

TERMS AND CONDITIONS

(“PUBG MOBILE RULEBOOK”)

ESL Mobile 2021 (the “Competition”)

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

Game rules

This is a living document and is subject to change at the discretion of ESL Administration.

General Understanding of the Rulebook

The following rulebook is a guide document that is valid for all stages of the tournament. Admins reserve the right to make amendments to the rulebook with or without prior notice to the players. Admins are the decision-makers for all cases and disputes which may occur and are not written in this rulebook.

1 General Rules

1.1 Rule Changes

ESL administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice. The League administration also reserves the right to make a judgment on cases that are not explicitly supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship.

1.2. Rights

All broadcasting rights of the League are owned by Tencent and ESL. This includes but is not limited to: Video streams, TV broadcasts, Shoutcast streams, replays, demos, or live score bots

1.3 Agreements

Certain agreements between participants are allowed to slightly differ from the ESL rules. Agreements that differ greatly from ESL rules are however not allowed. Please note that the ESL rules were made to ensure a fair match for all participants. You are not allowed to file a protest after the match if you think that the agreements made before the match, in the end, resulted in a disadvantage for your team. Rules that can be changed with agreements are explicitly stated. Rules that do not explicitly state they can be changed by agreement, cannot have agreements made. All arrangements between participants made in addition to the ESL rules have to be written down in the match comments. The other participant has to confirm the arrangements also in the comments. To avoid abuse of the edit function, a third comment must be written. Please also keep screenshots and/or log files of your arrangements. If you do not fulfill these requirements, any protests or supports concerning arrangements will be rejected.

By participating in any series in ESL Mobile 2021 you agree to participate in the Finals if you qualify.

Players are required to begin any preparations needed to reach the finals. This means, having the necessary paperwork that allows you to travel available to verify all participants in the live Finals. This includes but is not limited to, photo ID, state-issued ID, Passport, and Visa. More information in section 1.7.

1.4 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 **21.02.2022** according to internal policies or procedures to answer legal requirements. All players are informed that 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

1.5 Prize Money

All prizes will be paid out within 90 business days of the finals occurring. Emails regarding prize payout will be sent out within that time.

1.6 Game Version

All players must install the newest version of the game in order to participate in tournaments hosted by ESL. Updates must be installed before the tournament starts.

1.6.1 Patch

All online matches will be played on the patch available on the live servers at the time of a match. All offline matches will be played on the tournament server.

1.7 Confidentiality

The content of protests, support tickets, discussions, or any other correspondence with league officials and administrators are deemed strictly confidential. The publication of such material is prohibited without prior written consent from the ESL administration.

1.8 Alcohol or Other Psychoactive Drugs

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, even if not among the punishable substances, is strictly prohibited, and may lead to severe punishment.

1.9 Names, Symbols, and Sponsors

ESL reserves the right to forbid the use of unwanted names and/or symbols in their competitions. Any legally protected words or symbols are generally forbidden unless the owner gives permission. No advertisement or promotion of sponsors that are solely or widely known for pornographic, drug use, or other adult or mature themes and products is allowed in connection to the ESL tournament. User-generated content will be governed by the terms and conditions of PUBGMobile.

1.10 Impersonation

All players must use their own accounts. Players are not allowed to participate with foreign accounts, nor to encourage other players to do so. Any team that is found to have a player using another player or account will be considered an impersonation case. The team will be disqualified from the season and the players involved will be given between 2 and 6 penalty points depending on the situation as well as being barred from participating for the rest of the season in any capacity.

1.11 Deny of Participation

ESL reserves the right to deny the participation of any team or player for any reason and precaution.

2 Schedule

2.1 North American Schedule

Open Cup Qualifiers #1

August 2nd - 26th (Monday's, Thursday's, & Saturday's)

Open Finals#1

Sunday, September 5th

Open Cup Qualifiers #2

August 30th - September 23rd (Mondays', Thursday's, & Saturday's)

Open Finals #2

Sunday, September 26th

2.2 Europe & MENA Schedule

Open Cup Qualifiers #1

August 2nd - 26th (Monday's, Thursday's, & Saturday's)

Open Cup Qualifiers #2

August 30th - September 23rd (Monday's, Thursday's, & Saturday's)

Open Finals

Monday, September 27th and Thursday, September 30th

2.3 Asia Pacific Schedule

Open Cup Qualifiers #1

August 3rd - 24th (Play Day depends on which group teams are in)

Open Finals#1

September 2nd & 3rd

Open Cup Qualifiers #2

September 6th - 28th (Play Day depends on which group teams are in)

Open Finals #2

October 7th & 8th

3 Registration & Eligibility

In order to participate in tournaments hosted by ESL, you must meet the following requirements below. If you do not meet these requirements you will be deemed ineligible. In case a team that does

not fulfill the requirements qualifies through this tournament, the team will lose the right to the qualifier and the next top qualified team will take their place.

