may be restricted from participating in future events. Players must compete to the best of their ability at all times.
- **Gambling:** Anyone associated with Tencent or ESL is forbidden from placing wagers on any Matches or actions in, or around PlayerUnknown's Battlegrounds.

Unless expressly stated otherwise, offenses and infringements of these Player Conduct rules are punishable, whether or not they were committed intentionally. Attempting to commit any offenses or infringements is also punishable.

7. Disqualification

ESL reserves the right to disqualify teams and players. Any team found to be using a known exploit will forfeit their game upon the first occurrence of the exploit. If the team is found to use another known exploit for a second time, and it is determined to have been done on purpose, they will be removed from the event and barred from any future events.

8. Game Rules

- A match can only be restarted with prior admin approval.
- Any use of third party software is prohibited during the qualifiers and tournament play. If players violate this rule it will be treated as hacking with the intent to cheat. The team will be disqualified, no prizes will be awarded, and the individuals involved will receive a ban from competing.
- Any use of items not obtained through PUBGM approved in-game methods (excluding official rewards) or unannounced items is prohibited. If players violate this rule, it will be treated as hacking. The team will be disqualified, no prizes will be awarded, and the individuals involved will receive a ban from competing.

9. Technical Issues

Teams are responsible for their own technical issues, including hardware, software and/or internet issues. Matches will not be rescheduled because of technical issues and matches will be played nevertheless.

10. Point system, tiebreakers

| Placement | Points |
|-----------|--------|
| 1 | 15 |
| 2 | 12 |
| 3 | 10 |
| 4 | 8 |
| 5 | 6 |
| 6 | 4 |
| 7 | 2 |
| 8 | 1 |
| 9 | 1 |

| | |
|----|---|
| 10 | 1 |
| 11 | 1 |
| 12 | 1 |
| 13 | 0 |
| 14 | 0 |
| 15 | 0 |
| 16 | 0 |

Each kill grants the killing team 1 point.

In the event of a tie, ranking will be decided in the order of wins, total kills, followed by kills in the final match.

11. Tournament schedule

- Qualifiers: 9 Open tournaments will be held between October 13 and October 31 where teams earn points. At the end of the stage 32 teams advance to the Playoffs.
- Playoffs: On November 7, 32 teams get grouped into groups of 8 and play matches to earn points. The top 16 teams advance to the Grand Finals.
- Grand Finals: On November 13, 16 teams play matches and earn points towards a point threshold. Once a team that had already reached the point threshold wins a match, the tournament finishes with that team being the Champion. The rest of the rankings is based on the point rankings after the last match.

12. Match Settings

- Maps: Erangel, Miramar, Vikendi, Sanhok
- Game mode: Third Person Shooter

13. Prize Money

After the competition ends, team captains will be reached out to by emails, and they will need to provide their bank data or PayPal information to ESL. All prize money will be paid out by ESL, at latest 90 days after the tournament final has been completed. The prize money is as stated, there are no alternative prizes; it is non-transferable, non-negotiable, and the winners are responsible for all applicable taxes and expenses. If a Player is missing the proper payment information and makes no effort to fix this, the prize money will not be paid out until this is rectified.

Prize Money Breakdown

| Place | Prize |
|--------|---------|
| 1. | €10.000 |
| 2. | €5.000 |
| 3. | €2.500 |
| 4. | €1.750 |
| 5. | €1.250 |
| 6. | €1.000 |
| 7. | €750 |
| 8. | €550 |
| 9. | €450 |
| 10-16. | €250 |

14. How to participate

1. [Register on ESL Play](#)
2. Create or join a team
3. Sign up to a qualifier with your team
4. Check in to the qualifier 1-30 minutes before it starts
5. Join [Discord](#), follow the announcements, and ask for any help if needed
6. Join the lobby of the match with the information that the admins announce
7. Play the match
8. Check Discord for new match announcements

15. Penalty Point Catalogue

In general, a player and the team can receive up to 6 penalty points per match, unless a single violation has a higher punishment. A team is only punished once per violation, regardless of how many players. Where a player or team receives penalty points for multiple violations, the penalty points are added together.

| Rule violation | Number of penalty points |
|----------------|--------------------------|
| General | |

| | |
|--|--------------------------------|
| No show | Team: 3; Player: 2 |
| Reject compulsory challenge | Normal: 1; Intense (top 10): 2 |
| Abort match | Player / Team: 2 |
| Use of ineligible player | |
| Inactive barrage | Player / Team: 3 |
| Barraged | Player / Team: 6 |
| Unregistered player | Player / Team: 3 |
| Missing Premium (where required) | Player / Team: 3 |
| Missing Trusted (where required) | Player / Team: 3 |
| Ringer/Faker | Player / Team: 6 |
| Playing with wrong gameaccount | Player / Team: 3 |
| Playing without a registered gameaccount | Player / Team: 3 |
| Unsportsmanlike behavior | |
| Multiple/Fake accounts | Warning / 1-3 penalty points |
| Deception | Player / Team: 1 - 4 |
| Fake result | Player / Team: 4 |
| Fake match media | Player / Team: 6 |
| Fake match | Player / Team: 6 |
| Cheating | Player: 12 / Team: 6 |

Matches get only deleted if the team/player violating the rules won the match. In cup and league matches default wins are given instead of a match deletion and penalty points.