PUBGM Yoodo Stay at Home Cup Tournament Rulebook

Communication:

- Most communication will be done on Discord as the primary communication platform. Team leaders/representatives are responsible to let their team know if there are any important announcements or updates regarding the league.
    - Discord channel: https://discord.gg/awUWPmH
        - At #welcome channel, press P to access PUBGM channel
        **This is for you to get the necessary tournament information and to communicate with the admins, joining the discord is compulsory as admins wouldn't entertain any questions outside from discord.

General Conduct

- For an orderly and pleasant game, it is essential that all Players have a sporty and fair attitude. Breaches of this rule will lead to penalty points. The most important and most common offenses are listed below. However, the League administration may assign penalties for not explicitly listed types of unsportsmanlike behavior (e.g. harassment).
- Players will refrain from the use of vulgar language during the entire competition. All rules of conduct also apply to chat through the game console.
- Players are expected to compete in a professional manner. Throwing a match, halting play without cause, or showing a flagrant lack of effort will be construed as a violation of player conduct, and will result in match penalties, forfeit, and disqualification from the tournament.
- Cheating doesn't need to be successful to qualify as a violation. Conspiring to cheat is already a violation and will lead to automatic disqualification for all conspirators. Examples of cheating include, but aren't limited to:
    - Ringer
    - Account Sharing

Teams / Player Requirement

- All team players are expected to have Discord installed on their manager/leader mobile device or have access to it on other devices.
- A team must consist of the following members:
    - 4 main players (Required)
- Players are not allowed to join more than 1 team.
- PMPL players are allowed to participate in this open cup and limited to 1 PMPL player per team. PMPL players are responsible for disclosing to the tournament organizer and Tencent Gaming upon joining this open cup.
- By registering, Teams acknowledge that all usage of photos, videos, and any form of recording during the tournament have been given legal consent by the players for media and marketing purposes.
- The act of registering for this tournament implies full acceptance of all terms, conditions, rules, and regulations stated, in its entirety.

Tournament Format

- Qualifier - ***This cup is to be played in a BO1 (Best of One) or BO3 (Best of Three) format (Depending on the number of sign-ups). Any changes regarding the format will be informed by admins, prior to the start of the tournaments.**
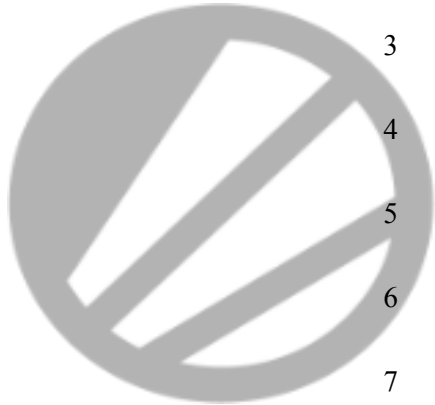
- Grand Finals - Best of 5 (Five)

Scoring for each Tournament Game will be based on each Team's final kill count and in-game placement as set forth below.

Scoring System**

1 Kill = 1 Point

Points at the end of the Match

Placement	Points	Placement	Points
1	20	9	3
2	14	10	2
3	10	11	1
4	8	12	1
5	7	13	1
6	6	14	1
7	5	15	1
8	4	16	1

Scoring System**

**The scoring system may be updated from time to time by Tencent Games, Yoodo or the Tournament Organizer at their sole discretion. Team Members should check this Section from time to time for the latest updates

Tournament Schedules and Rules
● The tournament schedule will be available on the Discord and ESL Play tournament page.
● If a Team is not ready to play 10 minutes after the official match starting time, the Team will be considered as no show and will receive a default loss.
● Teams may not remake matches. Except for server problems and bug issues..
● Once a match has completed, teams must take a screenshot of the match result.

Maps: Erangel, Miramar, Sanhok and Vikendi

Game Mode: TPP

Team Size: 4 players

Roster Size: 4 players

Number of teams per Tournament Game: 16

In-game character costume: Follow tournament organizers' instruction

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

Open Qualifier:

*This cup is to be played in a BO1 or BO3 format (Depending on the number of sign-ups). Any changes regarding the format will be informed by admins, prior to the start of the tournaments.

Map pools for the format used:

- Best of One (BO1):

    Round 1: Erangel

- Best of Three (BO3):

    Round 1: Erangel

    Round 2: Miramar

    Round 3: Sanhok

Grand Finals:

- Best of Five (BO5):

    Round 1: Erangel

    Round 2: Miramar

    Round 3: Sanhok

    Round 4: Vikendi

    Round 5: Erangel

Banned list:

- Flare Gun
- Smoke Grenade Glitch (TPP to FPP)

- Application Version: Player Unknown Battleground: Mobile (PUBGM)
- Spectators are prohibited to be in the lobby, except for tournament admins.
- If any player disconnects during a match, the game continues. The disconnected players are required to reconnect as soon as possible.
- In the case of a server crash, the admin will rehost the lobby and restart the match.
- Make sure the team is fully ready and prepared throughout the whole Tournament.

Prize Money

- Prize award listing:
  - First place - RM500 + RM200 Yoodo Credit
  - Second place - RM120 Yoodo Credit
  - Third place - RM80 Yoodo Credit
- All prize and prize money will be paid out, at the latest 90 days after the Tournament finals have been completed.
- If a Team or 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.

**To get the Yoodo credits, players must be a Yoodo sim card user to redeem the credits.

Admin Rights

- Admin may overrule all rules based on the situation. The organizer's decision is final after the appeal process.