3.1 Age Restrictions

All players must be at least 16 years of age or older by the date of the first match of the season.

1. If a player is found to currently be participating or previously participated in any matches while under the age of 16 any and all team and the members will be disqualified from the season and will forfeit any money that was, or would have been made during that season.

If the disqualification occurs during the Open Qualifier Phase of the season any players of the team that are not underage will be allowed to form a new team or join other teams provided there is no clear evidence of any members of the team trying to deceive the admin team in order to cover up the use of an underage player.

- More information on participating while underage and teams using an underage player can be found in section 11.8 of this rulebook.

If a player is under the age of 18, a parent or legal guardian must be able to accompany the minor to a live competition.

If a parent or legal guardian is unable to travel a temporary guardian who can travel will need to be appointed and proper documentation will need to be provided to ESL.

ESL will not be responsible for providing the documentation necessary for appointing a temporary guardian.

3.2 Residency Restrictions

All players must be residents of and be participating from the region they are competing in. Regional countries are as follows:

North America: Canada, Mexico, Puerto Rico, the United States of America.

Europe & MENA: Albania, Algeria, Andorra, Austria, Belarus, Belgium, Bosnia & Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Georgia, Gibraltar, 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, United Arab Emirates, Qatar, Egypt, Mauritania, Morocco, Tunisia, Libya, Sudan, Palestine, Lebanon, Syria Arabic Republic, Jordan, Israel, Iraq, Iran, Kuwait, Bahrain, Saudi Arabia, Yemen, Oman, Kazakhstan, Uzbekistan, Turkmenistan, Tajikistan, or

Kyrgyzstan

Asia-Pacific: Thailand, Vietnam, Indonesia, Malaysia, Singapore, Philippines

3.3 ESL Play Registration

All players must be registered on the ESL Play platform in order to participate in any ESL Mobile sanctioned event.

AP:

<https://play.eslgaming.com/playerunknownsbattlegrounds/asia/pubgm/challenger/mobile-open-2021-asia-pacific>

EUR/MENA:

<https://play.eslgaming.com/playerunknownsbattlegrounds/europe/pubgm/challenger/mobile-open-2021>

NA:

<https://play.eslgaming.com/playerunknownsbattlegrounds/north-america/pubgm/major/mobile-open-2021-na>

3.4 Devices

Players must play using their phone or tablet, emulators are not permitted.

3.5 Employment Restrictions

Persons working or volunteering for ESL and/or Tencent are not eligible to play while working at their respective companies. Persons who have worked or volunteered for either company, in any capacity, are not eligible to play within 90 days of having last worked for their respective company.

4 Prize Money Distribution*

4.1 Acceptance and Exchange of Data

Upon competing in a prize-earning Cup, you agree that you meet the requirements for the series and are eligible to receive any prizes. In turn, you agree to share the requested information with the person responsible for delivering the prizes to the player who is receiving the prize. This takes into account that any players who are receiving a prize must be the same who played in the Cup.

4.2 Delivery Times and Claims

All prizes earned in ESL Mobile 2021 will take a maximum of 90 days to be sent after the end of the competition. If the corresponding term expires and the prize in question is not received, the player should open a support ticket from the Cup's support page informing the administration of the missing prize so it may be reviewed.

4.3 Prize Pools

4.3.1 NA Prize Money Distribution Per Open Finals

1	\$650
2	\$550
3	\$475
4	\$425
5	\$375
6	\$325
7	\$275
8	\$225
9	\$175
10	\$125
11	\$75
12	\$50

*All Prizes are listed in USD and subject to currency exchange rates.

4.3.1 EUR/MENA Prize Money Distribution Per Season

1	\$3,000
---	---------

2	\$1,500
3	\$800
4	\$800
5	\$400
6	\$400
7	\$200
8	\$200

*All Prizes are listed in USD and subject to currency exchange rates.

4.3.1 Asia Pacific Prize Money Distribution Per Open Finals

1	\$1440
2	\$576
3	\$324
4	\$216
5	\$216
6	\$144
7	\$144

8	\$108
9	\$108
10	\$72
11	\$72
12	\$36
13	\$36
14	\$36
15	\$36
16	\$36

*All Prizes are listed in USD and subject to currency exchange rates.

5 Teams

Teams must play with the roster they are registered for the duration of each open split. Rosters cannot be changed during either open split. Please be sure to check the account information carefully. Incorrect information will result in the score not being calculated, zero points being awarded to the team for that match, and removal from the Cup if incorrect information is found.

6 Rosters & Roster Changes

6.1 General Roster Overview

Teams may only have 4 starters, and a maximum of 1 substitute (5 players total) listed on their team page and roster.

Teams are allowed to have an additional member set to either Team-Manager or Team-Owner. A person set to this role does not count toward the 4 starters and 1 substitute, and thus, is not eligible to play in any match. If they are found to be playing in any match the team will lose all points for the Cup and assessed a warning for the first infraction and will be given penalty points for any additional infractions.

Any team found to have switched a manager or owner to a player role without admin approval will be ineligible to compete with that person and may be subject to disciplinary action including loss of points, penalty points, barring from play, and/or disqualification.

If your team has more players than the allowed 5 players (4 starters and 1 substitute) at the time of check-in, your team will be removed from the Cup and be barred from playing until only 5 players remain on the team.

Team roster lock will be enforced through the Finals of all series. In the event of a live Finals, if a team is unable to travel, the next available team will be given the slot.

Rosters and Teams will be locked together upon participating in a team's first Cup.

6.2 - Roster Changes

NA & AP - If you are making roster changes please create a new team on the ESL Play site with the new roster.

EUR/MENA - Teams that have qualified for the Open Finals will have their roster locked in for the Finals and changes will not be allowed. Any teams & players that have not qualified are allowed to make new teams on the play site for Open Qualifiers #2.

Points are unique to teams on the Play site, so if you are making a new team during an Open Qualifier period your team's points will start at 0 regardless of how many players you retain from the original roster.

7 Gameaccounts

7.1 - PUBG Mobile Nickname

Both gameaccounts on ESL Play must match EXACTLY what we see in-game, else the player's kill points who have mismatches, will not be counted for the match. It is the player's responsibility to ensure that the registered gameaccount on ESL Play and in-game are up to date and there are no mismatches before signing up for the tournament.

Players and teams CANNOT change their in-game or ESL Play name after competing in a Cup.

1. No in-game name changes will be allowed at any point during the season unless the name is illegal to use or a team has been picked up by a new organization. Once a player has

participated in a Cup, as either a starter or a sub, their in-game name and gameaccount CANNOT be changed unless explicitly instructed to by a member of the admin team that it must be fixed due to having illegal characters, the in-game name and ESL play gameaccount not matching, or use of an inappropriate name.

If a player is found to have changed gameaccounts or in-game names at any point during the series without being explicitly told to by the admin team the player will be considered ineligible to participate until the name is changed back both in the game and on the ESL play site.

If a team is picked up by a new org or dropped from an old one please submit a support ticket to the Cup you will be participating in. You MUST provide valid proof of the acquisition of your team by the org (such as the contract the team and org have signed) as well as the name switches that all players will be making in-game (For example ESLLarch -> MOLarch)

Once we have valid proof of the acquisition the team will be allowed to change its name and picture on the ESL play site, and the players on the team will be allowed to change just the team tag in their in-game name and gameaccount on the play site. Players WILL NOT be allowed to change their alias, only the team tag before or after their alias may be changed. If a team is found to have changed their in-game name incorrectly

All participant's names must be appropriate. If your name is deemed inappropriate you must have the new name approved and change it in the window given by the admin team. If the name is not changed in that time you will risk disqualification and having both you and your team penalized as follows:

- The first time is a warning, second-time disqualification with possible prize money repercussions as well as bans.

Playing with an unregistered player or a player with an inaccurate gameaccount listed will result in your team being removed from match lobbies and earning 0 points for that day.

7.2 - PUBGMobile ID

All in-game Character ID numbers and ESL Play PUBGMobile ID gameaccounts must match EXACTLY. If any player is found to have an ID that does not match the team will earn 0 points for the day and be barred from playing in the active matchday.

Players and teams CANNOT change their in-game or ESL Play ID number after competing in a Cup.

1. No Character ID number changes will be allowed at any point during the season. Once a player has participated in a Cup, as either a starter or a sub, their in-game character ID and gameaccount CANNOT be changed unless explicitly instructed by a member of the admin team that it must be fixed.

If a player is found to have changed gameaccounts IDs or in-game Character IDs at any point during the series without being explicitly told to by the admin team the player will be considered ineligible to participate for the remainder of the season. We consider this as an account change and you will be treated as a different player regardless of the reason for the change. This would be considered an illegal roster change and your team will lose all points for the phase they are in and risk being barred from play for the active phase.

[Your Character ID number can be found on your player profile page in-game as shown here.](#)

1. [On the main screen in-game click on your picture](#)
2. [You'll see your Character ID right above your picture](#)

8 Player Streaming

8.1 Stream Delay

Players are allowed to stream matches during the Open Qualifier Phase provided that they have a minimum 5-minute delay on the stream.

If any player is found to be streaming without meeting the minimum delay requirement they will be forced to stop the stream for that match day.

1. The first offense will be a warning.
2. The second offense will be loss of points for the match day and 2 penalty points to the player and their team.
3. A third offense will be 2 additional penalty points to the player and team and a week-long ban from participating in matches.

8.2 Password & Lobby Leaking

Any player found to have leaked the lobby information including lobby name and password during the season will be subject to the following penalties:

1. The first offense will be a warning.
2. The second offense will be disqualification of the team from the playday with a loss of any points earned. Additionally, the player who leaked the information will be given 2 penalty points.
3. A third offense will be 2 additional penalty points to the player and a week-long ban from participating in matches for the player and their team.

8.4 Broadcast Co-streaming

Members of the community who would like to stream or restream any parts of the Mobile series alongside ESL will be vetted by ESL Staff and given the appropriate code of conduct to sign. All streamers will abide by this code of conduct when streaming/co-streaming all ESL or ESL Related events.

To request permission to become a co-streamer please send an email to the following email address based on your region:

- NA & EU: p.todkill@staff.eslgaming.com
- AP: m.kiefer@eslgaming.com

ESL and Tencent reserve the right to take away this approval from any individual due to violations of the code of conduct or terms of service.

9 Player Identification

Players are required to begin any preparations needed to reach Finals. This means, having identification that allows you to travel available to verify all participants in the event of a live Finals.

10 Communication & Support

10.1 Support

The primary method of communication and support for ESL Mobile is the [ESL Mobile Discord](#).

ALL TEAMS ARE REQUIRED TO HAVE AT LEAST 1 REPRESENTATIVE FROM THEIR TEAM IN THE SERVER AT THROUGHOUT THE SEASON.

This is to keep each team up to speed on rule changes, see posted announcements, and communicate with admins and members of other teams. Some information may be communicated exclusively in this Discord server. It is the responsibility of each player to ensure they are aware of officially posted information in the Discord server.

If it is outside of playdays hours please submit a support ticket using the support ticket system on the Ladder or Cup pages on ESL Play. If you are having an issue that is specific to a match and involves both participating teams please submit a protest ticket from your match page on ESL Play.

You may also use the match chat, located on the bottom right-hand side of ESL Play, or submit a support ticket for any assistance during the cup.

10.2 Admins

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.

10.3 Cheating

Any form of cheating will not be tolerated. When cheating is uncovered the team in question will immediately be removed from the tournament and banned from all competitions for 6 months. Players may be requested to install anti-cheat software on their devices for the duration of the

tournament. Examples of cheating include, but are not limited to the reasons covered in sections 10.3.1 - 10.3.3.

10.3.1 DDoSing

Limiting, or attempting to limit, another participant's connection to the game through a Distributed Denial of Service attack or any other means.

10.3.2 Match Fixing

Attempting to intentionally alter the results of a match by losing or otherwise trying to affect the results.

10.3.3 Software or Hardware

Using any software or hardware to gain benefits that are otherwise not available in-game. Examples include, but are not limited to: any 3rd party software (unapproved apps that manipulate gameplay), playing on private servers, scripted attacks.

10.4 Travel Participation Requests

Any player participating in ESL Mobile will be given the opportunity to submit a travel participation request in the event that they will be traveling outside of the specified countries of participation for the series. This request must be submitted at least 1 week ahead of the travel date in order for the request to be reviewed. Acceptance of the request will be based on the information provided by the player for why they are traveling, and the amount of time the player will be out for travel. Each request will be accepted or rejected on a case-by-case basis. The maximum amount of time for a player to participate from another region outside of the 4 countries allowed in the series will be 1 week. Any more time than that and the request will be rejected and the player will be ineligible to participate.

11 Player Conduct

ESL and its tournaments are part of ESIC, the Esports Integrity Commission. That means that all rules and regulations of ESIC apply to all ESL tournaments. You can look them up on their website at <https://esic.gg/>.

The following sub-paragraphs are meant to give you an impression about what things are forbidden. For more detailed information, please also visit the ESIC website.

Players are expected to conduct themselves professionally throughout the entirety of the ESL Mobile Series, 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:

11.1 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 to forums, emails, personal messages, and Discord channels.

11.2 Behavior

Persons are required to behave in a sportsmanlike manner towards other competitors, members of the League Administration team, media, and fans.

11.3 In-Game Presence

Players involved in ESL Mobile 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 the proper procedure for disputes will result in denial of the dispute and the possibility of further penalties.

11.4 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 with the local laws and/or disqualified from participation.

11.5 Alcohol

Team members that are intoxicated during any event may be disqualified at the discretion of the Tournament Organizer.

11.6 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.

11.7 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 ESL Mobile and may be restricted from participating in future events. Players must compete to the best of their ability at all times.

11.8 Underage Player

Any team found to have any underage player(s) will be disqualified from the ESL Mobile Series.

All prizing that would have been earned will by any members of the team will be forfeited and no prizing will be awarded.

Additionally, the team will receive a one(1) season ban from the ESL Mobile Series and the underage player will be banned for two(2) full seasons beyond when they turn 16.

11.9 Falsifying Region

Any team found to have any player(s) residing and/or participating from a region outside of the countries listed for the region in section 3.2 of this rulebook while falsely claiming to be from one of those countries will be disqualified from ESL Mobile.

All prizing that would have been earned will by any members of the team will be forfeited and no prizing will be awarded.

Additionally, the team will receive a minimum one(1) season ban from the ESL Mobile Series and the ineligible player will be banned for at least two(2) seasons. They will only be allowed to participate after the ban if they can prove they have fully relocated to the allowed regions.

Teams will receive 4 penalty points and players will receive 6 penalty points on the play site.

11.10 Gambling

Anyone associated with ESL Mobile is forbidden from placing wagers on any Matches or actions in, or around, Player Unknown 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.

12 Disqualification

ESL reserves the right to disqualify teams and players for reasons deemed fit for removal of a team.

Any team found to be using a known exploit will forfeit their match 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.

13 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 PUBG 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.

Players may not be naked and should be wearing clothes during any ESL Mobile match

14 Match Settings, Format, & Rules

14.1 General Rules

Maps: Erangel, Miramar, Sanhok, & Vikendi

Game Mode: TPP

Each team will participate in up to 5 matches each day during Open Qualifier Phases.

Teams in the Open Finals will have 5 matches played per Finals day.

- 5 total matches for 1-day Finals.
- 10 total matches for 2-day Finals.

All matches for a playday are scored cumulatively.

14.2 Match Scoring

14.2.1 - Open Qualifier Phase Points

Placement	Points
1	15
2	12
3	10
4	8

5	7
6	6
7	5
8	4
9	3
10	3
11	2
12	2
13	1
14	1
15	1
16	1
17	0
18	0
19	0
20	0

Kills are worth 1 point each

14.2.2 - Open Finals

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

Kills are worth 1 point each

14.3 Results

Each team member should take end-of-game screenshots of their results in case of any disputes and/or technical difficulties in the lobbies. Failure to provide said screenshots when requested can lead to disciplinary action and/or loss of points. If you have problems or notice any issues, please contact the admins IMMEDIATELY VIA SUPPORT TICKET. You can reach us via [Discord](#) for quick questions, for everything else please open a support ticket.

15 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.

16 Tiebreakers

In the event of a tie during any phase of the ESL Mobile 2021, the ranking will be decided in the order of the following:

1. Total first place finishes across all matches in the phase.
2. Total accumulated placement points across all matches in the phase.
3. Total accumulated kills across all matches in the phase.
4. Placement in the last-played match of the phase.

17 Live Broadcast

All contents, photos, videos, replays, and other resources generated by players and the ESL Mobile 2021 belong to ESL. Players accept this condition by agreeing to compete in the ESL Mobile 2021.

18 ESL Play Rules

General ESL Play rules and participation requirements including penalty point rules and catalog please visit [General Rules | ESL Play](#).